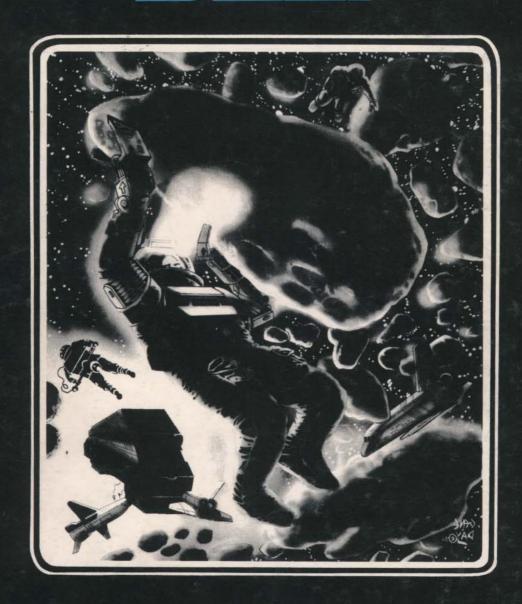
SPACE OPERA MARTIGANI BELT



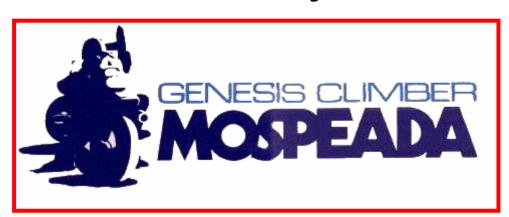
AN ADVENTURE IN THE ASTEROIDS

Stephen Kingsley



Fantasy Games Unlimited, Inc.

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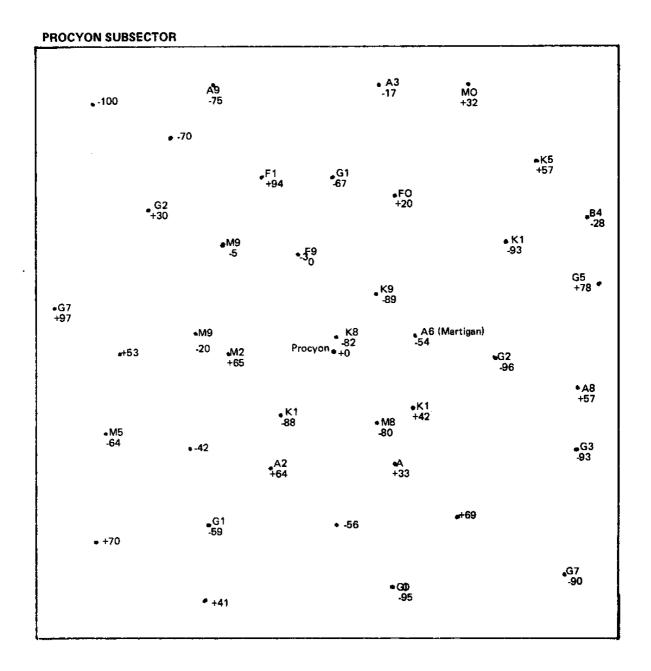


MARTIGAN BELT

Stephen D. Kingsley



P.O. BOX 182 ROSLYN, N.Y. 11576



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EDITORIAL INTRODUCTION

Players should note that the various scenarios produced for use with Space Opera are not necessarily from the same game universe. There are many possible universes or settings for Space Opera and each scenario will be from the campaign of the scenario designer, not necessarily from the original campaign of the original game designers. As each campaign and scenario are different, it is still possible to place the region described in any scenario, Martigan Belt included, in a different region of any Star-Master's campaign universe.

Other scenarios by the same designer will be from the same campaign universe so that entire regions may be placed in out-of-the-way corners of the galaxy by a StarMaster. There will be a continuing series of such scenarios by this designer and by other designers.

INTRODUCTION

Welcome to the universe of Space Opera. Space Opera presents a more complex set of rules than the average, but also more complete. That's not an apology since life is also complex. Yet, as complex an undertaking as working on this adventure/scenario has been, I might have forgotten or glossed over some things. For any such omission I do apologize.

In the interests of good StarMastering, I urge you to read this booklet carefully and to spend some time thoroughly familiarizing yourself with everything presented herein before attempting to run players through this adventure.

Space Opera is an expanding universe to which I hope to have sparked (or retained) your interest.

DEDICATION & THANKS

Thanks to all my friends and fellow gamers at Waterloo in Stony Brook. To those who helped me playtest an early version at the Council of Five Nations in Schenectady. And, most of all to Scott, who gave me the chance and pushed me, To all of you, thanks. This one is for you.

Stephen D. Kingsley

BACKGROUND

The Janus Mining Company has received the following coded message from a company mining vessel. Some portions of the message were over-ridden by static, Computer enhancement techniques have yielded the results shown below:

| | UNDER | ACK | ENSAIL |
|-----------|---------|-----|--------|
| THINK-WE- | CRY | L\$ | |
| | SABO GE | | |

Your team of troubleshooters has been assembled from among employees of all companies on Martigan III. Management is concerned with the final message segment, possibly indicating sabotage.

Armsmen have been leased from Xerxes to provide security services. Astronauts and Techs come from Icarus to crew a StarShip miner and provide transport. A geological specialist has been assigned by Prometheus to provide mineral location expertise,

The team gathers at Janus for final briefings and to be equipped. The StarShip is equipped with sufficient space suits for all members of the crew. These are type SS-VS/4, double tanked with powercell purifier, PC/5 and PV Polarized Visor built into the suits.

Team members may check out an additional CR2000 worth of equipment from company stores, but they are responsible for the safe-keeping of this gear and its return. Personal gear (bought from any personal savings) is a personal responsibility.

Personnel assigned to this team who are not employees of the Janus Mining Company are paid at 125% of their normal salary rates.

Janus Mining has placed at the disposal of the team a modified four fanjet medium transport aircraft (Space Opera Vol. II, p. 23). It has been modified with upgraded thrust reversers to enable it to land on a runway of only 1500 meters,

Due to lack of proper maintenance, this aircraft has a higher breakdown rate than normal. Initially it is 10%, increasing by 1% per hour.

Standard air transport regulations on Martigan III prohibit the carrying of weapons on board the aircraft; radios are also prohibited. Weapons, armor, and other assorted personal gear can be stowed in a belly cargo space.

As an additional incentive on this mission, Janus Mining Company will pay all (faithful) participants a bonus at mission's end. This bonus will be in equal shares from a monetary pool equal to 1% of the net profits (monetary returns from any discoveries after operating costs are deducted, not including salaries.)

Notes for the StarMaster: Should players not be able to assemble a complete team with all necessary types of specialists, those missing team members should be made up of exceptional human NPCs. To make this task somewhat easier, a set of NPCs is included with this adventure/scenario.

Janus owns three mining vessels. Number 3 was the one that reported in with the mysterious message from the asteroid belt, Number 2 is a standard Meteor Miner. Number 1 is at the disposal of the players and deck plans and stats are included.

Vessel Number 3 as explosively destroyed, Sensors will indicate Star-Ship components scattered fairly evenly throughout the belt. It should also be noted that the materials for Star-Ship construction are mined in the asteroid belt so that positive identification of parts from No. 3 will be impossible with sensors alone.

