

SPACE OPERA

ALIEN BASE



A FIRST CONTACT ADVENTURE

Larry Smith



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Scanned By:



PS 9

ALIEN BASE



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

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DIAGRAM KEY

	SLIDING DOOR		HATCH UP
	HATCH		HATCH DOWN
	FOLD-AWAY BLAST DOOR		HATCH UP & DOWN
	INACTIVE FORCE FIELD		
	ACTIVE FORCE FIELD		
	SONIC BLASTER TURRET		

PREFACE:

The DSX Timothy's flight plan called for a wide detour to carry out some follow-up survey work while carrying passengers en route to Wilson's Planet. The Timothy has been overdue for more than eight standard days. Deep space scans from automated probes in the area have revealed nothing. The last known position of the vessel is near the F2 main sequence star RSC 8996-aug. That system is known to have six planets, one of which is classed as marginally habitable. The system is otherwise unsurveyed; what data is available is from a fly-by robot-probe two hundred years ago. There is no known phenomena that can account for the death or disappearance of the Timothy. No radiation sources, gravity point sources or other ship-killing stellar objects are nearby, and no record exists of hostile alien races in that area of space.

Find out what happened to the Timothy and follow it up. A full report is needed. Should you find out that aliens are involved, we need know about their culture, their technology, and, above all, we must find their homeworld. Attempt diplomacy if it seems possible, but do not endanger your ship, unless necessary to the mission. If you do not return within one month, a followup mission will be launched. Leave behind marker bouys if at all possible.. Good luck.

This adventure scenario starts the **ALIEN BASE** adventure. This adventure is designed to be played with the **Space Opera** rules system. In this adventure, the intrepid adventurers will need to discover the reason for the mysterious disappearance of a small starship in what was believed to be a safe sector. The wreckage of the ship, along with the explanation of the cause, if not the reason, will be discovered on the surface of the fourth planet. The problem is: the local life forms are still at a neolithic level.. How could they do this? The rather prosaic answer is that the locals are being invaded. And they will not be the last invaded.. It will quickly become obvious to the players that they are facing a serious threat to the UFP.

This adventure details the alien post established by the 'Slavers'. The Slavers are a relatively new species, just beginning their galactic expansion phase. Full details on the Slavers, their pnam slaves, and the native thonne is presented in this scenario. While it can be played as a stand-alone adventure, this scenario leads on to another, **Derelect**. From that point players may continue on through a series of five scenarios forming an interlocking campaign.. The other scenarios planned for this series include **Slaveworld**, **Scoutship** and **Starmother**..

The material presented is fairly straightforward.. The first passage is a description to be read to the players upon entry and examination of the location.. The information which follows is for the SM, it provides additional details about the location. Information in that section should not be revealed until the players have earned it.

All other data is presented using standard Space Opera conventions, or is detailed in the description itself. A scoring system is included that will give players an idea of how thoroughly they have wrung out the base. A 100% score means that your players never miss a trick, and are probably far ahead of you, or else they cheated and read the scenario on the sly.

The objective here, is for the players to survey the planet, (thereby finding the wreckage of the StarShip Timothy), determine what went wrong, deduce the existence of hostile aliens, prove that the local Thonne are not responsible, find the base, survey the base, determine the extent of the threat to the federation (requiring that the players deduce the npurth life-cycle), rescue the three NPC's provided, and determine the location of the enemy home planet.

This sounds like a lot, but don't be fooled. It IS a lot, and although players may find the exploration of the base itself to be kind of homey, they will still be called upon to carry out a lot of deductive thinking, and MUST learn to use the tools available to them.

Two of the above mentioned objectives should be enlarged upon before we plunge forward. First, the last objective, determining the location of the enemy planet, is a 'hook' to the next scenario in the series. Under the section marked 'COMPUTER' you will find that you have a choice. You may either give the players the location, or you may give them particulars regarding the Npurth Stardrive.. The first option is intended for a single-play adventure, to be used if you don't want to buy the other scenarios. The second provides a clue to permit the players to follow the last Npurth ship to leave

the system. The adventure at that point picks up on **Derelect**. You should decide beforehand which is the one you want to use.

The second objective worthy of further amplification is the requirement to 'rescue the three NPC's'. There are three non-player characters still equipped with free will in the base, these are Johan, Tara, and a pnam named Chembles. These three are presented here for two reasons. It seems players rarely have a good mix of equipment and talents to tackle them. The scenario is usually too easy, killingly hard, or dependant on one little piece of equipment needed to survive. The latter two often lead to too much 'deus ex machina' as the Gamemaster whipsaws around trying to keep the game moving without wiping out the players. Johan serves this purpose. As will be seen from his description later on, Johan can be depended upon to have a little bit of skill in just about everything. Of course, this is STILL 'deus ex machina', but it is now much less obtrusive. Properly played by the Gamemaster, Johan will help players over rough spots in the game without removing their own initiative from play. The game is still very much up to the players, but if your players get into a bind wherein someone with **Regulan Swahili/4** is **REQUIRED** to get them out, Johan will be there to keep the game from ending at that point. Lastly, note that this help is not free. As you will find in the section on Johan, the players will **LOSE** one point from their overall score each time Johan helps them. By this method, your players are pretty much assured of getting through the entire scenario successfully (**DON'T** tell THEM that!), but how well they did is still reflected in the score.

A second problem is lack of information. As often happens in S-F roleplay, players may go bushwacking around the answer for turns on end without finding it. Again, in the spirit of keeping the game moving without obtrusive help from the Gamemaster, you will find herein - Chembles.

Chembles serves several different purposes. One is to provide hints about the Slavers and the base, i.e. he is the local 'rumour mill'. Another purpose is help. Some of the locations in the base are very deadly, and Johan is merely one more sun. Chembles, on the other tentacle, is provided with a formidable skill in chemistry. Of course, chemistry is not often considered to be a 'combat' skill, but Chembles is a great intuitive chemist, and very good at whipping up wierd formulas on request. **ON REQUEST!** THAT is the operative word here. The players must ask for what they need and imaginative use of Chembles' talents should be rewarded. In contrast to Johan, players will **GAIN** points from using Chembles' skills. He will never volunteer help. If your players use the pnam as a resource to help them, then Chembles is serving his purpose. Chembles' final purpose is that of example. Full particulars are provided for introducing pnam as player characters, and how **YOU** play Chembles will set the tone for pnam in your campaign for ever more.

The last NPC of note is Tara. She serves no immediate purpose in this scenario other than for the introduction of psionic inertials. Her main part will come in the **NEXT** scenario **Derelect**. If you are running this scenario as a stand-alone adventure, rather than as first in a series, and you do not wish to introduce inertials into your universe, then Tara may be safely eliminated altogether from the adventure as a needless complication.

That completes our cast of characters and the overview of this scenario. **Alien Base** remains one of my most successful adventures, and I hope you will find it at least a useful source of ideas. Read the scenario thoroughly before play, and pay close attention to **YOUR** characters - Johan, Chembles and Tara - and you will enjoy the scenario as much as your players. Maybe even more . . .

WILDERNESS

The planet can be conveniently broken up into several different types of terrain. Each of these will be detailed, along with their associated encounter tables, in the lists that follow. The SM should determine the hex the players will start in from their description of the terrain in which they wish to land. Many players will try to discover the base from orbit. That is not possible, it is much too deep in one of the dust seas and its small amount of infra-red is easily masked by the furious activity of the local volcanoes. It also emits no detectable,



**UNITED FEDERATION OF PLANETS
DEPARTMENT OF INTERSTELLAR SURVEY**

Form 217/DIS.8JE

SURVEY EVALUATION, PLANET THONNE

STAR SYSTEM DESIGNATION none
STELLAR PRIMARY TYPE F2
PLANETS IN STAR SYSTEM 6

BEARING FROM MARKER STAR _____
DISTANCE FROM MARKER STAR _____
VERTICAL COORDINATE _____

PLANETARY TYPE M

ORBITAL DISTANCE 660 **LS**
LENGTH OF YEAR _____ **days**
LENGTH OF DAY 20.3 **hours**
TEMPERATURE RANGE -30°C - 180°C

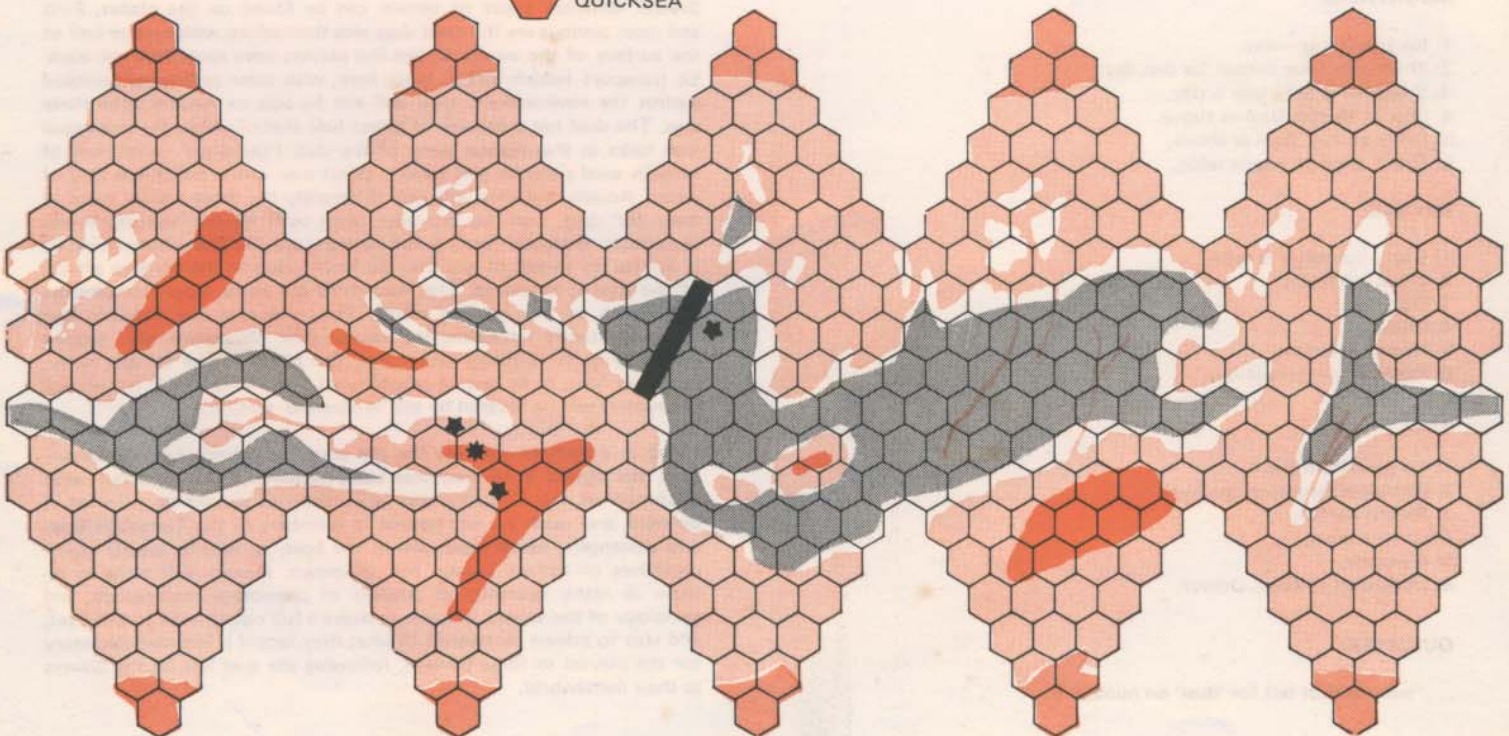
PLANETARY DIAMETER 14,400 **km**
SURFACE GRAVITY FIELD .93 **G**
HYDROSPHERIC RATING 3 **%**

ATMOSPHERIC TYPE O₂ - N₂

COMMENTS ON ATMOSPHERE: Loaded (15%) with silica

COMMENTS:

-  LAND
-  BASE
-  RADIOACTIVITY
-  MOUNTAINS
-  DUST RIVER
-  DUST SEA
-  DUST & WATER ICE
-  QUICKSEA



radioactivity, although four radioactivity sources ARE detectable, these are noted by open circles on the map. One of these is the submarine (detailed in another section), and another, the one in deep dust, is an atomic dump. The other two are merely natural outcrops of radioactive material, mostly thorium and uranium 235/238 in a 5%-15%-28% combination, with ordinary rock making up the balance. The players thus have no clue to take them directly to the base, the best lead is the submarine, which is located on the map as the radioactive pointsource nearest the base itself.

When running, the SM should use the map to decide if a special encounter is called for, as the players enter each hex. Special encounters would be one of the radioactive sites, the submarine, a native village, or the base itself. If no special encounter is indicated, the SM should consult the appropriate terrain chart (listed below), using the symbols on the map. Mountain hexes are shown as pyramids, rivers (of dust, of course) by lines. One unusual feature is the great fault, a diagonal slash near the west edge of the largest continent. On the west side of this fault line, the terrain is two kilometers higher than the east side. It is quite impassible.

In the lists that follow, roll dice to determine what encounter in a given type of terrain has been discovered. Since each hex on the map indicates 400 kilometers, it is likely that more than one thing of note will happen to the wandering players in a given hex, so each terrain type has an associated number which determines two things, first the number of turns to cross that hex (also, for game purposes, the number of hours), and the die roll needed each turn for an encounter.

DUST: - Dust is divided up into two parts, the dust sea itself, and the quicksea, the dust and water combination that lies in the lower parts of the dust sea. Thus, we will find 'quicksea' listed as an encounter in the 'dust sea' section, since this means you have entered an area of quicksand. Once within such an area, a 'dust' result means that one has found an upgrade leading back to the dust sea.

ENCOUNTER TABLES: BY TERRAIN TYPE:

PLAINS:

- 1: Flat ground. No significant events.
- 2: Event. Dice on events table.
- 3: Special animal. Dice on animal table for type.
- 4: Other animal. Use rulebook to generate animal encounter.
- 5: Dust pool. Detour is needed.
- 6: Natives. See 'Villages'.

MOUNTAINS:

- 1: No significant event.
- 2: Sheer rock face, detour for one day.
- 3: Bridgable chasm, lose ½ day.
- 4: Special animal. Dice as above.
- 5: Other animal. Dice as above.
- 6: Event. Dice on events table.

EVENTS:

- 1: Rain - hot water & dust.
- 2: Electrical storm.
- 3: Dust tide.
- 4: Quake.
- 5: Nearby eruption.
- 6: Rockfall from eruption.

DUST:

- 1: No significant event.
- 2: Whirlpool (eruption nearby).
- 3: Special animal.
- 4: Other animal.
- 5: Quicksea.
- 6: Underdust volcano. Detour.

QUICKSEA:

... same as dust but for 'dust' on number 5.

For animals: We have 'special' and 'other'. Special animals are those specifically included in this scenario. Other animals are animals rolled up by the SM using the rules provided by the **Space Opera** rule books. For either, use the following table to determine what kind of animal encounter has occurred.

- 1: Fresh tracks.
- 2: Old tracks.
- 3: Far sighting.
- 4: Dead carcass.
- 5 - 6: The animal.

THE STAR SYSTEM

RSC (revised stellar catalog) number 8996-aug is an unremarkable F2 star with six planets. The outer two are Jovian worlds, quite uninhabitable, and need not concern the players. The inner planets are more interesting. The innermost has a mean temperature of 1200 degrees Celsius and has some of the most spectacular molten metal rivers in explored space. It has no life. The next planet is also lifeless, and resembles Venus in the Sol system. The third and fourth planets compose a binary. Both are violently volcanic. The smaller of the two (arbitrarily designated the third planet) is an airless desert. It looks much like Sol's Mars. The other planet is an entirely different kettle of fish, and is MOST interesting. It is about 14,400 km in diameter, and over 45,000 in circumference. It's density, and thus it's gravity, is low. Density is 0.84 Earth's mass, and it's gravity is 0.93. The atmosphere is mostly carbon dioxide and nitrogen, with about 2% oxygen. The atmospheric pressure is about one-half normal, giving an effective oxygen concentration of less than 1%. Another 5% is composed of various oxides of nitrogen. Of course, the atmosphere is also laced with silica in the form of dust. It is certainly not breathable in an untreated state, but a standard respirator/filter mask combination will clean it up. The filter will need to be replaced twice daily.

The planet's atmosphere is loaded with dust. The hyperactive volcanoes (kept in constant activity by the close proximity of the third planet) are continually belching out great quantities of ash and dust, which is kept churned by high winds. The winds quickly wear down the edges of the dust particles, resulting in a kind of dust which does not compact like normal dust, but tends to act like a liquid. The effect is enhanced by the lubricating action of the water vapor put out by the volcanoes. Real water is to be found, but only at the bottom of the world's dust seas.

Several different types of terrain can be found on the planet. First and most obvious are the great dust seas themselves, which cover half of the surface of the world. Unless the players have some form of aquatic transport (which WILL work here, with some problems) enclosed against the environment, they will not be able to venture upon these seas. The dust has a density of about half that of water, the quicksand that lurks in the deepest parts of the dust ('Quicksea' - a mixture of smooth sand particles and water), about one and a half times that of water. Aquatic vehicles will ride differently by those ratios, twice as deep for dust, half for quicksea. Any such aquatic vehicle, unless specifically designed for this environment (as the Slaver submarine is) is limited to speeds of less than 20 km/hr, due to the abrasive effects of the dust it moves in. The mountains are quite rugged despite the enthusiasm of the eroding winds. This is due to the volcanic lava flows constantly rebuilding the escarpments. Mountains will require either flying or climbing equipment. The plains can be crossed easily, either on foot, or by any of several types of ATV. Delaying terrain and encounters will be covered by the 'Wilderness' section.

Lying in a shallow dust sea lies the alien base itself. For this adventure, the object is to find this base, explore it, and find out what happened to the Timothy and why. Rescues should be effected if possible, and such are not limited to members of the Timothy's crew and passengers. Many slaves are in the base, as well as several representatives of species known and unknown. Players will want to remove as many examples as possible of physiology, technology, and sociology of the slavers, in order to make a full report back to Starfleet, and also to inform themselves of what they face if it becomes necessary for the players to forge onward, following the trail left by the Slavers to their homeworld.

STASIS FIELDS

A stasis field is an electromagnetic effect developed by the npurth. It stops all processes within its domain. Machinery will not work, humans seem to be dead. Whether machine or living, they otherwise appear normal, they feel normal, scan as normal and look normal but for a faint glow of green or blue. The field is quite undetectable. The field does NOT stop time, as does Larry Niven's 'stasis' field, it puts things INTO stasis, i.e. makes them stop moving or operating. They are still subject to time. A machine may require fresh lubricants when removed, people continue to age, though more slowly.

The field is a bright blue glow when first placed on a person or object and in this stage it is highly CONTAGIOUS, if anyone or anything touches the blue glow they, too, will go into stasis. About an hour after being established the field turns green. The field has now stabilized and it no longer is contagious.

In the green stage the field is quite stable. It has a half-life of about five years, which is enough time for living creatures to starve to death. However, the field may be disrupted and removed by a simple electric shock. Several of the npurth anti-stasis shockers are to be found in the base, or the players can make their own. A 10 point bonus to the player who first figures all this out.

THE PERSONALITY CRYSTALS

These little crystals are about the 3 cm in diameter. Humans' crystals are a dull red, nparm are canary yellow. Each crystal contains one complete, adult personality of a type deemed useful by the npurth.

The crystal is actually crystalized protein. If placed under the skin (not eaten, digestive juices simply break it up) it will dissolve and leave the personality in the brain and fully functional. If done to a player, this causes instant dual personality and the SM can use the intelligence of the two to determine who is in control of the body at any given moment.

Normally, the crystals are used to give a blank-brained clone a complete education prior to the insertion of the npurth larva. This is the means of bypassing education discussed in the section on the npurth. The crystals are not especially pretty and have no intrinsic value, though the information they represent may have a value in the SM's campaign. Figuring out all this is worth 20 points to the players.

BASE CONSTRUCTION

The npurth base is constructed of macromolecules. Each individual wall or corridor section is really one, single, gigantic molecule held together by the terrific strength of stomic binding. This type of construction has a number of important side properties.

It is very unlikely that the players would be able to blast or cut their way through a wall or floor. In the former case the wall would merely deform outward with the blast and return to its normal shape afterward. Cutting would be equally useless. Molecular monofilament blades cannot pierce the wall and energy weapons merely heat the entire wall. Even a light saber would heat up the whole wall evenly all round, even if held on only one spot. There IS a way to cut it, it is device number 18 on Table A, 'the handle'. This device emits a beam of binding energy that cuts across atomic bonds, thereby cutting the target.

Corridors within the base are a uniform three meters in diameter and are perfectly circular in cross section. A single ruddy lighting strip runs down the top of the tube to provide illumination. Running along the bottom of the tube is black strip of some rough, pliable substance (like a plastic skid strip). It is flanked by two identical strips running parallel on either side of it. Each strip is one-half meter wide. These are nparm runner strips. A nparm can undulate along the strips in total disregard of its gravitational orientation. Robots usually run on the lowermost (center) strip.

There are no sharp corners anywhere in the base, right angles are smoothed out by macromolecular inserts. Hatches are always circular, with a single handlebar that recesses into a small well to one side of the hatch when opened.

NON-PLAYER CHARACTERS

TARA Seven (7-9674ab-)

PLACE OF BIRTH: AURORA

RACE: AURORAN (HUMANOID TYPE 7)

Tara was a passenger on the Timothy when it was skyjacked by the npurth. She is twenty-two standard years old and is already a well-known computer programmer. She is an extremely striking member of the Auroran race, one of the more unusual in the Federation. Tara has the light, sky-blue skin that is characteristic of all Aurorans. Unlike other Aurorans, Tara has bright blue eyes, in contrast to the more normal green or hazel. Aurorans hair tends to be grey or white, and Tara fits this qualification, as well, her hair is down to the small of her back and is lustrous white.

Aurorans tend to be robust, males are normally over two meters tall and females not a great deal shorter. Aurorans also tend to be muscular, as Aurora has a surface gravity of 1.2, but Tara has been off-planet most of her life, and so possesses only normal strength.



Aurora was the seventh colony 'rediscovered' in Federation history, colonized about 200 years after the establishment of the Federation and thereafter ignored. As with most such colonies, no attempt was made to follow it up, a sensible policy considering the number of inhabitable worlds that were being discovered at that time. As with most colonies established then, the colonists were merely dumped on the planet with some basic equipment. Starflight technology, in fact, ANY high technology, was left behind. The colony, it was believed, had to live on what it could do for itself. Outside help was not shunned, it was just unavailable.

In truth, the colony never did slip into total savagery, as many early colonies did. Although high tech was not available, the colonists did bring along a complete and nearly indestructible library of records, in the event a successful colony should find them useful. This piece of thoughtful planning gave the Aurorans a great advantage later on.

But the Aurorans have not had an easy time of it by any means. Aurora is classed 'borderline inhabitable,' meaning no one would want to live there. It is a cold, icy world, with a very active biosphere. The early Aurorans were competing against some formidable organisms. All manner of predators exist on Aurora, constantly fighting each other in a grim battle to get enough food.

A number of novel tracking methods have evolved on Aurora and most predators (and ALL successful ones) are telepathic to some extent. Psionics were not well-understood in those times, and the early colonists were very nearly wiped out. The net result was centuries of envi-

ronment-enforced selection for certain psionic traits. Perhaps, if psionics had been better understood, or if the colonists had time to take out from living to plan a eugenics program, things might have been different. But as things are, it is a little-known, but well-established fact, that the Aurorans are the most powerful INERTIALS in the Federation.

More specifically, the Aurorans have the ability to reflexively neutralize psionic powers, with no conscious effort or will. Although inertialing was not unknown before (any psionic can reverse a power to try to cancel someone else using it), the Aurorans were the first race ever discovered that specialized in it, even to the extent of never producing psionic individuals - just anti-psionic inertials.

Most Aurorans are anti-telepaths. Fully one-half of the population specializes in negating the various telepathic talents. Of these, about half also will negate clairvoyant talents, and of THOSE, a further 60% will also negate telekinesis.

The remainder of the population, the non-anti-telepaths, are distributed thusly: 30% anti-clairvoyant, 20% anti-clairvoyant/anti-telekinetic. As an aggregate, the Aurorans are anti-psionic, indeed, but no Aurorans ever negate two well-known disciplines. Neither the force, nor the telurgic/self-awareness talents are negated by Aurorans. We may speculate that this is because no local predator ever used such talents against them, but we would be merely guessing. Aurorans are NATURAL TALENT inertials, meaning they need not study or opt for inertialing. They can NEVER be espers. Since Aurorans need not study, they are assigned their inertial strength from their PSIONICS score. Thus, an Auroran with a psionic of 4 who is an anti-telepath would cause telepaths in the area to subtract four from their skills as outlined below. Multi-discipline inertials have the same score in all disciplines. An anti-telepath, anti-clairvoyant with a psionic of 5 would cause five to be subtracted from BOTH telepaths AND clairvoyants as outlined below. Such inertials can negate either discipline OR EVEN BOTH AT ONCE and can negate any number of espers, so long as his fatigue holds out, and the combined power of the espers he faces does not exceed his own psionic power.

As a culture, Aurorans are outgoing and, at least amongst themselves, boisterous. They are fond of drink, food and parties. Tara, in contrast, to this norm, is more withdrawn. She is also more used to strangers and machinery, still a rarity on Aurora. Also, somewhat in contrast to the 'norm,' if such a concept can be easily applied to large numbers of the wildly variable human animal, she is somewhat stuffy about sex.

Tara is a polite young lady that will not usually volunteer information. She is aware of her inertial abilities, but really never thinks of them. She will not inform anyone of her inertial powers unless it is obvious that the players are attempting to use psionics. If they are hiding their psionics, perhaps from habit or being from planets hostile to espers, she will be unaware of the havoc she is wreaking. She will just begin to get tired, and will eventually need to rest. The debilitating effects of the constant need to neutralize local powers will be obvious, although Tara is not normally a whiner she will begin complaining of tiredness. The players should pick up on that clue themselves. Tara, herself, will put it down to nervous tension in a hostile environment.

JOHAN HENSLER (86750+)

RACE: TERRAN HUMAN

PLACE OF BIRTH: TERRA

The hale and hearty second engineer of the Timothy, Johan, is forty-three years old and was born on Terra, though he was raised on the planet Zemiya (A. Carinius 6), which accounts for his robust good health.

Johan is an excellent engineer, and has had some cross-training. He and Tara between them represent all surviving members of the crew of the Timothy.

Johan is present mainly as a tool for the Starmaster to use to keep the game moving apace. Any time the players show evidence of bogging down, or have gotten themselves into a fatal situation, the Starmaster can use Johan to keep the game going. In addition, to the skills listed on his character sheet, Johan has many other skills. If any given skill is needed by the players for a given enterprise, there is a 75% chance that

Johan will have it, at a skill level of 1d6. He will, however, be reluctant to provide help, since this IS the players' adventure. If his aid is required, he will provide it, but each time he does the Starmaster should assess a one point penalty on the players bonus score. The Starmaster should not inform the players of this penalty unless he thinks it would be wise to warn the players of over-dependence on a non-player character.

CHEMBLES - pnamr chemist par excellence.

Chembles is the only non-human NPC intended to become a permanent addition to the adventuring party. Full rules for creating and running pnamr player characters are presented in the third scenario, 'Slaveworld', but the following will provide sufficient information for the Starmaster to run Chembles.

Pnamrs are intelligent mollusks; they run about 60 kilograms when fully grown and have light blue or greenish coloring trimmed with red. Internally, pnamrs are organized rather like terrestrial nautiluses, the spiral shell is chambered and the body occupies only the last chamber. In normal pnamrs, the first seven chambers of the shell (starting from the smallest) house the airmaker and chlorine under pressure. The airmaker is connected by hoses to the pnamr's gills. Thus, the pnamr is independent of the atmosphere, so long as his chlorine holds out. The remaining chambers are used for storage, like a built-in backpack, and hatches are cut into the shell at appropriate places to facilitate this use. Pnamrs normally move at 1/3 the normal human walking pace, twice that when hurrying and they are equipped with 24 tentacles.



Pnamrs are trained for one particular discipline as they enter adulthood. These include chemistry, electronics, math, etc. These skills are INTUITIVE, i.e. the pnamr will never be able to explain just why he does something in just that way, or even be able to duplicate it perfectly. In this way they are somewhat like truly great chefs.

Skeletal rules for running Chembles' chemical skills are provided. Full data including history, culture, technology and information for running pnamr as player character types is provided in 'Slaveworld.' For the nonce, the only cultural information needed is this: Chembles does not trust robots, computers or other cyberintelligences.

Chembles is at the seventh level in his chosen discipline, and has, at the time he is encountered by the party, a fully charged chemistry 'kit'. The base is not a mono-environment, and Chembles IS familiar with it, so Chembles has a base 85% chance of whipping up anything asked of him by the players. After five such are made, however, his chances drop to 75%, and after ten they drop to 60%. Chembles will attempt to 'recharge' his kit whenever it reaches the latter state from local materials. This requires an hour and has a 60% chance of being successful. Chembles will also make use of local substances in his actual alchemy, and the Starmaster can add quite a lot to play by describing in great detail the process the pnamr goes through to create a substance. He will use, for instance, human saliva, blood, sweat, bits of fingernail, ear wax, hair, food, drink, paint off the walls, dust, in short, any weird substance the Starmaster can imagine. These will

be analyzed, mixed up, shaken, and whatever (with Chembles all the while pulling beakers, flasks, stirrers, etc. out of his shell compartments) in a process that requires ten plus 1d6 minutes. At the end of that time, if his roll is made, Chembles will have a flask full of the desired chemical. Chembles can make most any kind of chemical, but his poor knowledge of physics and human anatomy will preclude such things as drugs, potions of invisibility and other such exotica. An example of the proper sort of request to put to Chembles would be some substance that, when dumped into a puppet cloning tank, will wake up all specimens inside. Another might be to come up with a jelly-like slime that would crawl out in front of a radar-targeted blaster to draw it's fire.

The Starmaster should award one point for each imaginative use of Chembles' chemical prowess. Keep in mind, however, that Chembles will not volunteer any help, as it is his belief that it is insulting to offer help where not asked or to refuse it when asked. For additional aid in running Chembles see the section on Pnarms.

INERTIALS

Tara represents a problem, embodying as she does, some new psionic abilities. However, these are not as onerous as they may seem, and you will likely find uses for the inertial psionic in your own campaign. Some general rules for running this new class follow. These are designed for CHOSEN inertials, who must LEARN each anti-power the same way an esper must learn each power. As mentioned above, Aurorans are NATURAL TALENT inertials, they have high initial inertialling power, but cannot improve with experience and practice. Look on this section as a general guide, with the Aurorans as a special case.

If a psionic power is used in range of an inertial, subtract the level of expertise of the power used (for example, truthtell/5) of the INERTIAL from the same expertise level of the PSIONIC, for example, truthtell/6. A positive result is used as the psionics EFFECTIVE level. A result of zero or less will mean that nothing happens, the power is useless. Inertials can use non-imprinted PK crystals, it merely increases the numbers and types of powers that can be neutralized. Any power that requires a crystal for use requires a crystal for cancellation. Otherwise, the crystal merely increases the inertial's endurance. Please note: 'natural talent' inertials cannot USE PK crystals, but they CAN impress them, rendering them quite useless to espers. Furthermore, natural talents CAN negate PK crystal powers, but it will cost TWICE the number of fatigue points it would normally. This penalty is in force at all times, even if the natural talent DOES have a crystal. They just don't have the training to use it.

Note also that inertials are not harmed by IMPRINTED PK crystals, even those imprinted by other inertials. Inertialling crystals may be freely handled by any inertial. As for esper crystals, if picked up by an inertial, it is the crystal that suffers, not the inertial. It may shatter, if a roll of GREATER than it's owner's psionics score is not made, and if it is then the crystal loses it's bonus for range and duration, although it still makes possible powers that cannot be used without a crystal. The inertial must hold a crystal for several minutes for this to happen, however. A fleeting touch in combat is not enough. The number of stamina points lost for neutralizing (partially or wholly) a psionic power is the same as that that would have been used by the psionic. Thus, a power that would have cost a psionic five points will cost the INERTIAL five points, whether the psionic sets to use it or not. An inertial with no points left will no longer neutralize powers, but psionic-users in the area will still be peripherally aware of resistance. Killing a PK crystal will cost a number of stamina points equal to twice the crystal's owner's psionic score.

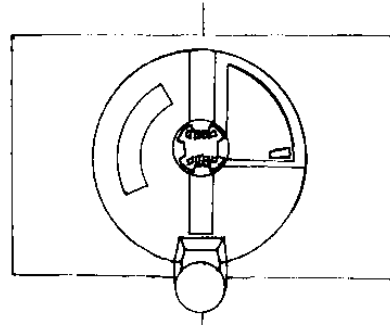
As a final note, it would also be wise to keep in mind that inertials will also neutralize psionic MACHINES as well as characters. Devices such as thought screens will suddenly refuse to work, or not work as well. This could prove embarrassing in some situations. Treat the device as a person at talent level one for a power, but triple the stamina point drain for the inertial.

GENERAL NOTES:

THE ULTRASOUND BLASTERS:

Scattered at various strategic points around the base, these weapons provide for a deadly internal defense for the main computer of the base and its secrets. Each of these devices can inflict 10+1d6 points of damage on a character with each hit, making them fairly formidable weapons. But hit damage is not all they do.

The ultrasound blaster is a sophisticated piece of engineering, delicate, but deadly in application. It operates by beaming very high frequency sound at EXTREMELY high amplitudes at it's target. The frequency range is just above that of the human ear, but the lower frequency harmonics make the device more than audible as a terrifying banshee wail. In addition, the blasters will zip the frequency up and down a small range, causing the harmonics to change, as well. This effect gives the weapon a totally unnerving ululation that makes the psychological effects of the weapon as deadly as the physical. And the physical is far from inconsequential. First, there is a heating effect from the sheer volume of the sonic beam. This alone accounts for about five points of the damage each blast can do. Secondly, the changing frequency gives the weapon a chance to hit upon a substances' critical frequency, which is the frequency of sound that sets up a superheterodyning effect in an object that can literally blow it to bits, an effect similar in cause, but much deadlier than the breaking of a wine goblet by an opera singer. The latter effect is mitigated by the fact that the critical frequency is not maintained once found, since the weapon continues to scan the sonic spectrum, but this effect still accounts for 6-11 points of damage with each hit.



The effect on carried equipment is not good. Starting the fifth round after exposure to the effects of the ultrasound blaster (meaning IN THE SAME ROOM as a fight with these devices), all equipment carried by the players must begin making failure rolls on alternate rounds of combat. For each succeeding round of combat, a further +1 penalty on the breakdown class roll is in effect. This provision can lead to a lot of bookkeeping if the players are carrying a lot of equipment. If that is the case, keep track of the total accumulated time in ultrasound blaster firefights, divide by ten, and use that number as a penalty on the breakdown chance of a device next time it is used. This penalty should be maintained and updated after each fight, and assessed against a device whenever it is used next.

The psychological effects are formidable, as well. Any character that does not have some kind of hearing protection (such as a space-suit helmet) while fighting these weapons will go totally deaf (at least for the duration of this adventure) within three combat rounds. If he takes a direct hit, in addition to normal damage, he will go deaf instantly (and painfully). Characters that DO have some kind of protection will still fight at a penalty due to the unnerving racket that surrounds them, and they, too, risk deafness after thirty combat rounds of exposure, total. While in firefights with ultrasound blasters, characters will fight as if their agility, dexterity, intuition and intelligence were all one point each lower than their actual value. The penalty is not in force between such firefights, but is doubled if more than four blasters (there may be more than one blaster in a turret) are firing in the area. This provision may conceivably result in the players going deaf partway through the adventure. This should not stop the adventure, or even discourage the (presumably) fearless players. Such medical damage can be easily repaired by a starship sickbay or a starbase hospital. The SM SHOULD keep deafness in mind while running the adventure, when the players confer or discuss (or argue) about the situation. It may be assumed that the players will still be able to communicate in much the same fashion as normal since they are shipmates and know each other well. As a rule of thumb, assume that each conference consumes twice as much time as normal and adjust rolls accordingly.

The servos used in the turrets are quite good. Assume that any given turret has a five in six chance of hitting in any given combat turn if the players are all dodging around. The turret will always hit if they are not dodging. Special hit probabilities should be kept in mind based in the style of targeting used. For example, first level turrets fire at infra-red sources. If the players start one or more fires, then the turrets

will divide their attack between the (warm) players and the (warm) fires equally. If the targeting method is radar, however, players will find it that much tougher to fool the mechanism.

On the plus side, these weapons are physically fragile. They have just ten hit points each per blaster. A turret may have one or several blasters, so the individual blasters hit points are added up, and the turret treated as a unit, with one or more attacks per combat round. If all of a turrets or blasters hit points are gone, the blaster is useless junk. The probability of a weapon continuing to fire after being damaged is simply ten times the blaster's remaining hit points expressed as a percent. A failure on the roll means the blaster will not fire THAT ROUND. A new roll is made for each succeeding round, and the blaster will fire if it is made. Three failure rolls in a row means that that blaster is KAPUT, it will never again fire, but it can now be raided for parts or information, since it is not totally destroyed.

GENERAL NOTES

FORCE FIELDS:

On the map of the base you will occasionally find a fuzzy line, or a row of dots. The fuzzy line is a force field that is normally on, the dotted line is one that is normally off. If the central computer is aware of an invasion, all dotted lines will be active force fields. If it is not aware, they will be off. Active fields (fuzzy lines) are ALWAYS active.

In appearance, the force field is a flickering sheet of orange, with yellowish streaks moving slowly across it's surface. Things on the other side of the field are dimly visible as vague outlines.

Neither the npurth slavers, nor their slaves ever developed anything like Earth's coherent light technology. Their expertise was in other areas, electrical control, ultra- and hyper- sound, biological engineering and biochemistry, to name a few. The npurth force field is a wonderful device. It is completely impervious to blast effects, it will conduct neither sound nor heat, and is so simple and so rugged in construction that it practically never breaks down. It has just one, slight problem, and the npurth cannot be blamed for the oversight. The field will destabilize and detonate if it is hit with coherent light. Actually, humanity discovered this same field many decades ago, it sees limited use on some tech/6 and tech/7 planets in such things as reactors, or as parts of devices that need mechanical reinforcement, but it never saw widespread use due to the effect coherent light has on the field. So, the force fields to be found in the base, instead of being the insuperable obstacles envisioned by the npurth, are really just annoyances, since any laser has a five in six chance of detonating the field, and even devices with laser guides, like blasters or comm gear, will detonate the field on a one in six. The problem arises during firefights with ultrasound blaster turrets, since a miss when firing back at a turret may detonate active force fields in the area. If a force field is in the same general area as a turret, and a character misses, the field was hit if a further 1d6 roll comes up even.

A further problem arises if the techs with the party do not recognize the field for what it is, and the party tries to blast its way through. When the party first encounters a force field, each avowed tech in the party gets an intuition roll at -5. If he makes it, he will inform the other members of the party (if he wishes) of the fields peculiarities. If he misses by one or two, the tech will be aware of some nagging suspicion in the back of his mind, but will not be able to tell the others anything but that he thinks he is forgetting something. He will, however remember all the relevant details the first time a force field blows up. Other techs will know nothing of the field.