Each company has secretly instructed its employees to attempt to gain as much as possible for their own company as possible, but to act in this fashion covertly.

THE MARTIGAN SYSTEM

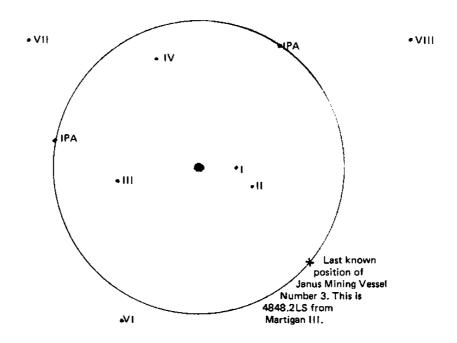
The Martigan system is located in the Procyon SubSector, A sector map is included to locate the star Martigan in relation to future scenarios in this series.

The system consists of nine planetary bodies and an esteroid belt. A system chart is included which shows the relative positions of the nine planets and the belt. The locations of two IPA bases in the belt are specified, as is the last known position of Janus Mining Vesse No. 3.

| MA | _ | |
|----|-------|--|
| | | |
| | | |

| Planetary Diameter , |
|--|
| Natural Satellites |
| Surface Gravity |
| Length of Day , |
| Length of Year |
| Temperature Range |
| Type 15 world with traces of atmosphere. |
| Hydrosphere |
| Vulcanism |
| |
| MARTIGAN II: |
| Planetary Diameter |
| Natural Satellites |
| Satellite Diameter |
| Satellite Surface Gravity |
| Planetary Surface Gravity |
| Moon's Orbital Period |
| Planetary Day |
| Planetary Year 817.96 Standard Days (478.8 planetary days) |
| Surface Temperature |
| Type 15 world with thin atmosphere, |
| i ype io worid with timi atmosphale. |
| Moisture |
| Moisture Negligible MARTIGAN III: 12,880 km Planetary Diameter 12,880 km Natural Satellites 3 Satellite 1 Diameter 128.8 km Satellite 1 Surface Gravity 0.013 G Satellite 1 Orbital Period 16,23 Standard Hours |
| Moisture Negligible MARTIGAN III: 12,880 km Planetary Diameter 12,880 km Natural Satellites 3 Satellite 1 Diameter 128,8 km Satellite 1 Surface Gravity 0.013 G Satellite 1 Orbital Period 16,23 Standard Hours Satellite 2 Diameter 540,96 km |
| Moisture Negligible MARTIGAN III: Planetary Diameter 12,880 km Natural Satellites .3 Satellite 1 Diameter .128,8 km Satellite 1 Surface Gravity .0.013 G Satellite 1 Orbital Period .16.23 Standard Hours Satellite 2 Diameter .540,96 km Satellite 2 Surface Gravity .0.025 G |
| Moisture Negligible MARTIGAN III: Planetary Diameter 12,880 km Natural Satellites 3 Satellite 1 Diameter 128.8 km Satellite 1 Surface Gravity 0,013 G Satellite 1 Orbital Period 16.23 Standard Hours Satellite 2 Diameter 540,96 km Satellite 2 Surface Gravity 0,025 G Satellite 2 Orbital Period 56.8 Standard Hours |
| Moisture Negligible MARTIGAN III: Planetary Diameter 12,880 km Natural Satellites 3 Satellite 1 Diameter 128.8 km Satellite 1 Surface Gravity 0,013 G Satellite 1 Orbital Period 16.23 Standard Hours Satellite 2 Diameter 540,96 km Satellite 2 Surface Gravity 0,025 G Satellite 2 Orbital Period 56.8 Standard Hours Satellite 3 Diameter 1056,16 km |
| Moisture Negligible MARTIGAN III: Planetary Diameter 12,880 km Natural Satellites 3 Satellite 1 Diameter 128,8 km Satellite 1 Surface Gravity 0,013 G Satellite 1 Orbital Period 16,23 Standard Hours Satellite 2 Diameter 540,96 km Satellite 2 Surface Gravity 0,025 G Satellite 2 Orbital Period 56,8 Standard Hours Satellite 3 Diameter 1056,16 km Satellite 3 Surface Gravity 0,082 G |
| Moisture Negligible MARTIGAN III: Planetary Diameter 12,880 km Natural Satellites 3 Satellite 1 Diameter 128.8 km Satellite 1 Surface Gravity 0,013 G Satellite 1 Orbital Period 16.23 Standard Hours Satellite 2 Diameter 540,96 km Satellite 2 Surface Gravity 0,025 G Satellite 2 Orbital Period 56.8 Standard Hours Satellite 3 Diameter 1056,16 km |
| Moisture Negligible MARTIGAN III: Planetary Diameter 12,880 km Natural Satellites 3 Satellite 1 Diameter 128.8 km Satellite 1 Surface Gravity 0,013 G Satellite 1 Orbital Period 16,23 Standard Hours Satellite 2 Diameter 540,96 km Satellite 2 Surface Gravity 0,025 G Satellite 3 Diameter 1056,16 km Satellite 3 Surface Gravity 0,082 G Satellite 3 Orbital Period 81,15 Standard Hours Planetary Day 24 Standard Hours |
| MARTIGAN III: Planetary Diameter |
| MARTIGAN III: Planetary Diameter |
| MARTIGAN III: Planetary Diameter |
| MARTIGAN III: Planetary Diameter |
| MARTIGAN III: Planetary Diameter |

• IX



•X

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MARTIGAN III POPULATION CENTERS:

Major Population Centers:

Landfall: Site of the first planetary landing and first colony site. Now the seat of planetary government. The on-planet corporate heads meet here to determine planetary government policy, Landfall is also the major trade market for Martigan III.

Xerxes: On planet site for Xerxes Securities Corp. Products. These products are: Civilian and Military weapons, riot control equipment and devices for surveillance (or counter-surveillance). All such products are currently at Tech/7.

Prometheus: Base for Prometheus Energy Inc. They produce powerplants and petrochemicals. Prometheus Energy is currently doing research aimed at improving chemo-luminescance.

Janus: Location of Janus Mining Company. They do work involving mining, chemical extraction processes, and mineralogical exploration. Icarus: The construction plant for Icarus Aviation. They are concerned with ground and air transportation craft.

Minor Population Centers:

Assorted villages and hamlets of 100-500 'persons' engaged in active agricultural work. Additionally, there are loose nomad clan aggregates of 50-100 'persons' engaged in hunting and trapping.

Note that full reports on Martigan III from the files of various government agencies are included in Martigan Belt.