The damage done by a detonating force field is variable. For each meter in width a field is the SM will roll 1d6. This total is now divided by the distance (in meters) of the main body of players from the field, and multiplied by three. This is the total damage, in hit points, to be shared equally among all players. Any players closer to the field than the rest will take one additional six-sided die of damage for each three meters (1 square) he is closer to the field.

Techs in the party may attempt to deactivate a field, if some source of coherent light is available to be modified. After 3+1d6 rounds, the laser can be used to try to disrupt the field without detonating it. Only techs who previously recognized the force field, or who missed the roll, by one or two (the 'that seems familiar but I can't place it' crowd) will be able to fabricate this device with any degree of assurance that it will work. The skill used is 'antigrav', NOT 'force field.' If the player can

roll less than one-half his GTA plus his antigrav skill on 1d20 then he has his device. If he fails the roll he can try again at one-half of that, but he won't know he failed until AFTER he blows up a force field. Techs that don't know about the field will be able to build the deactivator if they can roll less than the average of their GTA and their intuition MINUS (that's right, MINUS) their force field skill. Thus, a tech that has not recognized the force field, but who has just watched the captain get blown into a wall after he put a laser bolt into it will add his GTA to his intuition, divide by two, subtract his force field skill, and roll less than that number on 1d20 to build the deactivator.

Once the deactivator is built, it may be used by just pointing it at the field to be zapped and pulling the trigger. The field will flash and go away, leaving little splashes of melted plastic running down the walls where the field was. The deactivator is useless as a weapon once it is modified, and it is subject to breakdown rolls during ultrasound blaster firefights. The single system breakdown number for the deactivator is 10/2, and is checked AFTER every use, since it is a cobbled-up device and can be presumed to be less than fully reliable. Using a broken deactivator on a force field will detonate the field if a 1d6 roll comes up a 1, otherwise nothing happens.

As a final note: Blowing up or deactivating force fields is a sure way of alerting the central computer to your presence.

GENERAL NOTES:

THE SUBMARINE:

The npurth submarine is a marvelous device. Atomic-powered and computer-controlled, it can sail seas of dust, quicksand, air and even nearby space with equal aplomb, with great speed, and with amazing smoothness.

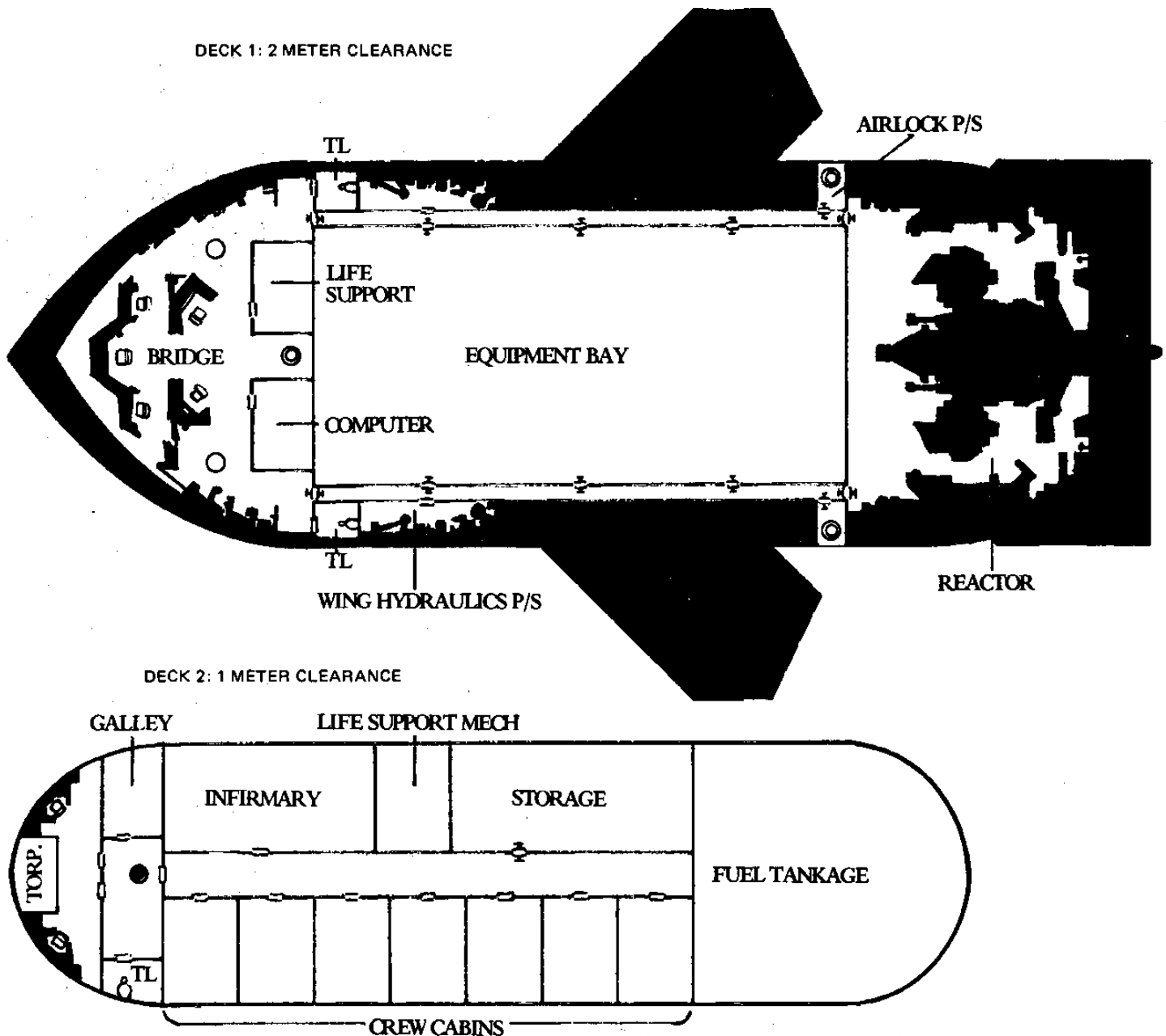
The submarine, called by the npurth slavers 'the submarine' and by the local natives 'Punisher From the Evil Country,' is a perfect example of the control of electricity, both inside and outside wires, that the npurth have.

'Punisher,' is powered by a simple atomic reactor, but the method used to convert that power into forward motion is unusual. The submarine is actually an 'ionocraft,' using a drive principle invented by Igor Sikorsky (yes, the same one that invented the helicopter) in the 20th century. It was suggested as a viable substitute for both rotor and jet propulsion, but was never developed due to the tremendous headstart enjoyed by other forms of propulsion. It languished and eventually expired on Earth.

Not so the npurth. They were and are masters of electricity, and they were able to take the ionocraft principle and make from it a useful means of propulsion. The best example of this skill is the 'Punisher.' Close examination of the submarines bow and stern will reveal a large number of short, stubby antennae. No screw is visible, nor are any jet orifices to be seen. In motion, the forward antennae will emit a blast of positive ions, while the rear antennae will turn their charge negative. The positively charged dust will be pushed backward by the combination of the like charge to the front and the unlike charge to the rear, pulling the sub forward. The antennae on both ends now switch polarity, (to prevent the dust from accumulating on the rear antennae) and the process repeats. This unique method of propulsion can drive the submarine at speeds of up to 100 kph through the turbulent dust seas, and up to 50 kph through the quickseas underneath. With enough of a takeoff run, the sub can actually become airborne, travelling at speeds of 2000 to 5000 kph. While airborne, additional lift is provided by retractable wings, built-in to the submarine. Do not confuse the 'Punisher's' ionic drive with a space ion drive. Ionic drive MUST have some working fluid to operate. This method of propulsion cannot work in a vacuum where there are no particles to charge and use for repulsion.

The submarine is of modular design. It is really a flatbed vehicle which can take various modules into a large equipment bay on top, rather like the Space Shuttle. The only integral systems are life-support, bridge and torpedo controls. What the players find in the equipment bay depends on which module (if any) is loaded. Initially, no module is loaded.

The bridge is a simple, delta-shaped room with several control panels. The main control panel is just under the viewport. No switches are marked, but a small screen is visible next to several switches. Under the screen is a hole. The hole is the nparm equivalent of a joystick (a joy-hole?), and it is meant to take the tip of a tentacle, although a finger will likely serve. Inserting a finger into the hole will cause the screen to



light up with a map of the planet. Moving the finger around in the hole will cause a small flashing image of the submarine to detach itself from the sub's picture on the screen and begin moving around on the screen. If the final resting spot of the flashing image is not the same as the current position indicator, then the sub will start up, moving with great speed towards the point indicated. The on-board computer takes care of all calculations needed, and will pilot the vessel. The computer will always take the shortest route. This may result in the sub taking to the air for part of the trip.

The first of the buttons next to the screen will abort the mission, returning the sub to normal command mode. Moving the flashing indicator off the screen will result in the flashing image coming back onto the screen from the opposite direction (it 'wraps around'). The second button overrides the computer entirely, and the joyhole becomes, in effect, a steering wheel, giving the player full control of up, down, left, right and speed. The next button will open the equipment bay doors. It will not function while in motion. The last button will launch the sub into the air under **MANUAL** control. It **WILL NOT** function unless a finger is present in the control hole.

On another panel one will see a small screen with a picture of the view forward, and a target reticule etched into the surface of the screen. This is torpedo control, and if the screen itself is touched a single torpedo will go shooting forth. Next to this is an obvious intercom.

The last panel in the room is sealed. It provides full, valve by valve control of the reactor. It cannot be activated without the proper code, which of course, the players do not have. It does have an easily-activated computer tie-in which the players **CAN** use. If they **DO**, however, the on-board computer will be immediately aware of the fact that its normal crew is not in control. It cannot be fooled except by someone issuing orders in rpurth in an authoritarian tone of voice. It seems unlikely that any player could do this. If the players do alert the computer, two things will happen. First, the main base computer will be contacted and informed of the situation. The base will now be aware of the problem and will deal with the invaders if they should escape the clutches of the Punisher's on-board computer. Next, the local computer will begin a countdown, which will last 4.3 minutes. At the end of that time, the on-board computer will flood the interior of the Punisher with atomic waste from the reactor. After about 32 minutes, the interior will be flushed out, and the vessel will return to its original parked position without supervision. The players, unless they are wearing powered armor with extra rad shielding, will likely be killed by this procedure. They can, if they wish, use the countdown time to disable the main computer. Any tech of computer/3 or better or elec/5 or greater can accomplish this within the allotted time with ease, but the players will no longer have a functioning computer, and will have to fall back on their own resources to find the base. The sub can still be driven in 'dumb' mode, however, so all hope is not lost.

Below decks, under the equipment bay, the intrepid adventurers will discover the crew quarters and life support machinery. A brig is also present. The rooms contain little except for the pnam bed and lockers, but the second-to-last cabin has a small electronic map (roll less than GTA on 1d20) which will indicate the atomic waste dumps, the base and about 20 of the major local villages. It does not distinguish between them, though, so the players still have their work cut out for them.

In any event, for the adventure to continue, the players will eventually reach the base hanger, a large dome of grey material on the floor of a dust sea. It opens at the subs approach automatically, revealing the hanger. It appears to be a simple docking tube, with a dock on one side. No weapons are visible, but a number of spy cameras are to be seen. The players may disembark, and will find no controls but a 1/3 meter-high post bearing two buttons. The lower button will activate an elevator, which will drop the players down to level one of the base (and the adventure proper). The second button is more spectacular.

If the second button is pressed, one entire side of the docking tube will roll up, revealing a gigantic space on the other side. Hanging in grapples from the ceiling are four equipment modules, with catwalks twining around them. Below is dust, so that the sub may easily scoot over under a module and lower it into its equipment. A ramp up to the catwalks is now available, if the players elect to investigate.

One is a weapons module, a bristling array of sensors and weapons that would chill the blood. It very effectively turns the sub into a fighting vessel. This module is locked up, it will not yield to any of the players efforts to get in short of blasting their way in. If they do get in, they will find that the module is intact - except that the arming circuits for all weapons and sensors on board have been removed. Since these circuits also contained an imbedded electronic key which the players cannot duplicate, this module is quite useless. The next module, the second, is a lab, with large numbers of canisters which are really storage containers for locals, who are stuffed inside and refrigerated until needed. Most of the equipment has been stripped from this one. The third module is a flatbed 'truck', with several tractors parked on it. For descriptions, see 'Tractors.' It is tough to tell what the last module is, it has been completely gutted of all equipment.

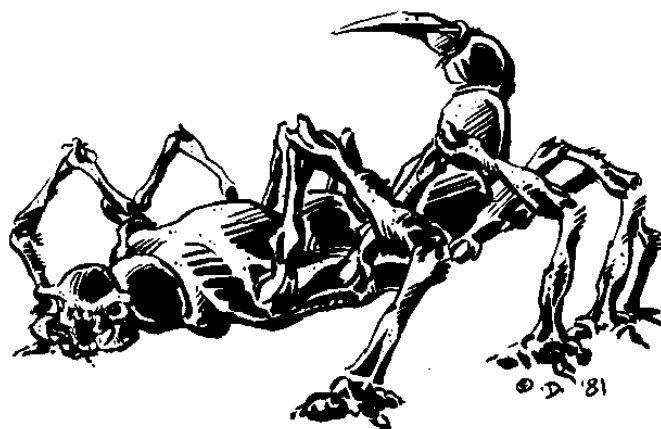
The only useful things here are the tractors, and the various labels on the equipment, which are in both pnam and npurth and will go a long way toward deciphering the languages if recorded. Give the players one point for recording the labels. Note: if your players decide to load a module and leave at any point, it is quite possible, the controls on the winches are quite distinct.

NPURTH

The npurth themselves are relatively young as a spacefaring species, only just beginning their galactic expansion phase. The npurth have a pressing need to build an empire, to expand, since they are a slaver species - dependent on the labors of subject races. To date they have subjugated just two planets - this one, and the home planet of the pnamin which share their home star. This driving need is a result of the npurth reproduction cycle.

Physically, npurth are to be large insectoid beings generally running around ten to twenty kilograms and up to one-half meter in length. They have eight triple-jointed legs and four chelae. Unlike many of the creatures on their planet npurth have only one head with a combined esophagus/windpipe like Earthly animals, although the brain (in keeping with the norm of the npurth world) is housed in the chest.

Internally, npurth are mammals. They have a sophisticated internal boney skeleton, a closed circulatory system, and lungs. They are oxygen breathers. Reproduction is accomplished through eggs. This means of reproduction tends to be incompatible with either intelligence or mammal habits, but the npurths have developed a unique means of bypassing these difficulties. Eyes are high-resolution, and capable of discerning much the same spectrum as humans. They can also be independently controlled, like the Terran chameleon they much resemble. Hearing is not as acute, and there is but one auricle so ranging via sound is not possible.



Mammaloid creatures are successful in part because of parental care for their young. This is not supplied by npurth, who are recently evolved (in evolutionary terms) from insect-like ancestors whose reproduction method closely resembles the Terrestrial digger wasp. Instead, the npurth has made a virtue of this to solve the problems of reproduction, training of young, and control of slaves. These various factors come together to produce the above-mentioned need for slaves. An adult npurth extends its ovipositor into position and inserts an egg into a host creature, nowadays usually a pnam. The larva then grows into an auxiliary nervous system, gradually taking over the host and destroying the host's personality which, of course, objects to the process. This procedure leaves the host's brain intact, and the npurth larva will access the information stored there. In this manner, the larva spends its entire juvenile period, usually about five years. It is during this period that the larva will grow to emotional maturity, reaching effective adulthood while still immature physically. Thus, the npurth larva, fueled by the knowledge gleaned by its host, leaps to independence in the matter of food and care within weeks, and with the data and attitudes of its host as a springboard, can reach the equivalent of a human age of forty in one-eighth the time.

When the larva has completed its development it turns on the host body, eating it out from the inside to provide the nourishment needed for the larva's metamorphosis into adult form. One would think this process painful for the host, but by this time the host is a mental vegetable and cannot sense the pain, its entire mental functioning has been subsumed by the larva now abandoning the body for adulthood. Finally, the new adult rips its way free of the old host body and emerges. The old host is dead, and in its place is a full adult npurth, no schooling, training or maturing of any kind needed. All this was accomplished while the larva controlled the host, living an entire life by proxy before beginning its own.

It is clear, then, that npurth MUST have other species in order to reproduce, in fact, they must be INTELLIGENT species or the developing larva will have no culture, no intelligence, no data other than the basic animal-level, dog-eat-dog information of a mindless beast. Clearly, this is not suitable. Unversed in the arts of schooling as they are, npurth require a steady supply of sapient hosts. In fact, npurth tend to view all such suitable hosts as 'females', the word 'pnam' MEANS 'female'! It ALSO means 'expendable', as in 'a pnam booster,' Pnamin call themselves 'liansgib.'

Npurth are carbon-based oxygen breathers. They are able to reproduce using pnamin, who are carbon-based chlorine breathers, only by use of drugs and a special strain of chlorine-tolerant npurth. The original strain is still around, but much restricted due to over-harvesting of the original npurth hosts. The local thonne, being oxygen breathers of some intelligence, are being developed for reproduction. This experiment was showing some success when humans showed up. Humans, regrettably, are ideal hosts for npurth. Carbon-based, oxygen-breathing, intelligent and technologically advanced, quick of reproduction and, most importantly, numerous, humans are viewed by npurth as God's gift to the npurth. Npurth don't even need drugs to mature in humans. Thus, the discovery of humans through the skyjacking of the starship Timothy was a boon to the npurth. They cancelled operations and began to pull back preparatory to launching a series of raids against human colony worlds in the area. At the time the play-

ers arrive on the scene the base has been largely abandoned and shut down. Only a skeleton crew of robots and pharmin remain, along with several larva-inhabited clones of the Timothy's crew and three adults. The npurth plan to return to the base and refurbish it for raiding.

NPURTH DUELING TRADITION

The npurth settle all major policies by dueling. Only adults are permitted to duel (it is considered cowardly to fight when no harm can come to oneself). Dueling is a cultural holdover from very ancient days. In those early times the npurth tribes lived on the seashore, occupying a niche that was not very attractive to other creatures. When questions of chieftain succession arose, or when it was decided to migrate, or some other major decision had to be made the proponents of each major position on the matter (however many there were) would dive into a deep inlet near the shore. The objective of these duels (not all of which were to the death) was to elude predators in their own environment, to kill opponents, and to gather as many pretty shells and stones as possible. Whoever survived with the most shells and stones decided policy for that issue. The dueling tanks provide a somewhat ritualized facsimile of that inlet. It is complete with a deadly predator (vardeen), and 'shells' (privilege cards and even the wand of command). The protagonists simply plunge in and try to kill each other while eluding the vardeen and capturing the goodies on the bottom. The tank is always kept stocked.

It is not likely that players would want to take advantage of the facilities for dueling to decide their own policy, but the various objects on the bottom would be of tremendous aid.

Final note: the bottoms of both tanks are littered with npurth skeletons in disarray.



THE BASE COMPUTER

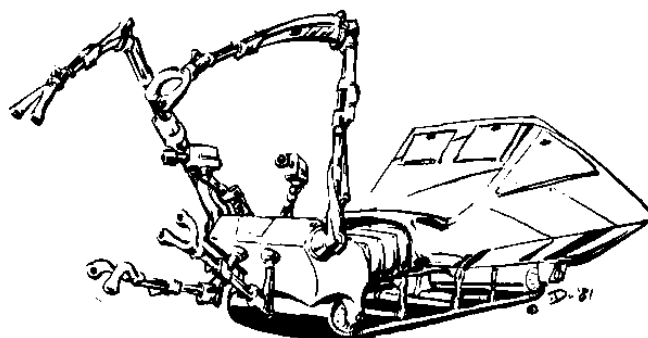
References are made throughout the entire scenario to the 'main computer' or 'base computer.' This is the machine located on the fourth level of the base. This section will detail the various actions this machine will take during play.

The main computer is normally in passive mode. This means that it will take no notice of the players at all. They may move freely throughout the base without fear of attack. The computer is interested only in maintaining the base. To this end, the computer will control the various robots and androids in the base, maintain the 'normally on' forcefields, and tend the clone tanks on the fourth level. It will routinely verify I.D. cards for access to restricted areas, run the life-support system, and control the elevator. Only two things can rouse the main computer from this state. The first is damage to the base itself. If the players blow down a wall, destroy a force field, or perform some other act of vandalism, the main computer will go from its passive mode to its active defense mode. The second is the intruder alert from the submarine. This immediately triggers the active mode. In this mode, the computer becomes an adversary, an active, physical presence that willfully seeks to destroy the enemy intruders. To this end the main

computer will employ all the guile and resources at its command. The following section provides information on what the computer will do in defense of the base. Nothing can stop the offensive mode once activated except for the main control wand, located in the main dueling tank on level three.

The computer's first line of defense consists of the large number of ultra-sound blasters scattered about the base. Each is individually controllable by the central machine and it will use them, ruthlessly, to try to kill or wound the players. If they manage to get down to the second level, the computer will supplement the blasters with its second line of defense.

The second line consists of 24 security robots. Each has fifteen hit points and is equipped with a standard ultra-sound blaster. The units run on rubberized treads in a caterpillar-like motion that is a robotic analogue of pharm locomotion. They are low slung and armoured. The computer will use all of the machines, if necessary, but if more than half are destroyed the computer will begin adapting the 24 repair units in the base for combat. This will require the use of the robot labs on the third level and, if the players move fast enough, may be caught in the act by the players. Repair units have the same locomotive means as the security units but have just 10 hit points and are not armoured.



The third line of defense involves warming up the larva-controlled clones of several members of the crew of the Timothy. These consist of three of the captain, two of Hensler, four of Tara, and one of the ship's engineer, Blackwell, (gun/7, fatigue=25). These will fight to the death in defense of the base and will use all their guile and skill in doing so. Their knowledge of Terran methods, ships, and people will give them a deadly advantage that should be exploited by the gamemaster to the fullest. If they, too, are defeated, the main computer will fall back to its last resort.

The fourth and final defense the computer has consists of warming up the three adult npurth in the base and requesting instructions. These adults will first attempt to attack the players. If they are successful, then the players will be dumped into the cloning tanks for later processing. If not, they will attempt to flee in the submarine. In the latter case they will first try to load the weapon module as it contains a lifeboat in which they can try to get home with the warning.

Note that at any time the base computer can 'panic' and activate all its anti-intruder measures at once. An example would be the destruction of the robot control complex on level two, or the successful deactivation of all robots in the base from that room. If that happens activation of the npurth supervisors is just a short time away.

TABLE A - 3D6 Dice for one item per pair of searchers per turn of search.

(3) SHOCKER - this little device is a simple tube about 8 cm long and 2 in diameter. It does not have a battery but, like the handle, it can be powered by a robot's battery. In this case it merely administers a mild electric shock, just enough to jolt a person OR MACHINE out of (green) stasis.

(4) PACKET OF TOOLS - several small rod-like tools looking rather like nutpicks, these are actually pharm eating utensils.

(5) **COLOR SPHERE** - a 2 cm diameter sphere that changes colors in a totally random fashion. It is an art object contemplated for relaxation, much as a human would stare at the stars.

(6) **UNIDENTIFIABLE PIECE OF EQUIPMENT** - as it says. It is a block of some crystalline substance whose use cannot be fathomed.

(7) **UNIDENTIFIABLE PIECE OF EQUIPMENT** - as above. This one is a block of some kind of monolithic electronic assembly whose use is a mystery.

(8) **COLLECTION OF SMALL CUBES** - These blocks might be children's toys. They are of many colors and stick together in whatever shape they are given. In fact, these are repair modules, but they are useless to the players.

(9) **INDUSTRIAL DIAMOND** - a one kilogram piece of cloudy diamond of apparently artificial origin, useless for jewelry, value about 1000 cr.

(10) **INDUSTRIAL DIAMOND** - a ten kilogram piece of cloudy diamond of apparently artificial origin, useless for jewelry, value about 10,000 cr.

(11) **VALVE** - control valve for chlorine tanks on first level.

(12) **FLAT CAN** - full of a thick, oily, yellowish fluid. This is a lubricant for npurth joints.

(13) **PNARM POWERSLED 1 IN CRATE** - in knocked-down form. Part 1 is drive and motor assembly. One point to players who record the directions for translation purposes.

(14) **PNARM POWERSLED 2 IN CRATE** - in knocked-down form. Part 2 is unit control assembly. One point to players who record the directions for translation purposes.

(15) **PNARM POWERSLED 3 IN CRATE** - in knocked-down form. Part 3 is a trailer unit. One point to players who record the directions for translation purposes.

(16) **SMALL BUNDLE OF STRING** - actually a neuristor network of considerable sophistication.

(17) **BLANK CARD** - a blank I.D. card. Give players one point for bringing it along for counterfeiting use, but it will be useless in this scenario.

(18) **THE HANDLE** - this device looks like a simple screwdriver handle. It emits a tight beam of atomic binding energy that can neutralize and sever atomic molecular bonds. The units found have no power cells inserted. Federation power cells cannot be adapted, but a suitable cell may be removed from a damaged robot 50% of the time. If powered up one need only push the side panel to turn on the beam. The beam is silent and has no visible manifestation of operation but for a thin black line where it cuts. Note: this device can be **EXTREMELY** dangerous to use without proper supervision and experience. Chembles has this experience. If he is not doing the cutting then there is a five out of six chance per round of use that the device will destabilize the entire macromolecule, which will then break up into smaller parts. Violently, a wall thus erupts as a bomb to do concussion damage to all nearby. The handle can cut 10 cm per round.

If the main computer is aware of the invasion, the four turrets will open fire. These are infra-red targeted, they can easily be fooled by, say, burning paper, if the players try. If the players are using any kind of heat weapons, and if one or more miss with them during the fight, they **WILL** notice the hypersonic blasters firing at bits of burning garbage in the room. This will reduce the strength of the attack on the players (by 1 or 2 per turn) but the smoke will cause players to hit at a penalty - medium range, rather than close range.

There is nothing valuable in the trash, but closer inspection will reveal bits and pieces of metal.

1-2: SMALL PARTS AND MACHINERY STORE

This large room is six meters high and divided into four levels by catwalks spaced at 1.5 meter intervals above the floor. Suspended at various points within this frame you see many boxes and crates, most apparently made out of bound vegetable fiber.

This is a storeroom for small parts and machinery. If the players begin to examine this room, they will be able to set descriptions of one item per two searchers per turn spent, with the usual likelihood of a robot blundering in if the main computer is **NOT** aware of them, and a guarantee of a squad of security units in three turns if it is. For descriptions of the objects found, see Table A.

1-3: BULK STORAGE ROOM

This room is a large chamber about six meters high. It is almost empty, but some large drums can be seen to the north side. A considerable number of bound packages can be seen to the west, and three small cart-like vehicles, with trailers, can be seen parked to the east.

The drums contain liquid chlorine for the pnarm. It is not under pressure, but is liquid from the temperature, which is maintained by a small cooler at the base of each drum. The more astute players (those who make an intelligence roll) will notice a very slight, warm, breeze coming from the end of each drum. The players will not have the equipment to tap the drums properly without having first visited 1-2. If they try to crack a drum without proper equipment they will succeed in flooding the room with highly toxic chlorine gas, forcing them to resume their helmets if they were doffed earlier to conserve oxygen. This would also alert the main computer to the fact that **SOMETHING** is amiss, if it does not know already. If it does, a squad of security robots will be dispatched (two turns till they arrive), and the entire base alerted. If it does not, one repair unit will be sent to inspect the damage. It will need three turns to arrive, and will alert the base (as above) if the players are still there. If they are gone, then the main computer is still in the dark. If the players do have the valve, it may be fitted easily onto any drum and a sample of gas taken. Anyone with any chemistry skill at all will be able to identify the gas at once.

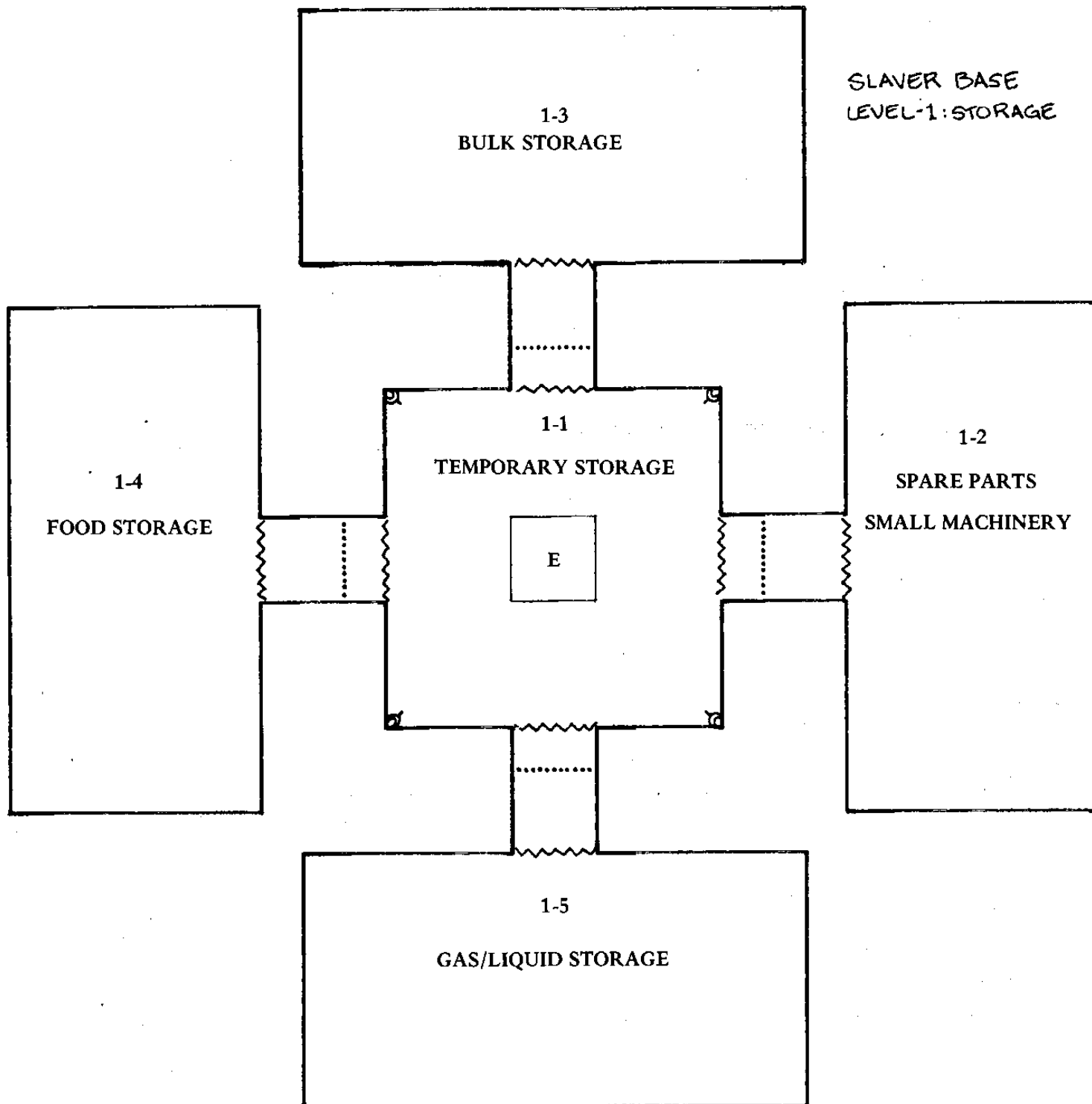
The packages to the west are easily broken open to reveal a pinkish mass of fiber of vegetable origin. Eating it will prove to be fatal, analysis will reveal large amounts of hydrogen cyanide, with many lesser chemicals in which chlorine figures heavily. The obvious conclusion here is the correct one: the players are dealing with a chlorine-breathing life form, and the pinkish mass is food. They still do not know why the air here is intended for oxygen breathers. Both packages and drums are clearly marked, but the language is pnarm, which none of the players know.

More interesting are the vehicles, which are actually pnarm powersleds, intended to aid in moving material in and out of the four storage areas on this level. Each of the sleds is one meter long, each trailer is also one meter long. The sleds are quite flat, with only a 'joyhole' for control. None of the three sleds works, they have all been discharged of all power. They can be repowered if the right voltage is supplied to their battery terminals. Any tech with elec eng of 2 or greater can determine what that is. **ANY** player can do this if he asks you what the main power cable is made from, (aluminum) and tells you he is computing the proper voltage from that and the area of the cables cross section. Give the player one point for using his elec eng skill, five if he knew the proper method of determining the voltage. Give the players one point for having the chlorine valve from 1-2, and one for correct identification of the pink stuff.

LEVEL I

1-1: TEMPORARY STORAGE AREA

This room is 24 meters in each dimension, a perfect square. The center is occupied by the elevator itself. Four exits are visible from the elevator, one at each of the cardinal points. They are all six meter-wide metal doors, pleated in an accordion style to split in the center, and roll to each side. An activation lever is visible next to each. Four ultrasound blaster turrets are visible near the top of the room, one in each corner. Several open crates made of some kind of vegetable fiber are visible and there is quite a lot of trash lying around, as if a great deal of material passed through in a hurry and the remnants have not been cleaned up yet.



1-4: FOOD STORAGE

Like all the rooms on this level, this is six meters high and the usual shape. It contains a huge variety of paper and metal packages. There is a bewildering array of different shapes and sizes, but all are the same color: blue.

On closer examination, it will be noticed that all the containers in the north, and a few in the other parts of the room have had a small green tag stuck on. It is obviously not part of the package for it often obscures part of the writing on each package. Again, the writing cannot be deciphered on any package, but a large enough sample of different writing is presented that it will make a good start toward understanding the language. Give the players one point for recording the writing in some manner. To do this thoroughly would require one hour for two people, but due to the non-disruptive nature of the work only three encounter rolls are called for.

The packages all contain food. If your players persist in opening package after package, just give them different combinations of color, fragrance, and consistency. In doing so keep in mind the following paragraph. This food is intended only for adult slavers, it is bland and missing some essential vitamins, but is edible by humans.

A comparison between identical packages will reveal that in every case the contents of the package with the sticker is either a different color, is splotted with another color, or smells differently. One point for the group if they correctly deduce that the packages with stickers are spoiled. Five points should go to the player who first speculates that 'green' means 'danger', as this is the first clue that this is so.

1-5: GAS/LIQUID STORAGE

This chamber is the same shape as all the others on this level. This room is dark, and it is quite cold. It is also almost completely empty, but closer examination reveals tubes coming out of the ceiling and walls at various points. There are many marks on the floor and walls, and quite a number of twisted brackets on floor, ceiling and walls are visible.

This room was originally used to store the various gases and liquids needed by the base. Everything of value is gone, the supplies needed are all circulating through the base's ecosystems or else have been spirited away. The only gases left behind are stored in room 1-3, moved there to consolidate supplies, and to permit shutting off power to this room. The brackets are twisted and useless, apparently as a result of over-hasty removal of the tanks they were connected to. Evidence abounds here that the base was 'decamped' with a great deal of speed. The fact that this storage room, obviously used for storage breathing gases and other such needed chemicals, was the most thoroughly looted is a clue that the base has been abandoned. Five points to the players if they propose this now. Two points for correctly deducing what the purpose of the room was.

LEVEL 2

2-1: ELEVATOR RECEIVING ROOM

This room is twelve by twelve meters. The ceiling is three meters overhead. Four ultrasound blasters cover the room, one in each corner. To the east and west force fields can be seen. Equipment of some sort can be vaguely made out through the fields.

This room has nothing of value or interest in it, and investigation will reveal nothing. The turrets will, of course, open fire if the main computer knows about the invasion. These are infra-red targeted, give the players a bonus point if they brought along some trash from upstairs to fool the weapons. No greater detail can be made out by peering through the force field of the equipment on the other side. There is an intercom here, but no other equipment at all.

2-2: PRELIMINARY PROCESSING ROOM

This room is nine by twelve meters, with only one other exit visible, a pair of pleated steel doors on the opposite wall. Several pieces of equipment can be seen standing around, each plentifully supplied with various probes, sensors and monitors. Panels are open in one of the machines and tubes with some fluid in them can be seen. Some tubes have odd-looking objects floating in them. The clearance of the ceiling here is two meters, none of the devices standing around is more than a meter high. It looks sort of like an operating room, but the equipment looks like it would be more at home in a body-shop.

The two rooms labeled 2-2 are identical in all major respects but for the mirror-image reversal. Once past the force field, both exit through the six-meter, pleated-steel doors. The equipment lying around is, indeed, surgical in nature, but is meant for exploratory and experimental medicine, not for helping the sick. Most of the stuff has been cannibalized, with parts ripped out, wiring removed, and various modules pilfered. The floating objects are human organs, heart, liver, and three kidneys. The stand they are in has been ripped open for parts, and the organs are quite dead. At first glance none of the various stands of equipment is in working order.

One stand is intact, it is near the back of the room (one in each 2-2) and will not be found unless some sort of search for intact machinery is undertaken. This is because it does not LOOK complete, but closer examination reveals that the missing parts are only from the support devices, not the main device. This is a biostasis machine, used on living creatures to reduce them to a state of suspended animation. In appearance, the machine is a flat platform several centimeters off the floor, with a somewhat higher bank of instruments at the end. It seems to have no controls, but this is not really so, it is calibrated and set from another unit not present. The biostasis unit in the east room is set for humans, the other is for the local life-forms. In operation, one merely places the subject on the platform. After about two seconds, the device will zap the subject. The unit set for natives will instantly kill a human, the other will appear to do so, as well. Examining a creature in stasis will reveal an apparently dead corpse, well gone in rigor mortis. No breathing, heartbeat or brainwave activity can be detected at any level. The difference is, a dead body will rot, one in stasis will not. It is not obvious, but anyone in stasis can be roused in moments by

a simple electrical shock. If the party has some means of determining all this (they brought along a native, say) and do so, they get a 10 point bonus. A further three point bonus is applicable if they discover how to break the stasis. This will prove to be very useful later on. For further data on the stasis field see the section dedicated to them.

The only other equipment of note is a stack of wheeled platforms about one meter in diameter. They are not powered, and can be spun or pushed easily once lifted from the stack. They are merely equipment skids, but their lower surfaces have been treated somehow for lower friction. Give the players a point for taking along a disk for further analysis in labs at home. The steel doors visible may be opened in the normal manner, by activating the control next to them.

2-3: DECONTAMINATION

You see before you a corridor about nine meters long, and about six in diameter, it is terminated by a force field generator, and beyond you see a T-intersection. Nothing is present in the corridor, but it is glowing softly with a pinkish light, and seems warmer than the rest of the base thus far. The light is coming from tiny projectors looking somewhat like small dentist drills.

A check of the radiation gauges will reveal nothing, checks of sensors, tricorders, etc. will also reveal nothing. Nothing the players have can even detect the pink glow, and only living members of the party can see it. Robots will report no sources of illumination present, and will detect nothing else. A tech with alien drives/3 or better will be able to dismount one of the projectors without damaging it. It will be seen to be some sort of Cherenkov light projector, but its purpose is not obvious. It actually will kill any bacteria from the npruth homeworld, which are very sensitive to this radiation, which tends to denature their proteins. It is quite harmless to humans and humanoids, but may make felines and insectoids dizzy if they do not make a constitution roll. Award two points for determining the type of radiation, and an additional one for taking along a projector for analysis back home.