MARTIGAN IV:

| Planetary Diameter | | | | | | | | | | | | | | | | | | | , | 1 | 7, | 71 | 0 1 | ۲m |
|----------------------|----|---|---|---|---|---|--|---|---|---|---|-----|----|----|----|----|---|-----|----|----|-----|-----|-----|-----|
| Natural Satellites . | | | | | | | | | | | , | | | | , | | | | | | | | | .0 |
| Surface Gravity | | | | | | | | | | | | | | | | | | | | | | , 1 | .24 | G |
| Length of Day | | , | , | | , | | | | | , | | | | | ί. | 38 | 9 | Sti | an | da | arc | 1 | Ho | urs |
| Length of Year | | , | | | | | | | | | | | 18 | 36 | 9 | 6 | 2 | S | ta | n | st | rd | Da | ıγs |
| Length of Year | | | | , | | | | , | , | | | . ' | 11 | 8 | ٥. | 8 | 1 | P | ar | ıe | ta | ry | Da | iys |
| Temperature Range | ŧ. | | | | | | | | | | | | | | | | | | -4 | 0 | c t | 0 | -30 | OC |
| Atmosphere | | | | | | , | | | | | , | , | | | , | | | | | | | | Der | 150 |
| Hydrographic Ratir | ١g | | | , | | , | | | | | | | | | | , | | | | | | | . 6 | 3% |
| | | | | | | | | | | | | | | | | | | | | | | | | |

MARTIGAN V:

| No longer extant — now the Asteroid is | Belt, |
|--|-----------------------------------|
| Average Temperatures | . 14.60c (noon) to -2700c (night) |

MARTIGAN VI:

| Planetary Diameter | | | | | | | | | | ٠ | | | | | . 1 | 61 | ١,1 | 80 | kп | 1 |
|--------------------|---|---|--|--|---|---|--|---|--|---|--|---|----|----|-----|-----|-----|-----|-----|---|
| Surface Gravity | | , | | | | , | | , | | | | | | | | . 2 | 2,3 | 74 | 5 G | ò |
| Surface Temperatur | е | | | | , | | | | | | | , | -1 | 70 | c | to | ; د | 22, | 10 | C |

MARTIGAN VII:

| Planetary Diameter | | | , | | | | | | 49,910 km |
|----------------------|--|--|---|--|--|--|--|--|----------------------|
| Surface Gravity | | | | | | | | | |
| Surface Temperature. | | | | | | | | | -157,5°c to -176.0°c |

MARTIGAN VIII:

| Planetary Diameter | | | | | , | | | | 43,470 |) km |
|----------------------|--|--|--|--|---|--|---|--|------------------|------|
| Surface Gravity | | | | | | | , | | | 70 G |
| Surface Temperature. | | | | | | | | | -185.80c to -191 | .00c |

MARTIGAN IX:

| Planetary Diameter | | | | | | | | | | | | | | | | 4 | 0,2 | 250 | kт | ı |
|--------------------|---|--|--|--|--|--|--|--|--|----|---|------|----|----|-----|----|-----|-----|-----|---|
| Surface Gravity | | | | | | | | | | | | | | | | | | 2.5 | 0 G | i |
| Surface Temperatur | e | | | | | | | | | 20 | Œ | ١, ١ | 15 | 0, | c · | to | -2 | 18. | 500 | : |

MARTIGAN X:

| Planetary Diameter | | | , | | | , | , | | 3,200 km |
|-----------------------|--|---|---|--|--|---|---|--|----------------------|
| Surface Gravity | | | | | | | | | |
| Surface Temperature . | | , | | | | | | | -216.20c to -272.00c |

| DISTANCE BETWEEN PLANETS OF THE MARTIGAN SYSTE | M (Present in LS) |
|--|---------------------|
| DISTANCE BETWEEN PLANETS OF THE MARTIGAN SYSTE | IVI (Present in LO) |

| Planet | Planet I | PlanetII | Planet III | Planet IV | Planet V | Planet VI | Planet VII | Planet VIII | Planet IX | LIADAL V |
|--------|----------|----------|--------------|-----------|----------|-----------|------------|----------------|-----------|----------|
| 1 | _ | 529.1 | 2072.0 | 2636,6 | 3561 | 7993.6 | 15,316 | 28,578 | 57,985 | 115,020 |
| iı | 529.1 | _ | 2439.1 | 3154.3 | 3115.9 | 7874.4 | 15,839 | 28,454 | 58,514 | 115,090 |
| iii | 2072.0 | 2439.1 | - | 2524.4 | 2670.8 | 6948.0 | 13,848 | 30,463 | 56,733 | 113,250 |
| 1V | 2636.6 | 3154.3 | 2524.4 | | 1780.5 | 9482.4 | 12,866 | 28,765 | 55,402 | 115,250 |
| v | 3561 | 3115.9 | 2670.8 | 1780.5 | _ | 3561.1 | 10,683.2 | 24,927.5 | 53,416 | 110,393 |
| ٧I | 7993.6 | 7874.4 | 6948.0 | 9482.4 | 3561.1 | _ | 17,873 | 35,800 | 60,524 | 107,670 |
| ΫΠ | 15.316 | 15.839 | 13.848 | 12,886 | 10,683.2 | 17.873 | _ | 37,122 | 42,979 | 111,630 |
| VIII | 28.578 | 28.454 | 30,463 | 28.765 | 24,927.5 | 35,800 | 37,122 | - ' | 70,500 | 143,400 |
| ΙX | 57.985 | 58.514 | 56,733 | 55,402 | 53,416 | 60,524 | 42,979 | 70,500 | _ ` | 121,770 |
| X | 115,020 | 115.090 | 113,250 | 115,250 | 110,393 | 107,670 | 111,630 | 143,400 | 121,770 | |
| | , | , | , | , | , | | , . | | | |

| Primary (MARTIGAN) Radius | .2,225,664km |
|---|----------------------------|
| PLANETARY DISTANCES FROM PRIMARY (mean) | |
| 1 | .178,050,000km |
| H | .311,580,000km, |
| - III | .445,110,000km |
| IV | .712,200,000km |
| V , , | .1,246,400,000km |
| VI.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,, | .2,314,700,000km |
| VII | 4,451,300,000km14,837.7L\$ |
| VIII | .8,724,600,000km |
| IX | .17,271,000,000km |
| | .34,364,000,000km |



UNITED FEDERATION OF PLANETS DEPARTMENT OF INTERSTELLAR SURVEY

Form 217/DIS.8JE

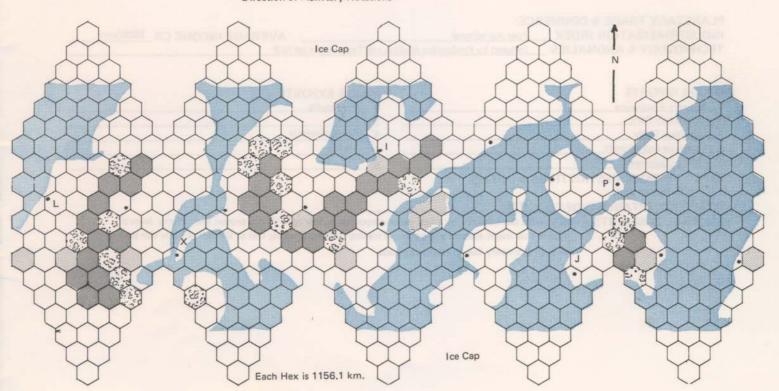
| SURVEY EVALUATION, PLANET Martigan III | | His angle on the contract of | 100 | |
|--|-------|------------------------------|-----------|-----------|
| STAR SYSTEM DESIGNATIONMartigan | - | BEARING FROM MARKER STAF | 3 100 | |
| STELLAR PRIMARY TYPEA6 | 202 | DISTANCE FROM MARKER STA | R 29.4 LY | MEIT /E |
| PLANETS IN STAR SYSTEM 9 | 800 | VERTICAL COORDINATE5 | 4LY | TOK HUMON |
| PLANETARY TYPEI _ Terran Steppe | - | | | |
| ORBITAL DISTANCE1483.7 | LS | PLANETARY DIAMETER12,8 | 180 | km |
| LENGTH OF YEAR1168.5 | days | SURFACE GRAVITY FIELD | 0,8998 | G |
| LENGTH OF DAY24 | hours | | 40 | % |
| TEMPERATURE RANGE 37°c to -14,5°c | | | | |
| ATMOSPHERIC TYPE | | | | |
| | | | | |

COMMENTS: Third planet from Type A6 Blue-White primary

On the map the capital letters indicate the location of a major city with the letter being the first letter of the cities' names. A dot (,) indicates the location of a small airport and light maintenance facility.

Wooded
Rough
Mountainous

Direction of Planetary Rotation>





UNITED FEDERATION OF PLANETS CONTACTS SERVICE

Form 550/CS.6MV

| SENTIENT RACE REPORT, PLANETMartigan III | TECHNOLOGICAL LEVEL 6-7 | | | | |
|---|--|--|--|--|--|
| SENTIENT BACE TYPE Human | SOCIAL ORGANIZATION Corporate | | | | |
| POPULATION LEVEL 50,000 | SOCIETAL STRENGTH | | | | |
| POPULATION DENSITY 1/5000 km ² | XENO ACCEPTANCE INDEX 2% | | | | |
| MAJOR CITIES POPULATION | STARPORT FACILITIES DOCKING CHARGES | | | | |
| 1 Landfall 1 10,000 | 1 D CR75 | | | | |
| 2 Xerxes 2 7,500 | 2 2 | | | | |
| 2 December 2 5,000 | 3 | | | | |
| 4 leave 5.000 | 4 | | | | |
| 5 Justile 5 3,500 | 5 5 | | | | |
| <u> </u> | | | | | |
| GOVERNMENT: | DUDE ALIODA OVIJEVEL | | | | |
| TYPE OF GOVERNMENT Representative Democracy | BUREAUCRACY LEVEL | | | | |
| SUPPORT INDEX REPRESSION IND | DEX 9% LAW LEVEL 4 | | | | |
| LOYALTY INDEX CORRUPTION IN | DEX | | | | |
| | TOTAL TAX MCR 22,5 | | | | |
| POLITICAL PARTIES & SIGNIFICANT POLICIES | | | | | |
| 1. | | | | | |
| 2. | | | | | |
| 3. | | | | | |
| 4. | | | | | |
| 5. | | | | | |
| CURRENT POLITICAL SITUATION: | | | | | |
| | STABILITY VOTE % | | | | |
| PARTY/PARTIES OPPOSING | VOTE % | | | | |
| | | | | | |
| CURRENT FOREIGN ALLIANCES: | | | | | |
| TRADE ALLIANCES: | | | | | |
| | | | | | |
| MILITARY ALLIANCES: | | | | | |
| | | | | | |
| OTHER ALLIANCES: | | | | | |
| | | | | | |
| PLANETARY TRADE & COMMERCE: INDUSTRIALIZATION INDEX Poor Agricultural | 1500/mm | | | | |
| INDUSTRIALIZATION INDEX Poor Agricultural | AVERAGE INCOME CR 1900/year | | | | |
| TECHNOLOGY & ANOMALIESIndexed by Production Ab | IIITY, Use Tech Levels up to 5 | | | | |
| | | | | | |
| MA IOO IMPORTO | MAJOR EXPORTS | | | | |
| MAJOR IMPORTS | 15 - 17 | | | | |
| 1 Factory Equipment | 1 _ Foodstuffs 2 Furs | | | | |
| 2 Ejectronic Parts | 2 Petrochemicals | | | | |
| 3 Machine Tools | Metale | | | | |
| 4 Vehicles and Aircraft | | | | | |
| 5 Misc, Equipment | _ 5 | | | | |
| IMPORT/EXPORT RESTRICTIONS & DUTIES 20% Import Duty | | | | | |
| TRADE ACCEPTANCE INDEX60% | | | | | |
| GENERAL COMMENTS: As a planet basically run by a few m | najor corporations, Martigan III has proven leary of any form of | | | | |
| alliance that might allenate any potential | ential trading partner. Docking fees at the planet's one star port | | | | |
| are kept extremely low to encourage | e trade. | | | | |

UNITED FEDERATION OF PLANETS BUREAU OF INTELLIGENCE

mercenaries, security, etc.

Form 357/BRINT.55R

| CLASSIFIED MILITARY INTELLIGENCE REPORT' PLANET | | gan III | | _ |
|--|-------------------|---|-------------------|---------------|
| MILITARY TECH INDEX9 PLANETARY DEFENSE FORCES: | | | | |
| PLANETARY DEFENSE FORCES: | UNIT | DESIGNATIONS | & COMBAT | EFFECTIVENESS |
| COMBAT READINESS INDEX High | . • | | | |
| LOYALTY INDEXLow | - | | | |
| CORRUPTABILITY INDEXLow | - - | | | |
| AEROSPACE FORCES: | | | | |
| COMBAT READINESS INDEX High | | | | |
| LOYALTY INDEX Low | | | | |
| CORRUPTABILITY INDEXLow | | | | |
| PENETRATION INDEX | | | | |
| SPACE MARINES/ELITE ASSAULT TROOPS | | | | |
| COMBAT READINESS INDEX | | | | |
| LOYALTY INDEX | | | | |
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| PARAMILITARY/POLICE/RESERVES: | | | | |
| MILITIA COMBAT READINESS High | _ | | | |
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| | | | REVOLU | TION INDEX |
| ILLEGAL BODIES | | | REVOLU | TION INDEX |
| | | | REVOLU | TION INDEX |
| | | | | |
| COMMENTS: No actual military forces pers se, but employees of 3 | Xerxes | Security Corp. hi | ired out as guard | ls, |

GUIDELINES FOR CHARACTER GENERATION

PLANET OF BIRTH: 65% of the characters should have been born on Martigan III, the starting planet in this adventure. Planetary characteristics are Gravity = 0.89 G, Atmosphere standard pressure with 69% N, 23% O, 4% CO2, 2% He, 1% H, and 1% Trace elements. Climate is like Terran Steppe.

The remainder of player characters should have been born and raised elsewhere but immigrants to Martigan III who have become acclimated to the gravity, atmosphere, and climate. Compute height, weight, etc. by home planet.

RACE: 10% are non-human, but Transhumans are 'spontaneous' in occurance among the human society and need not roll under 10% to qualify. Any character rolling characteristics qualifying them for Transhuman status who also roll under 10% are not Transhuman but some other non-Human race.

TRANSHUMANS: May have an empathy as low as 2, Transhumans do have a higher average Psionics score, add 3 to PC score*. Note: it is sometimes useful to keep Psionic scores hidden from the players until such time as they might become 'awakened'.

On any psionics roll (initial) of (1)00, roll again. Results of 01-50 will indicate a PC of 16, 51-75 will indicate a PC of 17, 76-90 will indicate a PC of 18 and 91-(1)00 will indicate a PC of 19 for Psionics. No result higher than 19 is allowed.