2-4: THE ZOO

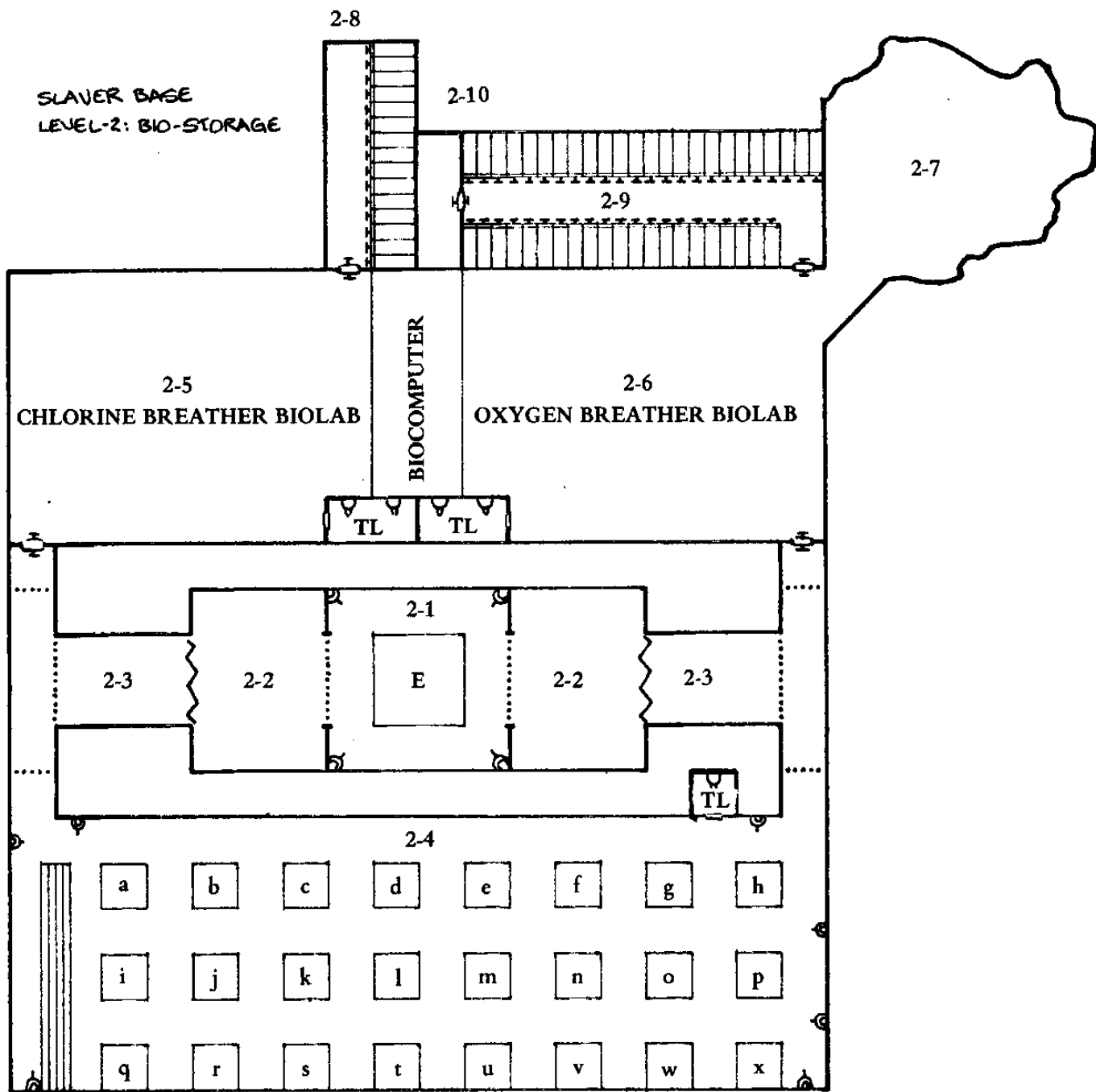
You see before you a great room, not all of which can be seen from where you are standing. The room is filled with a large number of the small circular platforms from the room outside the elevator room on this level. Each is parked in a column of some clear substance, and on each platform is a creature. Some of the columns, especially near the edges of the room, seem to be untenanted, and at least one is broken outright. A bank of equipment can be made out at the western end of the room, and several of the ubiquitous blasters are here.

The blasters will, of course, open up if the base computer orders, but these are radar-targeted, and will not be fooled by burning trash. They can be fooled by leaping into a column and keeping relatively still. The resolution of the radar is low enough that, if this is done, none of the turrets will see the players taking a careful bead on each turret and blowing it out with no danger. Three points to whoever thinks of that tactic. Otherwise, you'll have a normal firefight. It is possible to hide among the columns in the room, since the half-dozen turrets still cannot cover the whole room and will not shoot through the columns. In this room, if the players are dodging among the columns during the fight, the normal penalties do not apply, although the racket is still incredible. It will be noted that the clear substance is not only breakable (as witnessed by the broken tubes visible) but are also very soft, as they seem to absorb and attenuate a lot of the noise from the blasters.

The control panel is quite useless. It has been cannibalized, literally ripped apart, and some modules damaged by this process litter the floor at that end of the room. It cannot be repaired.

The various columns are tagged 'A' to 'X', and are listed in the section below. If the players go browsing, simply read off the major description (in capitals) along the path of the players, using the letter key on the map. An in-depth examination gets the description that follows the capitals. The players may, if they wish, easily break open any column to remove any specimen, but this will not, as noted in the description of the biostasis unit in 2-2, break the stasis. A clue to the electrical shock that is needed can be obtained by examining the floor under each platform, which has an electric probe. One point to whoever thinks of that.

One other door is visible, it is a bathroom.



BIOSTASIS CHAMBERS

THE BIOSTASIS ZOO

- A - A SMASHED TUBE. Some circuitry is visible in the center, but it's damaged.
- B - AN INTELLIGENT NATIVE frozen stiffly in position. A number of surgical scars can be seen.
- C - SOME SORT OF PLANT is in this tube. Judging from the root structure, it's a good bet it is mobile, and also carnivorous.
- D - EMPTY, but there is a platform in the bottom.
- E - A LOW-SLUNG HEXAPED. It has a long, leonine form, and is plentifully supplied with claws, teeth and other natural weapons. (SM: this is a 'yayna,' see 'Animals').
- F - A TINY WALLABY-LIKE CREATURE, whose three glaring eyes shine oddly, and cover its entire head but for the beak. (SM: this is a 'ionu,' see 'Animals').
- G - A DEAD AND ROTTING NATIVE, it looks like the stasis didn't take.
- H - EMPTY, several electrical contacts can be seen in the bottom.
- I - BROKEN.
- J - A TALL, GOOD-LOOKING, BLACK MAN. He is in a spacesuit,

- and carries a helmet. His identification tag shows him to be Johan Hensler, second engineer on the Timothy. (SM: see NPC's section).
- K - EMPTY.
- L - BROKEN.
- M - BROKEN.
- N - EMPTY.
- O - EMPTY.
- P - BROKEN.
- Q - A YOUNG EARTHLING. Closer examination reveals that his suit has been breached in many places, underneath the suit can be seen many incisions. Removing him from the column reveals that many organs have been removed and that his skeleton is riddled with holes where bone samples have been taken. Some indication of the npruth concern for aliens can be had by doing a quick blood analysis. There is no trace of anesthetic at all. The suit tag reads 'Emerson Garvey,' and he is quite beyond help.
- R - BROKEN.
- S - A LOVELY YOUNG WOMAN WITH BLUE SKIN. She is wearing a standard-issue suit, it has no identification. Her facial skin is a light

sky-blue, her hair is very white, but thick and curly, and goes down to the middle of her back. The bluish color seems to be normal, she just is not caucasian, though just what she is, none of the players know. (SM: this girl is Tara Seven, the ORIGINAL Tara Seven, and she is listed under NPC's).

T - A YAYNA.
U - ANOTHER IONU.
V - BROKEN.
W - BROKEN.
X - BROKEN.

2-5: CHLORINE BREATHER'S LAB

This large room is filled with equipment, but it is a complete mess. Machinery is flung around with total disregard for property, cabinets pulled open and contents tossed about, total confusion reigns. There are two other exits from this room.

Evidence of quick departure abounds. Clearly, this place was ransacked for useful items when the place was abandoned. Nothing seems to be in order but everything has one thing in common: it is useless. All has been broken, or has parts missing. There is nothing here of any use to the players, but data is here in carloads. A dozen 'magazines' (looking more like scrolls read from left-to-right), are here and a number of books (larger versions of the same) are stacked on a shelf. Moving the clutter about will reveal several more scrolls, this time hand-written, which seem to be lab notes. IF ADDED TO THE RECORDINGS FROM LEVEL 1, THE PLAYERS NOW HAVE ENOUGH DATA FOR A MINICOMP/7 TO BEGIN TRANSLATIONS. If so, players should now get all labelling information, and should now be able to handle equipment and the like with a +1 to their skill, due to the partial in-structural nature of the labels.

Way in the back of the room, concealed behind a stand of glassware, will be found a biological display. A living pnamr in an 'exploded' view like the exhibit in room 2-6. The entire creature has been taken apart and put back together, with spacers and retainers added. The creature has been expanded to three times normal size, and all internal organs are visible and can be watched at work, for the being is alive. It is a tremendously effective biological display, but it is obvious from the size of the brain that the creature is intelligent, and it is equally obvious from the eyes that it is conscious. It is watching the players. The creature is starving, it has not been fed since the base was abandoned and it does not have very much strength, but it can respond to questions phrased in npurth. It will not be able to answer more than two or three questions before passing out. Its name is 'Chembles' (not the 'Chembles' listed in NPC's), and it does not know about the Timothy, nor does it know why the base was abandoned. If pressed, it can remember a computer access code it overheard one day, and can guess where the people from the Timothy are. It will tell the players about the stasis zoo at 2-4, the oxygen lab at 2-6 and the puppet cloning tanks on the bottom level, if it is asked. If questioned by more than one player, it will seem surprised that the various players have different personalities, but will not be able to explain why before its time is up. When its strength runs out, the pnamr will pass out, and quietly (and thankfully) die several turns later. If asked, it has been an exhibit for eight human years. Give the players one point for each piece of information gained from the pnamr.

2-5: THE OXYGEN BREATHER'S LAB

Like the chlorine lab, this lab has also been considerably knocked around, broken bits of glass, packing materials, several scrolls, and some broken pieces of equipment, none of which will function or even provide any information. Unlike the other lab, this one's biological exhibit is quite obvious. In the center of the room is a living human being, a man, who has been flayed and his organs have been removed, to be placed in plastic carriers suspended in the air providing a living 'exploded' view of the human anatomy.

This is Richard 'Dingo' Denton, captain of the DSX Timothy. A quick examination will reveal that the captain is unconscious, but can be brought around. He is suffering from uremic and chlorine poisoning, and he will be dead in less than a day. The players will not be able to help him, trying to remove the plumbing will cause fatal blood clotting. The captain will be glad to see the players, since he has a report that he would like to deliver. Denton will tell the players that the npurth are a slaver species, that somehow convert intelligent creatures to their side. The captain is sure no brainwashing is involved and his science

officer had believed the npurth to be completely non-psionic, that some other means than these two was employed. The science officer did not have time to tell Denton anything further before he was vivisectioned. Denton also knows that the npurth were euphoric over finding humans, and can also inform the players that the npurth had decided to wind down the local project, in favor of an all-out invasion of human space. If he is asked what the 'local project' was, he will be able to tell the adventurers that the npurth were trying to breed a new intelligent species to enslave on this planet. Asked about the evacuation, the captain will tell the players only that they were responding to some kind of emergency at home. Asked about the base, the captain will be able to tell about the sub, the stasis zoo at 2-4 and the biocomputer at 2-6, which can only be reached by panels in this lab. If asked about the electronic paralysis field, the captain will tell the players that that was how his own ship was captured, but he doesn't know how to deactivate the field. He does now that the main control computer below is an information repository, and perhaps the answer can be pried out of that. The captain will not be able to tell the players anything else.

2-7: MAIN BIOCOMPUTER

A confused mass of circuitry greets you. It has been raided for parts, and is quite helpless.

It will be immediately apparent that this machine also has been cannibalized. However, some of its memory elements are intact, these can be removed and returned to the ship, they are worth several million credits each and there are four of them. WARNING: these things are FRAGILE! They will not survive even one round of an ultrasound blaster fight.

2-7: EXCAVATION

It looks like the base was being expanded when it was abandoned, this is a rough, new extension to the existing base. Nothing new is here, but four pnamr power sleds are parked here.

This section is just what it appears to be. There is little to be gained here but the knowledge that the base was a going and important concern when it was abandoned. This is little more than a cave. The sleds (wonder of wonders!), are in operating condition.

2-8: CHLORINE CLONING TANKS

A long corridor with a row of horizontal tubes on the east. Each tube is about a meter in diameter, and about two meters long. All are empty.

These tubes were used for cloning of experimental beings with chlorine metabolisms. Production cloning is lower down in the complex.

2-9: OXYGEN CLONING TANKS

A long corridor with horizontal tubes on both sides, suspended about 1/2 meter above the floor and about two meters long, each. Most of them are filled with an odd, bluish mass.

These are cloning tanks for oxygen breathers. All of the tanks are in use.

At the moment all the tanks are involved in growing humans from the Timothy. All members of the crew are represented, but none of the clones is even past the fetus stage. The bluish color is really visible in only half of the tubes, close examination reveals that only one-half of all clones in the room are of Tara Seven. Opening any of the tubes shows clearly that none of this batch of clones will ever make it. All of them are dead.

2-10: SERVICE CORRIDOR

A short section of corridor leading to both cloning suites and to the main biocomputer. It seems to be some sort of service accessway.

Nothing unusual, just more evidence of a hasty departure.

LEVEL 3

3-1: ELEVATOR RECEIVING ROOM

This room is twelve by twelve meters. It has three exits, north, south and east. Aside from the elevator itself and its control pillar, there is nothing here.

The exits will be blocked with forcefields if the main computer is aware of an invasion, otherwise six-meter wide corridors will be visible leading away from the elevator table. The northern one turns to the west, and has a door visible going further north. The eastern one has hatchways and forcefields visible, the south has ultrasound blaster turrets visible, hatchways and forcefields.

3-2: EASTERN CORRIDOR

There are three exits from this wide corridor, a hatchway to the north, a forcefield to the south, and an ordinary sliding door, also to the south.

The northern hatch opens easily if the base is not alerted, it will otherwise be locked and must be blasted open (it has 100 hit points). It leads to the main monitoring complex, which includes conference rooms (3-4) and a planetary globe (3-5). The forcefield and the double turret will defend this area if need be, but access is normally free. Nonetheless, the turret has twice the normal hit points, and has almost twice the damage (19+1d6).

The sliding door to the south leads to a security check area. Visitors MUST show proper i.d. to gain admittance as this corridor leads to the control center for all android spies on the planet. Any attempt to blast through will lead to heavy resistance from forcefields and heavy blastdoors (which are NOT under the control of the central computer but which come on automatically if any attempt is made to defeat the security checks). The turrets are the final defense, they have normal hit points but twice normal (20+2d6) firepower. Note that the arrangement of the fields means it is impossible to blow them out with an ordinary laser without sustaining great concussion damage. Note also that blasting the forcefields will force the doors off their runners, and will make it quite impossible to force them open. They will have to be cut open, and each door has 300 hit points.

The final forcefield leads to the android/robot repair and fabrication. This should be protected, but examination of the security area guarding it (between the forcefield and the blastdoor) will reveal that it has been jimmed open, apparently since it was used so often that repeated checks were dismissed as counterproductive.

3-3: ANDROID/ROBOT CENTRAL CONTROL

This room contains a great bank of switches, dials and microphones on the eastern wall. A number of low desks, of two different designs, are scattered about. One desk is crescent-moon shaped, the others are rectangular. Forms and papers with hand-written notes can be found on all but the crescent desk, which is clean.

This room is the central robot control station. Here, all base robots and android spies can be overridden and taken over from internal programming, or remote operation by the central computer. Any tech with cybernetic/5 or better will be able to discover how to shut down all robots/androids on the planet in about an hour. If this room is breached, the central computer will send wave after wave of robots, all that it has, in an attempt to prevent deactivation of the robots under its control. If it fails to kill all players, and if the players shut off the robots, or if it runs out of robots, it is at this point the main computer will begin warming up reinforcements from the meat tanks on the fourth level (including the remaining npurth). Nothing else of note may be accomplished from this room (as if paralyzing the main computer wasn't enough) and the turrets cannot be deactivated from here. If the players do shut down the robots, give them a ten-point bonus.

3-4: ANDROID/ROBOT REPAIR & FABRICATION

There is a large number of androids lying around this room on low tables, all of them built to look like Thonne, and all of them in various states of disrepair.

There is nothing here of any use to the players except for the knowledge that the npurth are able to build androids of considerable sophistication. No local robots are here.

3-5: GLOBE ROOM

This room has only two exits, one to the east, the other to the south. Occupying the center of the room is a globe, half-sunk into the floor. It is three meters in diameter, and depicts this planet. On it you see, clearly marked, the base, the various villages, and the atomic waste dump.

Closer examination of the room will reveal a small control panel.

Manipulation will cause the globe to rotate back and forth, turn over to show the southern hemisphere, and may cause strange patterns to go marching across the surface, bending around natural features of the landscape and converging on the Thonne villages. It is apparently a tactical display, but of what it is impossible to tell.

3-6: ANDROID REPORTS ROOM

This room consists entirely of banks of monitors. Each shows a scene of village life amongst the Thonne. Activity is going on in all of them, hunting, cleaning kills, fishing, some farming, and many other features of native life on this world. No controls of any kind are visible.

Nor are there any. This is a display only bank, controls are located at 3-3.

3-7: CONFERENCE AREA

Each of the three conference rooms are identical. As players enter one they should get the following description:

This room is three meters by six meters, and 1.5 meters high. The ceiling glows with a soft, pinkish glow that is rather hard on the eyes. A large screen is visible on the western wall, but it is blank. On a low table under the screen is a speaker grille, a microphone pick-up, and a two position switch in the 'up' position. There is no sign of damage, and no loose articles lying about.

In addition, in the last room players should get the following addendum, preferably in the same breath:

... except for a disk lying near one edge of the table, which has a large pile of spongy, yellowish substance

The exception noted is a left-over lunch forgotten in the hasty departures. It is covered with the npurth equivalent of mold. Otherwise, the following data holds true for all three rooms.

This area consists of three identical rooms plus a bathroom. Each area has a computer terminal, which consists of a microphone and speaker arrangement. It is identical to the computer access panel on the submarine. One additional switch is visible. This will switch the terminal between the main computer on the fourth level and the biocomputer on the second. At present, all are set to the biocomputer. Of course, the biocomputer has been cannibalized and cannot be used. If the main computer is invoked, it may be conversed with if a minicomp/7 is present to translate. In any event, if a priority key is available it may be used to put the main computer into passive order mode. Only two such keys are in the base, one is the verbal key overheard by the pnam exhibit in the chlorine lab on the second level, the other is the blue hexagon found on the fourth level. To use the latter, it must be pressed up against the speaker grille. In any event, once the computer is in passive mode the players can do pretty much as they please. For more details see 'Computer.'

3-8: AUDITORIUM FOYER

This room is unguarded and unprotected. Two doors are visible, one small one to the north, and a large double door, eight meters wide, to the west.

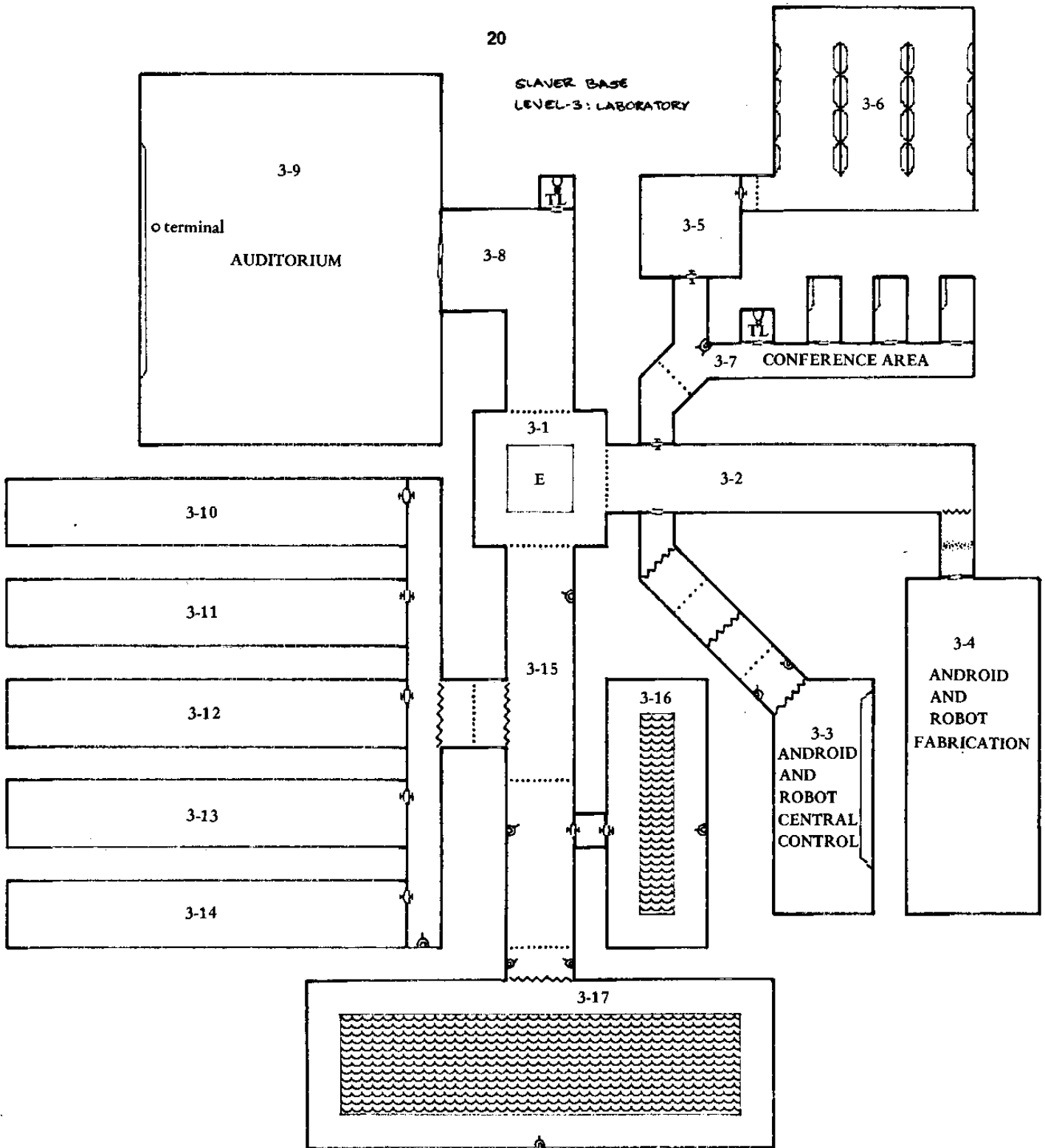
This room has virtually nothing of interest, it merely serves as a general gathering area for the auditorium at 3-9.

3-9: AUDITORIUM

This is the largest room seen so far, with the possible exception of the E-T zoo on the second level. The entire room, 27 by 33 meters, is strewn about with one meter by 1/2 meter pillows. The floor slopes up toward the west as does the ceiling ten meters above, the entire room feels like it has been tilted 15 degrees from true. A computer terminal can be seen in the floor near the far end, and a gigantic screen dominates the western wall.

The terminal is identical to all found thus far but for the fact that it WILL NOT accept priority codes. It IS connected to the main computer on the next level. Give players a point for appropriating a pillow, later analysis will reveal that it is a body product - produced in a finished form from the body of a biological artifact created by the npurth and this is a clue to the ease with which the Slavers can do this.

The terminal can be used to talk to the main computer if a trans-

SLAVER BASE
LEVEL-3: LABORATORY

ating minicomp is available, but it cannot be reduced to order mode from here.

The remaining rooms are all dedicated to recreation. 3-10 through 3-14 are greenhouses full of insects and small animals which adult npurth are fond of hunting. A number of species in these rooms, while nothing but good clean fun to an npurth that is immune to the poison or which cannot be snared by their attack methods, are deadly to Terrans and other members of the Federation. 3-16 consists of a marine 'playground,' where npurth may sport and hunt shellfish and other aquatic creatures. 3-17 has a grimmer purpose. This tank contains a number of items valuable to npurth, some of which would be valuable to the players. It also contains several dangerous life-forms. The tank serve the purpose of resolving 'dares' (very important among npurth) and duels (also very important. Each of the remaining chambers is dealt with separately.

LEVEL 3 - HUNTING PRESERVES

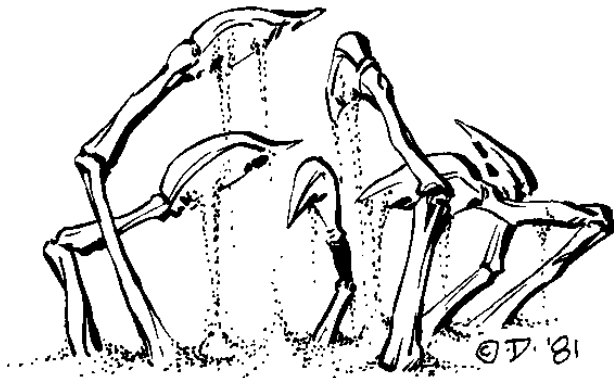
Rooms 3-10 through 3-14 are reserved for recreational hunting by adult npurth. 3-10 is the easiest, 3-14 the hardest. The chambers are heavily planted to simulate a homey jungle, so it is quite impossible to see more than one or two meters in any direction. The small width of the chamber is a clue to the npurth's size (six meters wide is not very much) but it is misleading. Each chamber has been cunningly stocked with a variety of creatures and plants which are all mutually compatible, but which still provide a challenge for the hunter. Each turn, roll 1d6. On a 1 thru 4, something has been found. On a five, a bare patch has been found. Here, the players may safely rest for a breather. If they do stop, continue to roll 1d6 for wandering hunters. Some mobile creature from the list below has found the players if it comes up a one. Lastly, a six means to roll on the remedial table which follows the list of alien creatures. The remedial table details special encounters.

In the below list, roll 1d6 for 3-10, 2d6 for 3-14, etc., on up to 5d6 for 3-14. Index into the list below with that number to determine what has been encountered.

This particular section of the base is intended as a 'catch-up' section. In this section are several 'things' that are also to be found elsewhere in the base. If you have a super-smart group that never misses a bet, they may safely ignore this entire section. If, on the other hand, your group has failed to get hold of some vital device or piece of information, then this is their chance to substitute brawn for brains. By fighting their way around the hunting (and dueling, later on) chambers, they can pick up everything they need. This should cost heavily in non-player characters, equipment, fatigue and hit points but try to go easy on the built-in NPC's, they will be needed lower down in the base, and in the next adventure.

1: FERN - a small, harmless plant. The 'fern' has spikey leaves colored with a rusty, reddish sort of hue. It smells rather like lime. It merely obscures vision.

2: FISHER - this creature looks like a plant, but is really an animal, rather like the Earthly sea anemone. It leaves long, snakey tendrils lying about itself waiting for something to blunder into them. If something does, the tendrils will constrict, trying to strangle the victim. The idea is to kill the animal and let it rot, by which time it has softened enough that the tendrils can pull it apart and digest it. Each tendril has a strength of 10 and five hit points. A fisher has 5d6 tendrils. The tendrils are never more than a meter long.



3: DIGGER - this unpleasant beast is built much like a terrestrial crab. It is fond of lying on its back just under the surface of the dirt waiting for something to step on it. The digger runs about 40 kilos and has a reach of just under a meter. It has no poison, but its feet are razor sharp and it will try to cut off some part of any large animal (such as a human) that steps on it. Anyone not in some sort of armor will lose a foot if an agility roll is not made when first stepped on. Diggers have 10 hit points.

4: DRIPPER PLANT - this plant is a low to the ground specimen that requires deep shade. It grows UNDER other plants. The broad leaves are bright orange and constantly sweating out drops of water brought up by the roots. This continuous circulation of water keeps the ground under the half-meter wide plant too damp for taller plants to grow well, but not too damp to kill them and bring in too much sunlight. It emits a gas if disturbed. The gas smells like roses and is harmless to humans, but is over 180 proof. If anyone breathes the gas for more than five turns total (not necessarily consecutive) begin dropping the various requisites, he's drunk. Note: humans can absorb more alcohol faster when administered in a moist gas, the players should not have any warning until they are thoroughly soused.

5: 'BUTTERFLY' - actually a mammaloid, this critter is quite harmless unless psionics are used in the area. Use of psionics will unbalance the central nervous system of the beast, killing it. They will drop dead before the players very noses. They are harmless. Note: these butterflies are a clue, in case the players need one, that psionics are not responsible for the npurth's success as slavers. One point to the group if this suggestion is voiced.

6: SPEEZER - this creature is arboreal, and looks like a six limbed otter. The head and face resemble an Earthly lamprey but for a single, cycloplan, compound eye. The creature is harmless unless provoked and if provoked it will begin spitting a potent alkali. It will hit the player aimed for on four out of six and ANY hit will hole the suit.

After hitting a couple of players this creature will attempt to disengage unless it has a nest nearby (50% chance).

7: FAKER - this harmless vegetarian looks like an ordinary turtle but for two particulars. First, there are six legs exiting UNDER the shell, not from the sides, so the creature looks like it is moving on a ground effect cushion (you have to look twice to see the legs). Second, it has two, flat, brainless heads each of which are equipped with a single compound eye. The brain is housed under the carapace. The catch is: the creature sees by self-generated laser light. If frightened or surprised it will immediately generate a HOLOGRAM. This hologram occupies the space the faker stands on thus rendering it invisible. The holo itself may be of anything, but the following rules should apply. 50% of the time, a faker will 'become' a npurth, and 24% of the time a pnam. For the remaining 25% it will become something on this list (choose one). Fakers have five hit points and are quite harmless but for shock value, the laser eyes are quite useless as weapons. One clue the players may find helpful. Faker hologram may be quickly identified by the fact that it is done entirely in shades of red, none of the normal colors can be seen. Be sure to mention that.

8: SPINER - the spiner looks like a low-slung turtle. It is heavily carapaced and about half a meter long. It moves on two parallel rows of belly plates at speeds up to 20 kph, leaving behind a tank-tread-like spoor. Three holes in the front and one in the rear can fire poisonous spines at a fair speed. A spiner cannot penetrate armor, but a pressure suit, or ordinary clothes will be pierced with ease. The poison is almost identical chemically with curare, and will cause paralysis and death if not countered. A spiner has thirty hit points and will try to disengage (firing parting shots from the rear tube) if it loses more than half of them. Spinners can hit a motionless target 5/6ths of the time, a moving target half the time, and a rapidly dodging target 1/6 the time.

9: CLUBBER - this meter-wide plant can deliver a very nasty blow to the leg of anyone who steps on or near, breaking bones if a strength SR is not made. It looks like a small pile of ropes with swelled endings. Coiled in the center are tendrils that will drag anything beaten to death into a pitcher-shaped container of digestive fluid. It has six clubs and 4 hit points.

10: SPARKER - a very small (1/4 meter) creature looking like a six-legged cat. It will throw electrical shocks at the party until it either runs out of current (3d6 rounds), loses 1/2 its hit points (20) or kills a party member. It can be bought off by tossing rations at it. The sparks do 2d6 damage and will always hit due to the amount of metal the players have.

11: VIRPRIN - hairless and bright red in color, the speedy, six-legged virprin is deadly. It is about 1/4 meter long and moves in packs of 3d6. They move with tremendous speed, zooming past players and slashing with boney crests on either side of the head. The mouths are toothless,



designed to attach to and leech the blood from wounds inflicted by the crest. They will not try to attach until some player has gone down, then they will cluster over the fallen player enthusiastically sucking his blood. Virprin are so fast that players fire at them with a -5 to their hit probability. Each virprin has 1d6 hit points.

12: SIHM - Social Insect Hive Mind. Rather like army ants in organization and disposition, the sihm will track and evaluate the players before attacking. They will wait until they have stopped moving and attempt to surround them. They will attack from all sides, tearing up unarmored players, getting into delicate equipment and jamming blaster muzzles with their bodies. All items of equipment in the party at the time of the attack must make a breakdown check. The attack may be aborted by scouring the underbrush nearby for the royalty. Attacking the royal party will pull in the fighters to protect the hive. Hit points are not given since nothing the players are likely to do will kill an entire hive.

13: IONU - this creature and its hypnotic power have been described elsewhere.

14: YAYNA - this creature has been described elsewhere.

15: TERKLE - this beast has an oblong body armored in chitinous plates, a flat head, with a single plate on top, and two thick legs, with plates on the front. When the head and legs have been fully retracted, a terkle gives a convincing imitation of a small (10 kilo) rock. It is a harmless herbivore, but if panicked will begin making a great deal of noise which will bring predators (who normally cannot get through the shell) from all over the room hoping a terkle has fallen and broken its shell. Note that the players may get to the very center of a sleeping bank of terkles (there are 4d6 in each bank) before waking them. Also note, if a terkle wakes up with strange creatures in the middle of the bank it will panic and begin making noise.

16: VEED - a shimmering mound of leaves of many colors, it emits the smell of banana. It is capable of slow but quite visible movement. While it itself is harmless, there is a 50% chance that one of the more active hunters from this list will be moving with it, under the leaves. It will strike with surprise if the players are not suspicious of the veed.

17: STRIKER - this fast-moving trapper will give players a lot of trouble. It hides in a camouflaged hole, like a trapdoor spider. When a character moves within a meter it will zip out, clamping razor-sharp talons into the prey. Since the beast weighs 35 kilograms and is disproportionately strong this can be a problem. It is heavily armored, as well. This beast will take 40 hit points of damage but will never let go. If attacked by other characters while trying to subdue its prey, the striker will begin making the sound of a panicked terkle, drawing other predators to attack players. Meanwhile, it will continue to strike at its chosen victim for 2d6 hits per turn with its four powerful chelae, all the while maintaining an unbreakable grip with its six legs on whatever part of the anatomy it grabbed. A striker will never let go, even if killed. A surgical pack is required to cut it off without causing the unfortunate victim an additional 3d6 in hits.

18: SKETLEH - this creature is a small, carnivorous flyer. It generally runs about two kilograms and is equipped with a long curving hook trailing just behind the legs. This creature will bite each round for 1d6 of damage unless the target character makes an agility roll (he's ducking). If the character so attacked does not duck (taking damage automatically) but swats at the creature he will be able to disable or kill if a roll on dexterity is made. A character may duck AND swat in the same move if both rolls are made at a -2. These beasts fly in packs of 3d6 and have 1d6 hit points.

19: SLASHER PLANT - this unpleasant little plant is equipped with 1d6 tendrils tipped with bone-like blades that can do 2d6 each, 1d6 to anyone in heavy clothing or light armor. Armored characters will not be harmed. The plant is slightly mobile (making a loud scraping sound while in progress), but moves at only half the normal human walking pace. Any tendril can be ripped off by any hit (they have only one hit point each). A plant denuded of tendrils is quite helpless. Vindictive players may kill the plant outright by inflicting 10 hits on the central part.

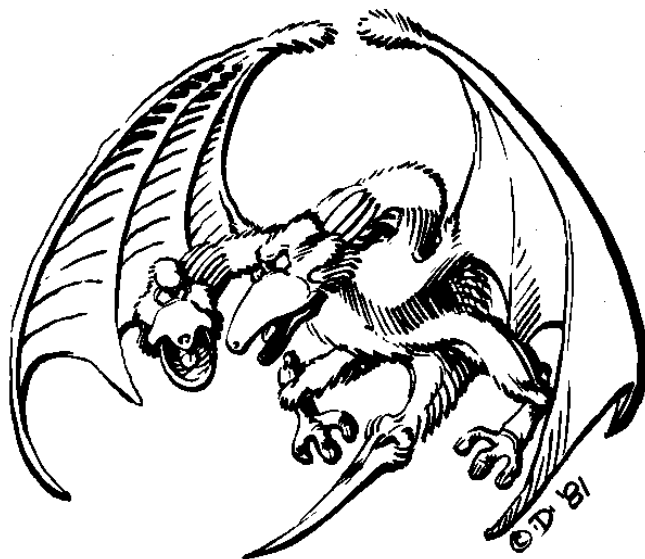
20: 'MICRO-DRAGON' - this flying lizard much resembles a very small (1 kg) dragon of Terran myth but for the lack of front legs. It has 4d6 hit points, but cannot fly if more than half its hit points are lost. The beast can inflict nasty wounds with teeth and claws. Claws are poisoned, but this is merely a mild (to humans) alkali poison (save at +2) which can be easily neutralized by a standard medical kit. Of greater import is the 'breath weapon,' actually an alkaloid vapor, which is EXTREMELY corrosive. The acidity of this' vapor is -1 on the standard scale (water is 7 and hydrochloric acid is 14 on this scale). The beast will exude this vapor when entering the battle. Thereafter, exposed skin will take 1d6 hits per round. After three rounds of exposure, players equipment, especially suits and armor, must begin making breakdown rolls on alternate rounds. The 'dragon' is a solitary creature, but if the first is killed another, the local 'second banana,' will attack three rounds later.

21: TREAKE - the treake is a bird-like creature of rather unusual anatomy. Like several other creatures from this planet, this bird has two heads. Each head has one eye, and the brain is housed in the chest. The treake runs three to five kilograms. It will not attack, but will follow the party for 2d6 turns, shrieking at a very high volume. This will, of course, bring in predators from all over the room. If attacked, the treake will spray the scent of buttered toast at the party. Local animal find this odor to be quite obnoxious. If any further animal encounters occur for the players, roll 1d6. If it comes up odd the animal takes a sniff and leaves. Quickly.

22: ALKALOID POOL - a pool of some substance that looks like water. It is a powerful base or alkali. Anyone falling in will sustain 5d6 damage to person and equipment per round until pulled out. This pool is really an animal, rather resembling an earthly pitcher-plant. Anyone approaching within a meter will cause buried tendrils around the pool to flex. He will not be grabbed, but if he fails an agility roll he will be pitched into the pool. Rescue operations will be hampered by the writhing ground, requiring the forewarned rescuers to make agility rolls EACH ROUND at +2, to avoid joining their comrade.

23: GAPER - this animal resembles nothing so much as a very small Tyrannosaurus Rex. It stands about a meter and a half high. Like many other creatures on this list, a gaper is equipped with two heads, both armed with a mouthful of teeth. As is normal (?) the brain is in the chest area. Gapers are solitary hunters, they have 35 hit points each. In battle, they leap at their prey, striking with hind feet and heads. Feet do 2d6 each and hit if the player fails an agility roll. Teeth do 3d6 (per head) and hit on 4 out of 6. If possible, the gaper will attempt to leap BETWEEN two characters, using one foot and one head on each. If beaten off (more than 1/2 hit points lost), the gaper will begin tracking players. It will also leave a blood spoor, drawing other predators.