PHYSICQUE: Where a PC has a gravity modifier, use it only with regards to height. Do not modify physicque score. High Gravity characters have a denser bone structure which will benefit their carrying capacity and damage factor.

CAREER EXPERIENCE: Characters have one more year to 'serve' on initial term of enlistment with one of the corporations on Martigan III. For ease of play and continuity, do ranks and pay as independent explorers. Players now identify their character class with a major corporation on Martigan III:

| Armsmen | | | |
|--|------|-----|---------------------|
| Astronauts, Vehicle Techs, & Engineers | | | |
| | | | |
| Research Scientists | | . 1 | Prometheus or Janus |

SAVINGS: .005 x Intelligence x Years of Service x Final Annual Pay Rate. No material benefits.

* These are ways that the designer runs Transhumans in contradiction to the formal Space Opera rules.

MARTIGAN III LEGAL SYSTEM & CODE OF HONOR

Duelling is a perfectly acceptable means for settling personal disagreements or affairs of honor. However, a witness and prior notice are both required before such a duel may take place. Duels are generally conducted in the Arena of Justice in Landfall on Fair days (as in County or State Fairs,)

At present the only laws of Martigan III deal with theft and subsequent resale of stolen goods, killing a sentient being, and using force to impose one's will on another sentient being (note that blackmail is not considered to be 'force').

Major Offenses:

| major Orrenada. | | |
|------------------------------------|----------------|----------------------|
| Theft of Company Secrets | | Industrial Espionage |
| Theft of Personal Property in exce | ess of CR2000 | |
| Robbery (of bank or shop) | War | Skirmish |
| Premeditated Killing of a Known: | Sentient Being | |
| Feud | Rape | Etc. |

Minor Offenses:

Shoplifting Involuntary Manslaughter Theft of Personal Property valued at less than CR2000 Mugging or Physical Assault

The more severe the crime, the greater the number of involuntary participations will be required in the Arena of Justice on Fair days. Fair Days occur every month, one day per month. Randomly determine the field size, conditions, and weapons to be used. In cases of 'challenge' duels, follow Medievai Terran custom and allow the challenged party the choice of field size and type and weapons.

Voluntary participation in the Arena of Justice is actively encouraged to allow dissatisfied citizens an outlet for their aggressions. Such volunteers are paid CR100 for their participation. Public audiences witness these combats live from viewing stands. The price of admission to the Arena of Justice is CR10 for a seat shielded at +6. It should also be noted that such combats are broadcast planetwide via telecommunications networks.

THE ARENA OF JUSTICE

The location of the Arena of Justice is shown on the map of Landfall. The basic rules for how the Justice system works are as follows:

Weapons Allowed:

Ranged weapons, either modern or archaic, projectile or force. Non-ranged or melee weapons that are modern or archaic.

Conditions:

Conditions in the Arena of Justice are artificially set and may be specified by the challenged party in some duels. These include changing the Gravity field in the Arena to + or — from normal for Martigan III, filling the entire Arena with water (duel with or without SCUBA), and fog. Lighting can also be specified. Spectators are issued IR visors when a scheduled match will be fought in any medium which will obscure normal visibility.

Field Size and Description:

- 1. $2000m \times 1000m$ with clear space, level stadia, variable Gravity, fog generators for modern ranged weapons.
- 2. 1000m x 500m with a clear space, level stadia, variable Gravity, fog generators for archaic ranged weapons. This field is also used for any ranged weapons with the addition of variable building structures.
- 3. $100m \times 100m \times 20m$ water filled (to 19m), overhead rungs for modern ranged weapons, melee weapons, and unarmed combat. The 'pool' may also be drained and have a fog generator added for use with melee weapons of any kind or unarmed combat.

RANDOM ENCOUNTER TABLES

When travelling cross-country, whether intentionally or accidentally, a variety of terrain and/or wildlife can be stumbled across on Martigan Three. Animal tracks or spoor will not be mentioned in these tables, hunting and scouting should be left to the StarMaster's discretion.

Using an ecological pyramid as the basis for biological encounters, roughly 60% of such encounters will be with vegetation, decreasing towards carnivores.

| Land Enc | ounters | | Ocean Encou | nters | |
|------------------------------|---------|----------------|---|-----------|--|
| 1d100 Roll | | Encounter | 1d100 Roll | l Result | |
| 01-59 | | Harmless Plant | 01-60 | Plant | |
| 60 | | Roll Again | 61-93 | Herbivore | |
| | 01-95 | Harmless Plant | 94-00 | Carnivore | |
| | 96-00 | Active | 'Harmful' | Plant | |
| 61-85 | | Herbivore | | | |
| 86-90 | | Omnivore | | | |
| 91-00 | | Carnivore | | | |
| On Land check once per hour. | | | In open wate | r check | |
| | | · | once per 3 in a raft or sr and every ho | nali boat | |

swimming,

LAND ENCOUNTERS:

Roll 1d6 when plants have been encountered. Cold regions will add a die modifier of -1, while arid and desert regions will add a DM of +1,

1. Harmless Plant.

- 2. Mindfuzz: In Fall (Autumn season), the Mindfuzz releases pollen. The pollen is an halucenogen (similar to LSD). Drug Type/Constitution CR modifier as per D1. Killing the plant at this stage is too late as the pollen has already been released in the area.
- 3. Slingsap: Photo-tropic (rapid change in light) variation triggers this tree to 'spring fire' barbed tentacles (ranges as per hurled axe, penetration -2 at PB, -1 at SR, and wound factor as per heavy crossbow). Captured food is 'reeled-in' (50kg carrying capacity). Sap flows from the tentacles for digestion of such foods. Each tree has 10-20 tentacles and there are ½.d6 trees in an area or grove. 100 + 6d6 Damage.
- 4. Blaspore: Small bulbous ground cover with widespread roots near the surface. The roots serve as pressure sensitive triggers for the release of a cloud of spores. Inhalation of such spores acts as Poison P15. Only 50% damage for contact. Decomposition of poisoned animals provides nutrients for the Blaspore plant, 1 + 1d6 Damage Capacity, 10.d10 occur together in an area.
- 5. Springpoint: Large version of a 'venus flytrap' type of plant. The Springpoint can range up to animal class N in size. It's weapon rating can reach Animal/H. The plant cannot move but the pressure of ½kg in its center triggers rapidly unfolding 'petals' which jab into the leg of it's prey and rip downwards to hold the prey for digestion to occur. Damage: 5 + 1d6. The seeds of the Springpoint are spread and fertilized by insects, 1d10 plants will occur in an area.

6. Harmless Plant.

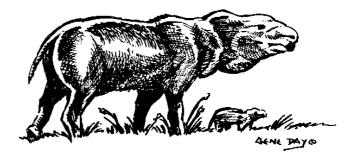
HERBIVORES: Roll 1d6.