24: SPITTER - this animal resembles nothing on Earth. Its soft body rides along on a self-generated cushion of air, exactly like a ground-effect vehicle. It moves at very high speed, its low-slung body sliding UNDER local foliage. It is armored in plates of some hard, chitinous substance and has 40 hit points. It will attempt to close on players and squirt a deadly neurotoxin at them. This poison will drop agility and dexterity down to zero if a hit to exposed skin is taken. The spitter has a flat fifty-fifty chance of hitting a character. Poisoned characters will go into a coma if a constitution SR is made, otherwise they will die. If later restored to life the victim will lose 1d3 from all physical



and mental stats permanently. Notes: A spitter's toxin can be refined into a 'slow' drug. If a spitter nails a victim it will (1-5 on d6) attempt to insert an egg. This egg will hatch in less than a day, with predictable results if not removed.

25: SCREECHER - this plant looks like the bleached skeleton of some kind of alien being. It is very harmless, but if it is molested it will begin pumping air through holes in its bony integument causing the most unearthly wailing to split the air. The noise will upset virtually every animal in the rooms AND WILL NEGATE ANY SECOND THOUGHTS CAUSED BY THE ODOR OF TREAKE ON THE PARTY FOR ANY NEW ENCOUNTERS IN THAT ROOM they are so stirred up that the smell is ignored. It may be silenced with a few blaster bolts into its soundmakers, but the plant itself lives underground and cannot be killed easily.

26: DIGGER LICE - if these are rolled up then 1d6 characters have picked up near microscopic lice. The acidity of human skin will kill them but they will cause a really bad rash before it does. Roll 1d6. On 1-3 the lice are into the equipment (check breakdown rolls) and on 4-6 the character has the rash. They can be thankful. To npurth, digger lice are a sure and lingering death.

27: A TINY POOL - this pool has a yellowish tinge and smells much like lemons. It is, in fact, chemically similar to lemonade but it wouldn't be wise to drink it. Hidden under the sand around the pool is a 'bumper,' so called because his method of 'hunting' is to find one of these pools (the lemonish chemical is from a mold) and hide near it. If a likely victim comes by, the bumper will try to 'bump' the prey into the pool. For other creatures from the npurth homeplanet, that acidity is near-instant death, and a most unpleasant one at that. To characters the acidity is about that of lemonade and it is quite harmless. The bumper has a 50-50 chance of leaving humans alone (they're much larger than his regular prey) and, if he attacks, he will only get a character into the juice if he fails an agility roll. Forewarned players cannot be toppled, they are much too heavy. Players may get a great deal of amusement from this creature, a deadly and feared hunter on the npurth planet, banging its head into their kees ineffectually. It looks like an iguana, but has heavy, curling horns like a ram. It stands 1/2 meter high, weighs 40 kilos and has 25 hit points.

28: BURNER - the burner is probably the single most dangerous plant in the entire hunting area. It looks like a giant, meter-wide rose with a single stalk sticking up from the center. It lies facing straight up. If it is molested in any way, the central stalk cuts loose with a bolt of electrical power. This bolt will do 8d6 damage to any character hit. So much of the plant's energy is used up by this weapon that it may only be used 1d6 times before the plant is exhausted and helpless. Shooting out the central stalk (any hit will do so) will result in the same number of dice of damage anyway, as the charge now bleeds toward the leaf tips and is directed in four 2d6 'sparks' per round. Note: since the players are carrying much metal, electrical equipment, etc., the plant will always hit.

29: BOMBARD BUSH - this fancifully-named plant has a most unusual method of attack. It normally grows in rocky soil, and itself often grows THROUGH a rock, shattering it. This leaves a large number of sharp stones handy in the vicinity of the plant. If it detects prey nearby, the bombard bush will suddenly extrude 3d6 tendrils. In themselves harmless, these tendrils immediately snatch up small stones (up to 25 grams each, up to four tendrils for larger stones) and snap them at the party. The plant's marksmanship is not good (50%), but the mode of the attack means dodging on the players part is not a help, there are just too many stones whistling through the air. Assign damage per stone at your discretion (I assume 1 point for small stones, 1d6 for larger). If any of the tendrils are hit, more will come snaking out to replace them. Each tendril has three hit points. The plant has a total of 10d6 tendrils. The plant itself is inaccessible, it is hidden underneath the rocks in the area. A grenade hit within a meter will kill it, however. This formidable bush can track players from up to 10 meters away. It even has wit enough to aim OVER intervening obstacles. Players will not often see exactly what is attacking them, as the plant will open fire as soon as they are in range.

30: SPINEY MURDERER - there is only one spiny murderer in the base. He is a two meter long, eight-legged, heavily armored juggernaut that shrugs off blaster fire like it was nothing. The beast is not carnivorous (wonder of wonders) but it IS highly territorial. It was used by the npurth adults as a test of courage, not as a target. The idea was to bait the monster into charging, then to stand one's ground as long as possible before running like hell out of the beast's turf. Like the Earthly rhino, the spiny murderer kills by ramming to death, a successful ram doing 20 dice damage. It is highly unlikely that the murderer can be killed, but grenades WILL stun it long enough to permit players to leave the area. They lose nothing by this, there are never specials in murderer territory.

REMEDIAL TABLE:

1. Computer access key on a npurth body.
2. Dead pnarm with npurth larva partly protruding.
3. Dead npurth with small computer. The computer has details of the npurth language and can be decoded rapidly for use by any minicom the players have (and God help them if they don't have one).
4. Dead pnarm. Nothing of value.
5. Dead npurth. Examination reveals the ovipositor and a clue to the npurth reproduction system.
6. Nothing. (eh-eh).

THE DUELING CHAMBERS

There are two chambers set aside especially for dueling between adult npurth. These are 3-16 and 3-17. They are essentially identical but for size. Each is a large tank of water surrounded by a three meter wide dock. The water is ten meters deep and is somewhat murky. It is possible to see clear to the bottom, but only vague blobs can be made out.

The smaller chamber is for practice. The larger is for deadly serious duels fought over questions of honor and policy. Both contain a single 'vardeen' an aquatic hunter. The vardeen in the smaller tank is smaller (500 kg) than its counterpart and its poison spines have been removed. The other is 1100 kg and has fully functional poison spurs on each tentacle.

A vardeen resembles a Terran squid though its habits are closer to the octopus. Its temper and method of hunting resembles neither, in this respect it has all the finesse and subtlety of a rabid jackal with an abscessed wisdom tooth. Vardeen have a body-pod like a squid, but it has an internal boney skeleton. There are five tentacled arms terminating in boney ridges. The mouth is located in the center of the tentacular span and consists of a parrot-like beak. The smaller specimen has had its beak trimmed to the point of being useless. The small vardeen has 80 hit points, the larger has 150.

Each room has a turret on the wall facing the entrance. Unlike turrets elsewhere in the base, these are STUNNERS, not blasters. They are intended to help subdue the vardeen after combat to the victor in the duel may get out of the tank (see 'Npurth Dueling Customs').

The smaller tank is littered with various geometric shapes. Dueling npurth try to grab up these shapes during practice, while avoiding the attention of the vardeen in the tank. In this they are helped by the near-crippled nature of the smaller vardeen. The larger vardeen guards a number of other things, including computer access keys, special library keys, tins of favorite food, memory cubes of copulating npurth and even a wand signifying command of the base. While fighting the smaller vardeen for his geometric shapes would be pointless, players would have a lot to gain from fighting the larger one. The wand, in particular, can override any lock, shut off any turret, and even force the main computer to shut down entirely. This device simplifies matters considerably.

The following list is a complete index to all 'prizes' in 3-17. Note that ANYONE going into the water to fetch one of these WILL be attacked by the vardeen. Particulars on the larger vardeen follow the prize list.

- 1: **Computer Access Key** - as mentioned elsewhere.
- 2: **The Wand** - this device is the override for all locks, turrets, robots, androids, and other equipment, INCLUDING THE MAIN COMPUTER, in the base. Any tech with an alien science skill can figure it out. Note that it cannot change programming, it merely activates or deactivates. It was really intended as an aid to a coup for the new commander of the base.
- 3: **Lighted Green Cube** - the npurth find the light restful.
- 4: **Jewelled Dueling Sword** - actually about dagger-sized. This weapon is the traditional one for dueling within the tank. It is not really a 'prize' but it IS found in the tank, eh-eh.
- 5: **Small Tin** - a small tin full of recreational drugs. It is full of pills, little blue squares, red triangles, green spheres, purple lozenges, etc. The red triangles, when refined, are very affective at strengthening one's fingernails.
- etc. The red triangles, when refined, are very affective at strengthening one's fingernails.
- 7: **Shocker** - as explained elsewhere.
- 8: **Cut Jewel** - a small cut jewel of whatever type the SM has in his campaign that is of middlin' value. Used for decoration by the npurth.

9: 'Radio' - really an intercom receiver, this little device picks up the entertainment bank, normally not available to the base garrison. Human listeners will find the 'entertainment band' an irritating cacophony of squeals and beeps.

10: Small Card - this card is good for 'one ticket home,' it commutes the length of assignment to the planet to time served.

LEVEL 4 - MAIN OPERATIONS

4-1: ELEVATOR TABLE ROOM

This room is guarded by two single turrets on the south wall, and a double on the north. The west wall has a six meter wide forcefield in it, another forcefield can be seen to the south. Two hatches are also visible, one to the north, the other to the east.

The western forcefield is the first of a series of turrets, forcefields and blast doors intended to secure the main control room at 4-15 from attack. If the players begin bashing their way through to the control room the main computer will pull out all stops. It will use every remaining resource at its command in this final attempt to thwart the players because if it fails, all is lost.

Likewise, the south is also heavily defended with the turret, forcefield and blastdoor combination, as this way leads to production cloning and storage of slaves, including the programming chambers.

The north is not as heavily defended as that way leads to the engineering complex. The computer will move to defend this area as well, although not as desperately since it has an emergency power supply.

4-2: BARRACKS

You see before you a long corridor that switches back on itself several times. One side (both on one limb) of the corridor consists of two rows of meter-wide doorways. All seem to be closed. At the very end of the corridor is a single door.

As can be seen from the map, we are dealing with three connected corridors. The individual doors lead to small cubes, each of which is one meter by one and one-half meters by one and one-half meters. Each is lined with a soft, silky covering that cannot be cut with anything less than a lightsaber or a monomolecular edge sword. Each cubicle has a single light in the eastern wall, and a small locker. The door at the end leads to a bathroom. All cubes are empty. This section is ungunned and unmonitored, and the players may rest easily here as long as needed as long as all persons and equipment are in the cubes and all cubes are shut. It will not occur to the main computer that the invaders are barracking in the barracks, although it WILL send a robot or two through (if any are left) to check the corridor (but not the cubicles) just on general principles.

4-3: EGG STORAGE CHAMBER

This round chamber is divided into four parts and guarded by a single, triple-strength blast turret. Hatches lead through clear walls into rooms full of golf-ball sized ovoids of a light pink color. The ones to the east are pure in color, the ones to the west are speckled with blue and yellow spots. The room is very much warmer than the rest of the base, almost uncomfortably so.

This is an egg brooding chamber, used to mature eggs in quantity for insertion into hosts. The north and eastern part of the chamber holds eggs developed for insertion into pnarms, the south and eastern part those developed for this planet. The northwest part has normal npurth eggs and the southwestern part has eggs developed for humans. Closer examination of the hatcheries reveal that the bins of eggs are cushioned in some foamy substance. Note: the foamy substance is an electrical heating conductor for incubation purposes and it is violently inflammable. As a final observation: the turret will not fire into the egg chambers.

4-4 and 4-5: CLONE TANKS

All these chambers are identical. Each is a twelve-meter diameter sphere, half full of some substance that looks like mercury, although it is not as heavy and is partially transparent. In each, forms can be seen beneath the surface.

These are production cloning tanks. The forms are clones being grown in the cheaper and easier to maintain production cloning tanks, rather than the expensive individual units in labs upstairs. If players 'go fishing' roll on the below table to see what they have pulled up.

1. Bluish fetus - a clone of Tara.
2. Bluish baby - as above.
3. A young woman with blue skin and white hair. A Tara clone ready to be harvested.
4. Normal fetus - one of the other crewmembers' clones.
5. Normal baby - as (2) for other crewmember.
6. Young man - a crew member ready for harvest.

None of the clones in these tanks has been programmed and, though they have heartbeats and breathe, they show no other signs of life.

Note: the preponderance of Tara clones is because Aurorans are slightly better suited to npurth uses than normal Terrans. As a race, Aurorans are slightly superior to Terrans in most attributes due to the terrific selection pressure on Aurora and the weeding effect this produces.

4-6: PROGRAMMED CLONES

This chamber is identical to 4-4 and 4-5.

This chamber is full of programmed clones. There is a 50% chance an adult Tara clone will be removed and a 50% chance some other crew member. Keep the following in mind. First, the clone has been provided with a full personality (details in the personality crystal section) and each has a npurth larva imbedded. These clones will show signs of life (movement, change of breathing rate, etc.) and will become conscious in three rounds. It is from this tank that the npurth computer calls up reinforcements so the revived clone will immediately commence hostilities. Note: if any purpose will be served by doing so, these clones are quite capable of acting normal and will claim that they are the originals. Note also that these clones have all the abilities, training and memories of their original intact.

4-7 through 4-9: CHLORINE BREATHERS PRODUCTION TANKS

The description of these tanks is identical for 4-4 through 4-6.

All these tanks contain are pnarms in various stages of growth. All are inert but for the fully grown ones in 4-9, which are 'occupied' and programmed (with crystals from 4-13) with the 'Chembles' personality.

4-10: PNARM PROGRAMMING CHAMBER

This room is six by six meters and has a single hatchway going east. In the center of the room is a slightly raised pallet with narrow drawers underneath. The top of the pallet is equipped with straps. The room is otherwise bare and shows none of the signs of hasty departure visible in the rest of the base.

This room was used as an operating theater for the placement of npurth larva and personality crystals in pnarm clones. The drawers contain a variety of operating instruments.

4-11: PERSONALITY CRYSTAL STORAGE

This room is long and narrow and has a 1.5 meter high ceiling. Both walls are covered with little receptacles looking almost like a great many little tiny filing drawers. All are closed.

There is a 5% chance per drawer of there being a crystal inside. 95% are empty. The crystals have been described elsewhere.

4-12: HUMAN CLONE PROGRAMMING ROOM

This room is six by six meters and has a single hatch going west. In the center is a low pallet with narrow drawers in it. The pallet has straps on it. Imbossed into the soft material of the pallet is the outline of a prone human body.

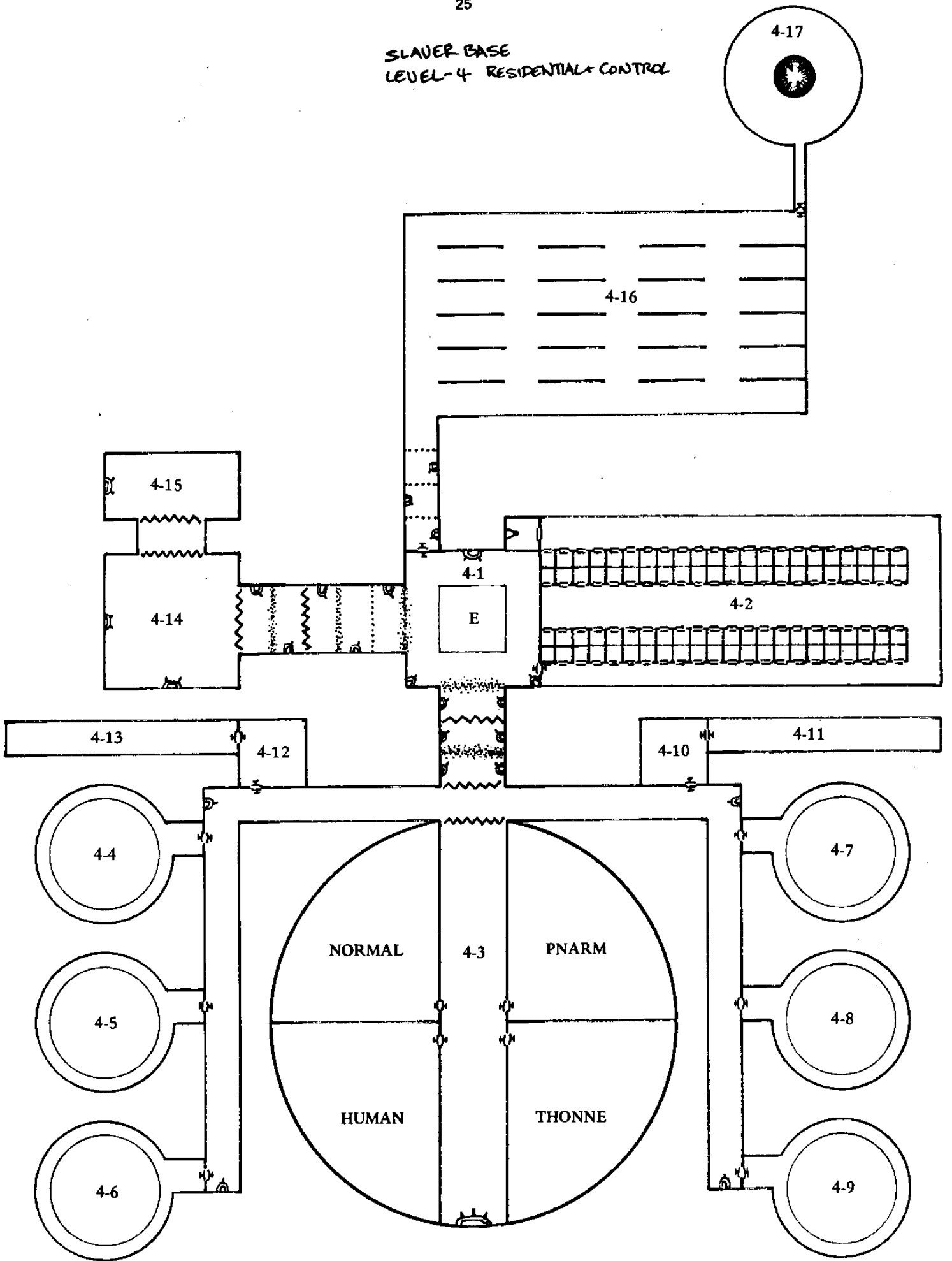
As may be expected, this room is the human counterpart to 4-11. These drawers also contain surgical instruments.

4-13: This room is identical in every particular to 4-11.

4-14: MAIN CONTROL ROOM

This chamber is twelve meters by twelve meters. A heavy pleated-metal blast door goes north. The room is full of equipment, all of it operating. A number of screens are visible, some are biological displays, others tactical and at least one is unmistakably showing your ship's orbital track. That one has crosshairs.

SLAVER BASE
LEVEL-4 RESIDENTIAL + CONTROL



In actual point of fact, that screen means little since the weaponry it requires is in the submarine sun module. Some analysis of the equipment will quickly reveal turret and robot overrides, will identify all programmed clone tanks and the players will be able to find the controls needed to reprogram the submarine's computer to. They will have its full cooperation in their escape, if that is needed. Neither the main computer, nor any controls for it, can be found here, both are in 4-15. Note: if the players 'come in shooting,' and get into a firefight with the turrets in the room, there is an excellent chance they will wreck the control room. The chance of hitting one of the above-mentioned pieces of useful equipment is 2 plus the number of people firing times two rolled on 1d20. If there are nine or more people in the party, a valuable piece of equipment will be snuffed each turn. Not more than one piece of equipment should be destroyed per turn no matter how many people are shooting.

4-15: MAIN COMPUTER ROOM

This room is entirely filled with half-meter diameter tubes running from floor to ceiling. A small bank of controls can be seen on the east wall. The room is quite dark.