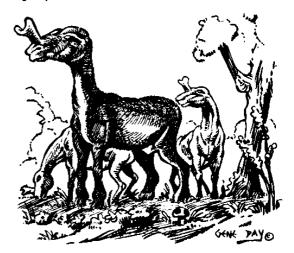
- 1. Digger: A burrowing animal, class L, which feeds on roots. Rarely encountered in open ground (10% chance), and is usually met when tunnels collapse. It has sharp digging foreclaws which attack as Animal/F. It has an armored shell as armor type F. The digger is quadripedal, bears live young, and is very slow moving.
- 2. Trape: Arboreal animal, class L, feeds on leaves. Its droppings and the chattering noises of troops (clans?) are the only signs of its presence in an area. The trape is very timid and will not attack unless it is cornered. Under such circumstances, treat as animal J for attack. Trapes are vaguely pithecine in appearance. They are fast moving in trees, but only have average speed on the ground.



3. Pusk: Vaguely equine intermittant grazing animals of class AA. Pusk are found in herds and are easily frightened and stampeded. In such cases their attack is with their hooves as Animal/D. They move fast, expecially when stampeding.

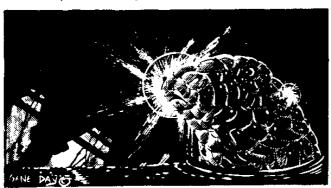


4. Oduk: Intermittant grazing animal which is quite similar to the Pusk, but with a central horn on its head for digging and rooting. Also Animal class AA and fast moving. When threatened or when stampeding they attack as Animal/C.





5. Skanser: Arboreal animal class O. They eat nuts and fruit and will only attack when under the influence of Mindfuzz pollen (see plant descriptions). When in such a state they attack with incisors as Animal/I and will always be fast moving.



6. Mewstok: Amphibian animal which feeds on aquatic vegetation. The mewstok is animal class K, and will attempt to hide if attacked. These slow moving animals lay their eggs on land and seek food in the water. They can remain submerged for up to twenty minutes.

OMNIVORES: Roll 1d6.

- 1. Small Human Settlement: Determine Company affiliation (roll 1d6).
 - 1. Xerxes field test team: 1 Astronaut, 6 Armsmen, 2 Research and 2 Engineer Scientists, 4 Techs who are testing tangle guns and shock dart rifles.
 - Prometheus Petro search team: 2 Research and 1 Engineer Scientist, 1 Astronaut, 4 Techs, with assorted Sensor and digging (coring) equipment.
 - 3. Janus Ore Mine: 1 Astronaut, 4 Techs, 1 Research Scientist, 1 Armsman who are operating a Uranium mine in an area where they find 8kg/tonne of ore. There are 2 tonnes of ore ready for shipment.
 - 4-5. Unaffiliated Nomadic Clan: 30-80 people.
 - 6. Frontier Family: Unafiliated. 1-6 persons in the family. Determine acceptance by Empathy CR. Nomads DM +4, Family DM +2. Failure indicates that the encountered persons are likely to chase you off. Pessing this CR by more than 4 indicates that aid will actively be given.



2. Stobor: A usually innocuous rodent-like animal of class N. Stobor have a seasonal bloodlust/migration urge. They attack with incissors as Animal/H. These slow creatures are usually found in groups of 3 to 8 (1d6 + 2), but during migration gather together in groups of 6 to 60 (6d10).



3. Grohog: A tusked, hairy porcine creature which eats anything. The Grohog is a voracious omnivore of animal class F. It is easily provoked and attacks as Animal/C. It's natural armor of class I and 'herd' group of 1d6 + 3 animals make the grohog somewhat dangerous. It has average speed.



4. Deathwatch: An avian scavenger of class K. It waits to feed on the remains of battles and is attracted by the smell of blood. The deathwatch will eat vegetation if no meat is available. Being a true scavenger, the deathwatch will not attack. It has average speed.



5. Terrat: This animal is descended from Terran rodents which were present on early Terran spacecraft. It is a rodent of animal class O. These scavenging animals will eat almost anything they come across, though they typically scavenge in garbage and waste dumps. It is a disease carrier and bites as Animal/I. Any wound carries the danger of poison so that characters must make a Constitution CR as per Poison P1 at -3 to ascertain infectious disease. Should illness occur, it will become apparent 1d6 + Constitution days later. Recovery is as healing from a serious wound, during which time the character can do nothing but rest. Any activity will double the remaining recovery time. The danger is not too great from Terrats as they are slow moving, but aggressive. They are found in groups of 10d10 in an area.

6. Ragen: An amphibious animal of class J. Natural weapon is a beaver-like 'spiked tail' which enables the animal to attack as Animal/G. They are shy and slow moving. 1d6 will occur in an area.

CARNIVORES: Roll 1d6.

1, Threne: A canine carnivore found in hunting packs. The Threne is a fast animal of class I. It attacks as Animal/D.





2. Pradin: A feline stalker of animal class F. It is very fast and attacks as Animal/B. It is generally found alone (1-4 on 1d6) but will sometimes hunt in pairs (5-6 on 1d6).



3. Togaht: A reptilian lurker which builds subsurface pit-traps to trap its prey. The traps are usually 20m deep. Underground passages link the traps together. The togaht is animal class D, weapon class E, It is very slow and has an armor rating of E. Only one will be present in a tunnel network linking its traps together.

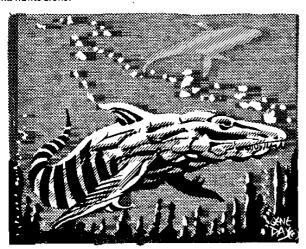


- 4. Amarap: A feline ambusher of animal class F. It has only average speed and waits overhead in trees for its prey to pass below. It attacks as animal/B and hunts alone.
- 5, Urgon: An ursine killer of animal class AAA. It attacks as Animal/A with average speed. The urgon is a solitary hunter with armor rating I.
- 6. Tshah: An avian staiker of class K. It attacks as Animal/E. Tshah are fleet and hunt in pairs.

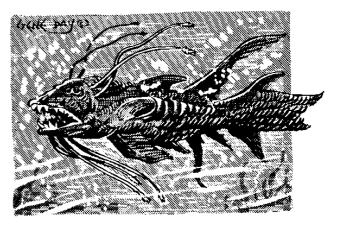


AQUATIC CARNIVORES: Roll 1d6.

1. Yarg: A killer animal of class AAA. It attacks as Animal/A and is attracted by blood or thrashing motions. The Yarg has average speed and hunts alone.



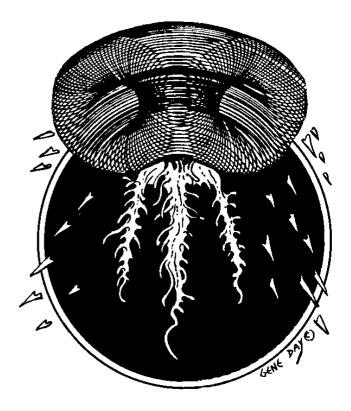
2. Aduc: This carnivore hunts in packs and is in animal class K. It attacks as Animal/E and is fast moving. 2d6 + 3 will form a pack.



3. Davod: A mollusc ambusher of animal class AA. The davod has ten 'arms' of 10-20m in length. It's attack is as Animal/B and it is slow moving. Only one davod will be encountered at a time.

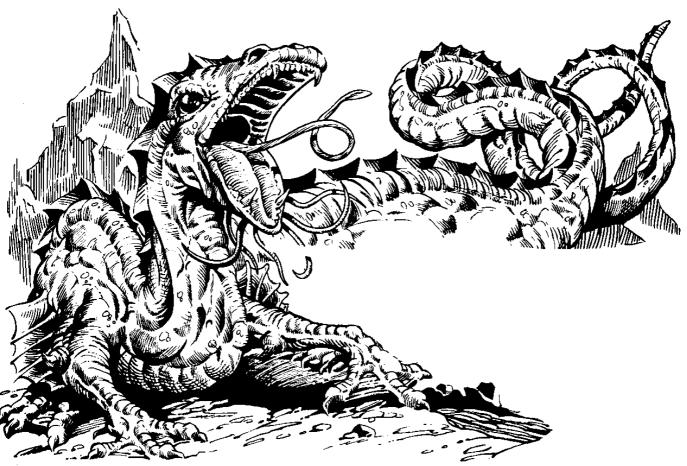


4. Fload: This lurker floats with ocean currents and attacks on contact. It is animal class H and attacks as Animal/D. The attack is triggered by physical contact which releases tens of tiny hollow point barbs which contain a paralysis durg (D8). One fload will be encountered at a time.



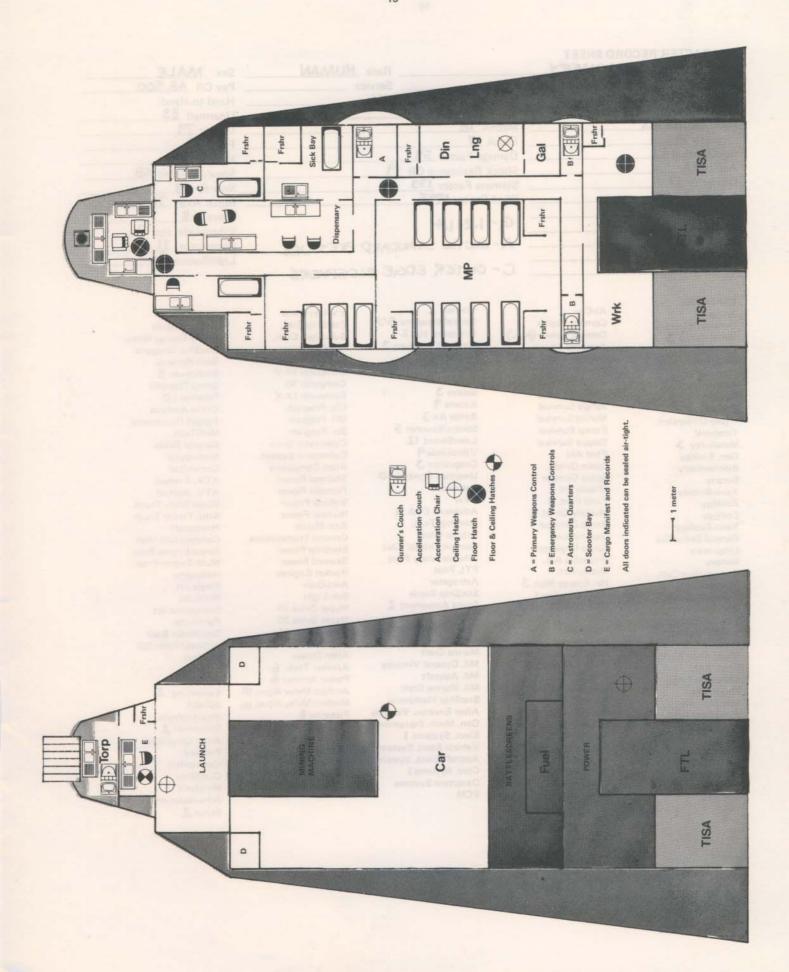
5. Pesh: This undersea stalker has the benefit of 'chameleon-like' skin which allows it to move within ten meters of its prey before being noticed. It then attacks as Animal/F. The Pesh is of animal class J and has average speed. It hunts alone.

6. Sprait: A mammalian animal of class AAAA. It is a deep sea dweller which must return to the surface every thirty minutes for air. It is slow and attacks as Animal/A. Sprait travel in schools of 4d10 creatures. They will warn their fellows with sound if attacked and will attack if injured.



| Name of Vessel JANUS | Mi <u>ning</u> vessel <u>l</u> | Class SSC/ | Dimensions x x |
|---|--------------------------------|-----------------------------|--|
| Specification Mass(t) | Volume (m ²) | Deck Area (m ²) | Comments |
| Hull <u>500 x3</u> | = 1500 <i> </i> /2 | * <u>750</u> | No. Decks = $x = \frac{2}{10}$ Deck = $\frac{375}{m^2}$ |
| Controls15_x3 | = 45 /2 | =_22.5 | Computer Mk. = 1 |
| Aux. Bridgex3 | =/2 | | Computer Mk, = |
| Crew Quarters 45 x3 | =_135_/2 | = 67.5 | No.= 5 Astro.= 2 Tech.= 3 |
| Powerplant <u>30</u> x3 | = 90/2 | 45 | Type= FISSION Fuel/20 days= 5 |
| TISA Drive <u>50 x3</u> | = 150 /2 | = 75 | Max.= 100 LS Acceleration= +25 LS |
| FTL Warp Drive 40 x3 | = 120/2 | = 60 | Max.= |
| Fuel Capacity 10 x3 | = 30 /2 | =_ 15_ | Capacity= 1000 Per 100LY= 5 |
| High Passagex3 | =/2 | | No. of Passengers |
| Middle Passage | =_150 /2 | =_75 | No. of Passengers 10 (PORMITORY) |
| Low Passagex3 | =/2 | = | No. of Passengers |
| Coldsleepx3 | =/2 | * | No. of 'Passengers' |
| Sick Bay | = 90/2 | = 45 | No. of Patients Capacity 3 W/DISPENSARY |
| Recreational20x3 | = 60 /2 | = 30 | Total Passengers Awake= 10 |
| Cargo Hold <u>IDO</u> x3 | = <u>300</u> /2 | =_150 | Specific Cargo on Separate Manifest MINING MACHINE (201) |
| Boat Bay | <u>= 60 /2</u> | = 30 | Types 1 LAUNCH 2 SCOOTERS (21) |
| Damage Capacity | | | |
| BattleScreens 20 x3 | =60 /2 | <u> </u> | + 10 Screen Damage Points 1000 STORES (8+) |
| BattleArmourx3 | =/2 | = | + 3 /+ 105 |
| Main Battery4_x3 | = 12 /2 | <u> </u> | Turrets 2 x 2 NovaGun N* 50 |
| Hardpoints4_x3 | = 12/2 | =6 | Turrets 4 x 2 NovaGun N* 25 |
| MegaBolt Torpx3 | =/2 | = | MegaBolt Torpedo MB* |
| StarTorpedoes $_{\underline{}}$ | = 9/2 | = 4.5 | StarTorp Launchers 1 x 6 ST*157 |
| EW/ECM | - | | EW/ECM Factor & |
| Sensors | | | Range= 2000 LS |
| Communications | | | SpaceCraft Com SSC/4 |