The tubes contain synthetic brain material from pnamrs. They are cross-linked together to form a single enormous brain of great intelligence and independence of thought. Once the local guns are out of the way the players will find that the control panel will entirely override the main computer and, through it, everything in the base. At this point the players have 'won' this scenario, and may loot the base, collect the surviving Timothy personnel and return for congratulations on a job well done. The party shares a 25 point bonus for reaching this point. If the gamemaster contemplates continuing with the series then the following information may be gleaned from the (now) compliant computer:

1. The npurth homeworld is under attack.
2. Some of the passengers aboard the Timothy were transferred to the

npurth home planet for further study, including a local senator who was taking a 'working holiday' on Wilson's planet.

3. The computer's tentative track of the menace indicates that it will pass very near, or even through, human occupied space.

4; The computer has a distress signal from the last ship to leave this planet. That ship was carrying the senator and it last reported that it was being attacked by a totally alien ship. The computer does not have a description of the ship or the aliens manning nor does it know if they are in any way connected with the trouble at home.

4-16: POWER CORE CONTROL

This room contains a number of blank, seemingly useless walls. A single hatch painted bright green leads north.

The walls are really accumulators and this room controls all power in the base. Cutting into a wall will result in a truly impressive explosion that will 'confetti-ize' everyone within 20 meters and inflict 1d20 DICE (that's 1d20 of d6's) on everyone in the room. Controls can be found on the base of each wall. By adjusting all of these, players can shut off power to the whole base. Turrets will then be limited to stored power (three shots each) and the robots (which run off of inducted power from buried lines in the floor) will stop. The computer can run for weeks on its backup power supply and it can still warm up clones from 4-6 and 4-9.

4-17: GEOTHERMAL WELL

You have reached this room through a narrow access corridor. At the end you are assailed by nearly intolerable heat. You are at the top of a deep shaft and below you can see a yellow glare but little else. Pipes can be seen going down (or coming up) but you don't know what is within.

The base is run by an 'earthtap,' the shaft goes through the crust and into the mantle. The working fluid is boiled by this heat just as in a conventional reactor.

THONNE VILLAGES

The native Thonnes are not truly germane to the flow of the adventure, but merely serve to fully demonstrate, along with the unfortunate pnamrs in the base, exactly the intentions of the npurth slavers. But it is the nature of players to investigate exhaustively, so this section is provided to 'flesh out' the Thonne for use as NPC's.

Physically the Thonne natives resemble rather large stingrays. The mantle is about one to one and a half meters wide, with a shark-like head. The tail is about one meter long, with a membrane on the lower edge to improve propulsion in the dust seas of the planet. Unlike the Terrestrial stingray, the Thonne have no stinger. They DO have a cluster of tentacles on the lower part of the body, just in back of the head. There may be anywhere from four to a dozen of these tentacles, always in multiples of two. The species has two sexes, but most members of a tribe will be neuter due to lack of sexual partners (see below).

The Thonne were just emerging into intelligence and civilization when the npurth landed. Genetic manipulation has produced several new strains. In general, the intelligence of a Thonne picked at random is relatively low, as is their science and technology. But there are enclaves of 'experiments' scattered about the planet. These 'experiments' have not yet been proved to be genetically stable, but they HAVE made things very hot for the npurth, despite the low technology.

Thonne villages are invariably found near the shores of a dust sea. They are not fond of quicksea, but can swim in it without harm. They live on the land, moving about with the tentacles and tail in a manner similar to an Earthly seal. They can swim with great quickness and agility in the sea, where they hunt 'kthia,' jelly-fish-like creatures invested with symbiotic and parasitic plant life. Kthia form a complete diet for Thonne, but 'specials' maintain rough farms around their villages. These farms can be readily detected from the air and they form absolutely reliable indicators of the village status.

Villages are of two types. 75% are 'normal.' A primitive collection of Thonne living in mud domes. Fire is known and one always burns in the center of the village. The language is very limited. They use no tools. These 'normals' will be quite unable to help adventurers in any way. They can provide only two pieces of information. First, they are



occasionally visited by 'other' gods. They, of course, believe in the players divinity, but they do know of the npurth and they fear them. A landing near such a village will scatter the Thonne into the bush; they will not come out for any reason. If the players manage to catch some that aren't too scared to talk, they will also learn of the 'favored' ones. Only 25% of the Thonne villages are 'favored.' Note: visiting a 'normal' village and doing ANYTHING, poking around, talking, whatever, WILL TIP OFF THE BASE COMPUTER. It will now be alerted. Remember, the local npurth have spy androids in the form of Thonne watching the villages. The 'favored' can detect and destroy these (and do) but the 'normal' villages do not. Alien bipeds walking around will alert the base computer. Note: a quick scan of the area will reveal the robots easily.

'Favored' villages are very different. These are genetically modified Thonne. ALL INHABITANTS OF THESE VILLAGES ARE IN THE GENIUS CATEGORY. You will not be able to find an intelligence less than 16, and the AVERAGE is 18. This is due to a policy of expelling 'normals.' 'Favored' villages do, indeed, know of the npurth. Also of

mechanics. Also of a lot no savages ought to know. All members of the village are armed with stone-tipped spears. These are used for jabbing. They also carry flint and steel. Surrounding the village can be found 4-24 'pillboxes.' These are actually powerful ballistas. They cannot penetrate the hull of a lander or tank, but can go through powered armor for 10 dice of damage to the occupant (wearer?). The Thonne gunners will hit 50% of the time at medium range, 75% at close range.

The town is surrounded by 'fields,' actually shallow pools full of kthia. Inside these are the pillboxes, then the village proper. Where normal villages have 4-24 Thonnes, 'favored' will have two to five HUNDRED. They, too, know of the npurth. They use the word 'demon' and they will attack npurth on sight. They will also (50% of the time) attack humans unprovoked, but they may decide to talk first. The language shows its roots, it is extremely complex and very irregular. Only an expert linguist will ever be expert in it and even he will need a full year. However, a working 'pidgin' dialect can be picked up in less than a week. If peaceful contact is made, it will be discovered that 95% of the population is male, but sterile due to lack of opportunity. 3-18 males will dominate the females, but it is the 'queen,' i.e. the oldest female, who makes policy for the village.

The 'favored' can be hired as mercenaries. They will form parties of 3-18 sterile males to accompany the players to the base. If necessary, they can provide up to four parties. Each party will be armed, in addition to what the warriors carry in the way of spears, with one ballista in a mobile fork mount, removed from a 'pillbox.' The payment re-

quired is knowledge. The 'favored' have no fear of learning and can adapt with great flexibility. Within two weeks of contacting the players, most members of the village will be able to speak a pidgin dialect of the players language. They will be fluent in just a month. In addition to languages they want other knowledge - and it doesn't need to be immediately useful either. One could read them the repair and maintenance manual for a starship and they will accept it (but will want more). **WARNING:** that sort of knowledge will have dire consequences. Within days the Thonne will be rigging parts of starships. They will not work, but they will be close enough to operating to scare the hell out of any rational being. After all, these are stone-age people! If no knowledge is forthcoming from the players (through caution or a non-interference law), the Thonne will reveal themselves to be master thieves. Weapons, personal equipment, parts of vehicles, even parts of the starship if they can reach it, will vanish for several days and reappear later, sometimes still in working condition (50% chance). The Thonne will not keep something, but they WILL copy it. Their small knowledge of metallurgy helps, but no copies will work unless the object is very simple - like a colt .45 or a Luger. In that case, the mercs hired by the party may carry guns.

These natives are provided as 'cannon-fodder' for undermanned parties, but their lack of fear of new things and the very high intelligence should be kept in mind. **PLAY WITH CAUTION!** These beings can, if they aren't watched, unbalance the game. Keep in mind that, bright as they are, they still need weeks or months to do anything useful - and they cannot build starships (or even good-quality replacement parts for equipment) without many more years of work. But they will try, and for a neolithic culture, it will be a good try!

CHARACTER RECORD SHEET

Name <u>TARA 7-9674AB</u>	Race <u>HUMAN/7, AURORA</u>	Sex <u>FEMALE</u>
Rank/Grade <u>none</u>	Service <u>none</u>	Pay CR <u>18000 CR/yr</u>
Physique <u>16</u>	Carrying Cap. <u>42</u>	Hand-to-Hand: _____
Height <u>180</u>	GTA <u>2</u>	Unarmed <u>1</u>
Mass <u>64kg</u>	MechA <u>3</u>	Dagger _____
Strength <u>5</u>	ElecA <u>1</u>	Foil _____
Constitution <u>18</u>	Damage Factor <u>29</u>	Katana _____
Agility <u>18</u>	Shock Resistance CR <u>12</u>	Spear/Bayonet _____
Dexterity <u>17</u>	Stamina Factor <u>69</u>	Swords _____
Intelligence <u>15</u>	Wind Factor <u>92</u>	Battle Axes _____
Intuition <u>12</u>		Sabre _____
Leadership <u>4</u>		Vibroblade, etc. _____
Bravery <u>9</u>		Coagulator _____
Empathy <u>12</u>		LightSword _____
Psionics <u>19</u>		

EXPERTISE

- | | | | | |
|---|--|--|--|--|
| <p>Science
 General Physics
 Mathematics 3
 Chemistry
 Geography
 Planetology
 Astronomy
 Nuclear
 Force Field
 Hyper-Dimension
 Temporal
 Metallurgy
 Gen. Biology
 Biochemistry
 Botany
 Xeno-Botony
 Zoology
 Ecology
 Xeno-Ecology
 General Social Sci.
 Linguistics
 History 2
 Comparative Cult.
 Psychology 2
 Native Medicine
 Xeno-Medicine
 Medical Practice
 Medical Scientist
 Physician
 Mech. Eng.
 Elect. Eng.
 Computer Eng. 5
 Power Eng.
 StarDrive Eng.
 Armament Eng.
 Armsman
 Combat Training
 Street Combat 1
 Para. Assault
 Jump Belt
 ContraGrav
 Airborne</p> | <p>AirCav
 Combat Copter
 Combat Driver
 Armored Forces
 Combat Pilot
 Alien Environ.
 Arctic Survival
 Desert Survival
 Jungle Survival
 Marine Survival
 Forest Survival
 Steppe Survival
 First Aid 2
 Space Orient.
 Space Combat
 Mobile Inf.
 Field Fort.
 Military Const.
 Bomb Disposal
 Demolitions
 Space Engineers
 Projectile Art.
 Missile Art.
 Hv. Energy Wpn.
 Arch. Dir. Fire I
 Arch. Dir. Fire II
 Arch. Dir. Fire III
 Shotguns
 Handguns
 Sport Rifles 7
 Mil. Small Arms
 MGs
 Recoiless
 Gauss
 Stat Arms
 Lasers
 Blasters
 Fusion
 Needlers
 Stunners
 Disruptors
 APROBDIF</p> | <p>Flamers
 Special Weapons
 Grenades, etc.
 Rocket Launchers
 Daggers
 Swords
 Foils
 Sabres
 Katana
 Battle Ax
 Spears/Bayonet
 LaserSword
 Vibroblade
 Coagulator
 Unarmed Combat
 Astronaut
 EVA 1
 Advanced EVA
 StarShip Tech.
 Orbital Pilot
 Combat Orbital Pilot
 Interplanetary Pilot
 FTL Pilot
 Astrogator
 StarShip Battle
 Space Armament
 Techs
 Ground Vehicles
 Aircraft
 Marine Craft
 Mil. Ground Vehicles
 Mil. Aircraft
 Mil. Marine Craft
 StarShip Machinery
 Alien Environ. Vehicles
 Gen. Mech. Equipment
 Elect. Systems
 Vehicle Elect. Systems
 Aircraft Elect. Systems
 Com. Systems
 Detection Systems
 ECM</p> | <p>EVA Systems
 StarShip Elec.
 Sub-Light Com.
 MiniComputer 9
 Computer I-III 9
 Computer IV-V 9
 Computer VI 7
 Computer IX-X 2
 Civ. Program 9
 Mil. Program
 Sci. Program 3
 Cybernetic Brain 3
 Cybernetic System 2
 Alien Computers 2
 Thermal Power
 Portable Power
 Vehicle Power
 Nuclear Power
 Anti-Matter
 Ground Transmission
 StarShip Power
 Beamed Power
 Rocket Engines
 Anti-Grav
 Sub-Light
 Hyper Drive 10
 Hyper Drive 20
 Hyper Drive 21+
 Jump Drive
 Alien Drives
 Armour Tech.
 Power Armour
 Archaic Melee Wpns.
 Modern Melee Wpns.
 Firearms
 PML Tech.
 Slugthrowers
 Lasers
 Blasters
 Fusion
 Energy Small Arms</p> | <p>Artillery
 Heavy Missiles
 Heavy Energy Wpns.
 StarShip Weapons
 BattleScreens
 Explosives
 Bomb Disposal
 Personal I.D.
 Crime Analysis
 Forged Documents
 MediTech
 General Skills
 Motorcycle
 Groundcar 7
 ATV, 4-wheel 2
 ATV, tracked
 Single Body Truck
 Semi-Trailer Truck
 Hovercraft 5
 Construction Unit
 Single-Engine Prop. 9
 Multi-Engine Prop. 8
 Helicopter 7
 Single Jet 7
 Multi-Jet
 Supersonic Jet
 Parachute 5
 Sail/Motor Boat 4
 Jetboat/Hydrofoil
 SE Boat
 SE Ship
 Submersibles
 Swimming 10
 SCUBA 5
 Streetfighting 1
 Streetwise 7
 Alien Languages
 Forgery
 Counterfeit
 Gambling 8
 Merchant
 Administration
 Scout</p> |
|---|--|--|--|--|

CHARACTER RECORD SHEET

Name	<u>JOHAN HENSLER 86750+</u>	Race	<u>HUMAN/NEGRO</u>	Sex	<u>MALE</u>
Rank/Grade	<u>6 (2ND ENGINEER)</u>	Service	<u>IND. EX. CIV. SVC.</u>	Pay CR	<u>32000/yr</u>
Physique	<u>19</u>	Carrying Cap.	<u>118</u>	Hand-to-Hand:	
Height	<u>205 cm</u>	GTA	<u>19</u>	Unarmed	
Mass	<u>130 kg</u>	MechA	<u>17</u>	Dagger	
Strength	<u>18</u>	ElecA	<u>19</u>	Foil	<u>6</u>
Constitution	<u>17</u>	Damage Factor	<u>46</u>	Katana	
Agility	<u>16</u>	Shock Resistance CR	<u>18</u>	Spear/Bayonet	
Dexterity	<u>16</u>	Stamina Factor	<u>105</u>	Swords	
Intelligence	<u>18</u>	Wind Factor	<u>135</u>	Battle Axes	
Intuition	<u>5</u>			Sabre	
Leadership	<u>9</u>			Vibroblade, etc.	
Bravery	<u>14</u>			Coagulator	
Empathy	<u>9</u>			LightSword	
Psionics	<u>6</u>				

EXPERTISE

Science

General Physics •2
 Mathematics •1
 Chemistry
 Geography
 Planetology
 Astronomy
 Nuclear •7
 Force Field •5
 Hyper-Dimension •2
 Temporal •2
 Metallurgy •3
 Gen. Biology
 Biochemistry
 Botany
 Xeno-Botony
 Zoology
 Ecology
 Xeno-Ecology
 General Social Sci. •2
 Linguistics •1
 History •1
 Comparative Cult. •1
 Psychology
 Native Medicine
 Xeno-Medicine
 Medical Practice
 Medical Scientist
 Physician
 Mech. Eng. •11
 Elect. Eng. •12
 Computer Eng. •8
 Power Eng. •4
 StarDrive Eng. •9
 Armament Eng. •4
Armsman
 Combat Training
 Street Combat
 Para. Assault
 Jump Belt
 ContraGrav
 Airborne

AirCav
 Combat Copter
 Combat Driver
 Armored Forces
 Combat Pilot
 Alien Environ.
 Arctic Survival
 Desert Survival
 Jungle Survival
 Marine Survival
 Forest Survival
 Steppe Survival
 First Aid •5
 Space Orient.
 Space Combat
 Mobile Inf. •6
 Field Fort.
 Military Const. •6
 Bomb Disposal
 Demolitions
 Space Engineers •6
 Projectile Art.
 Missile Art.
 Hv. Energy Wpn.
 Arch. Dir. Fire I
 Arch. Dir. Fire II
 Arch. Dir. Fire III
 Shotguns
 Handguns
 Sport Rifles
 Mil. Small Arms
 MGs
 Recoiless
 Gauss
 Stat Arms
 Lasers •3
 Blasters •5
 Fusion
 Needlers
 Stunners •5
 Disruptors •7
 APROBDIF

Flamers
 Special Weapons
 Grenades, etc.
 Rocket Launchers
 Daggers
 Swords
 Foils •6
 Sabres
 Katana
 Battle Ax
 Spears/Bayonet
 LaserSword
 Vibroblade
 Coagulator
 Unarmed Combat
Astronaut
 EVA •7
 Advanced EVA •2
 StarShip Tech. •5
 Orbital Pilot •1
 Combat Orbital Pilot
 Interplanetary Pilot
 FTL Pilot
 Astrogator
 StarShip Battle
 Space Armament
Techs
 Ground Vehicles
 Aircraft
 Marine Craft
 Mil. Ground Vehicles
 Mil. Aircraft
 Mil. Marine Craft
 StarShip Machinery •6
 Alien Environ. Vehicles
 Gen. Mech. Equipment •5
 Elect. Systems •5
 Vehicle Elect. Systems •2
 Aircraft Elect. Systems •2
 Com. Systems
 Detection Systems
 ECM

EVA Systems
 StarShip Elec. •10
 Sub-Light Com.
 MiniComputer •2
 Computer I-III •9
 Computer IV-V •8
 Computer VI •5
 Computer IX-X •2
 Civ. Program
 Mil. Program
 Sci. Program
 Cybernetic Brain
 Cybernetic System
 Alien Computers
 Thermal Power
 Portable Power •4
 Vehicle Power •4
 Nuclear Power •5
 Anti-Matter
 Ground Transmission
 StarShip Power •9
 Beamed Power
 Rocket Engines •2
 Anti-Grav •6
 Sub-Light
 Hyper Drive 10 •8
 Hyper Drive 20 •7
 Hyper Drive 21+
 Jump Drive •2
 Alien Drives
 Armour Tech.
 Power Armour
 Archaic Melee Wpns.
 Modern Melee Wpns.
 Firearms
 PML Tech.
 Slugthrowers
 Lasers
 Blasters
 Fusion
 Energy Small Arms

Artillery
 Heavy Missiles
 Heavy Energy Wpns.
 StarShip Weapons •9
 BattleScreens •8
 Explosives
 Bomb Disposal
 Personal I.D.
 Crime Analysis
 Forged Documents
MediTech
General Skills
 Motorcycle
 Groundcar
 ATV, 4-wheel
 ATV, tracked •3
 Single Body Truck
 Semi-Trailer Truck
 Hovercraft
 Construction Unit
 Single-Engine Prop.
 Multi-Engine Prop.
 Helicopter •3
 Single Jet
 Multi-Jet
 Supersonic Jet •2
 Parachute
 Sail/Motor Boat
 Jetboat/Hydrofoil
 SE Boat
 SE Ship
 Submersibles
 Swimming •1
 SCUBA
 Streetfighting
 Streetwise •2
 Alien Languages
 Forgery
 Counterfeit
 Gambling •4
 Merchant •4
 Administration •2
 Scout

ALIEN BASE

The DSX Timothy has been missing for 8 days and has apparently disappeared in the neighborhood of an F2 main sequence star.

Mission: Learn what happened to the DSX Timothy. Learn the intentions of any new cultures contacted. Rescue any surviving crew members or passengers from the DSX Timothy.

ALIEN BASE is a complete adventure/scenario for use with the SPACE OPERA game system. It is also the lead scenario of a five adventure series, each of which is fully self-contained.