ATMOSPHERIC STREAMLINING: 17500 KM/HR IN ATMOSPHERE



| CHARACTER RECORD SHEET | | |
|------------------------|------------------------------|----------------------|
| Name IAN MONTGOMERY | Race HUMAN | Sex MALE |
| Rank/Grade ARMSMAN | Service | Pay CR 48,300 |
| Physique 19 | Carrying Cap. 210.67 KG | Hand-to-Hand: |
| Height 195 cm. | GTA <u>16</u> | Unarmed 83 |
| Mass 110.88 KG | MechA 18 | Dagger <u>7</u> 9 |
| Strength 19 | ElecA 17 | Foil 68 |
| Constitution 19 | Damage Factor 59 | Katana 79 |
| Agility <u>17</u> | Shock Resistance CR 19 | Spear/Bayonet 68 |
| Dexterity 17 | Stamina Factor 133 | Swords 78 |
| Intelligence 17 | Wind Factor 1995 | Battle Axes 71 |
| Intuition <u>12</u> | - ^ | Sabre 68 |
| Leadership 19 | G-1.2-1.4 | Vibroblade, etc. 81 |
| Bravery 5 | - A-EXOTIC STANDARD PRESSURE | Coagulator 71 |
| Empathy OS | <u>_</u> | LightSword 86 |
| Psionics 17 | C-OUTER EDGE ELOSPHERE | |

EXPERTISE

Science General Physics 3 Mathematics 3 Chemistry 3 Geography Planetology Astronomy Nuclear Force Field Hyper-Dimension Temporal Metallurgy 3 Gen. Biology Biochemistry Botany Xeno-Botony Zoology Ecology Xeno-Ecology General Social Sci. Linguistics History Comparative Cult. Psychology Native Medicine Xeno-Medicine Medical Practice **Medical Scientist** Physician Mech, Eng. Elect, Eng. Computer Eng. Power Eng. StarDrive Eng. Armament Eng. Armsman Combat Training 10 Street Combat Para. Assault

Jumo Belt

ContraGrav

Airborne

AirCav Combat Copter Combat Driver (ALL) 1 Armored Forces Combat Pilot Alien Environ, Arctic Survival Desert Survival Jungle Survivat Marine Survival **Forest Survival** Steppe Survival First Aid Space Orient. Space Combat Mobile Inf. Field Fort, 2 Military Const. 2 Bomb Disposal **Demolitions** Space Engineers Projectile Art. Missile Art. Hv. Energy Wpn, 3 Arch, Dir, Fire I Arch, Dir. Fire II Z Arch, Dir. Fire III 2 Shotguns 2 Handguns 2 Sport Rifles 2 Mil. Small Arms 2 MGs Z Recoiless 9 Gauss 9/3 Stat Arms 6 Lasers 1 Blasters 9/3 Fusion 7/3 Needlers 3 Stunners Z

Disruptors Z

APROBDIF 2

Flamers 2 Special Weapons 5/3 Grenades, etc. 2 Rocket Launchers 3 Daggers 🖣 Swords 7 Foils 3 Sabres 3 Katana 4 Battle Ax 3 Spears/Bayonet 3 LaserSword 12 Vibroblade 9 Coagulator 3 Unarmed Combat 10 **Astronaut** EVΑ Advanced EVA 1 StarShip Tech. **Orbital Pilot** Combat Orbital Pilot Interplanetary Pilot FTL Pilot Astrogator StarShip Battle Space Armament 2 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 I **Detection Systems**

ECM

EVA Systems StarShip Elec. Sub-Light Com. MiniComputer Computer I-III Computer IV-V Computer VI Computer IX-X Cív, Program Mil. Program Sci. Program Cybernetic Brain Cybernetic System Alien Computers 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. 6 Power Armour 6 Archaic Melee Wpns, 10 Modern Melee Wons, 10 Firearms 8 PML Tech. 10 Slugthrowers IO Lasers Blasters 40 **Fusion** Energy Small Arms 8

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

| CHARACTER RECORD SHEET | | _ | |
|------------------------|------------------------|-------------|----------------------|
| Name ORAB SKRANE | Race H | JMAN | Sex MALE /43 YRS |
| Rank/Grade ENG./4 | Service | | Pay CR 63750 SAVINGS |
| Physique 17 | Carrying Cap. 65.6 KG. | | Hand-to-Hand: |
| Height 195cm. | GTA <u>17</u> | | Unarmed |
| Mass <u>96 KG.</u> | MechA <u>18</u> | | Dagger |
| Strength 13 | ElecA <u>18</u> | | Foil |
| Constitution 11 | | | Katana |
| Agility 14 | Shock Resistance CR 12 | | Spear/Bayonet |
| Dexterity 16 | Stamina Factor 72 | | Swords |
| Intelligence 17 | Wind Factor 720 | | Battle Axes |
| Intuition II | | | Sabre |
| Leadership 14 | G-Standard | | Vibroblade, etc. |
| Bravery Q9 | - A-MANAGED ATMOSPH | IERE | Coagulator |
| Empathy 16 | | | LightSword |
| Psionics <u>07</u> | _ C-TERRAN OCEAN | | |

EXPERTISE Science General Physics (O Mathematics 7 Chemistry 5 Geography Planetology Astronomy Nuclear 7 Force Field 6 Hyper-Dimension 6 Temporal Metallurgy 5 Gen. Biology 3 Biochemistry 3 Botany Xena-Botony Zoology Ecology Xeno-Ecology General Social Sci. Linguistics History Comparative Cult, **Psychology** Native Medicine Xeno-Medicine Medical Practice **Medical Scientist** Physician Mech, Eng. 4 Elect, Eng. Computer Eng. Power Eng. StarDrive Eng. 7 Armament Eng. 6 Armsman

Combat Training 7

Street Combat

Para, Assault

Jump Belt

ContraGrav

Airborne

AirCav Combat Copter Combat Driver Armored Forces Combat Pilot Alien Environ, 10 Arctic Survival I Desert Survival 1 Jungle Survival Marine Survival 10 Forest Survival (Steppe Survival First Aid 1 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 Mil. Small Arms MGs Recoiless Gauss | Stat Arms Lasers Blasters ! Fusion Needlers 1

Stunners 1

Disruptors

APROBDIE

Flamers Special Weapons I Grenades, etc. **Rocket Launchers** Daggers Swords Foils Sabres Katana Battle Ax Spears/Bayonet LaserSword 1 Wibroblade Coagulator Unarmed Combat 1 Astronaut EVA Advanced EVA 2 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 2 Alien Environ, Vehicles 3 Gen, Mech, Equipment 2 Elect, Systems Vehicle Elect, Systems Aircraft Elect. Systems Com, Systems **Detection Systems**

ECM

EVA Systems StarShip Elec. Sub-Light Com, MiniComputer Computer I-III Computer IV-V Computer VI Computer IX-X Civ. Program 1 Mil. Program 1 Sci. Program 1 Cybernetic Brain Cybernetic System Alien Computers Thermal Power Portable Power 3 Vehicle Power 2 **Nuclear Power** Anti-Matter **Ground Transmission** StarShip Power 2 **Reamed Power Rocket Engines** Anti-Grav Sub-Light 3 Hyper Drive 10 2 Hyper Drive 20 🕰 Hyper Drive 21+2 Jump Drive Alien Drives Armour Tech. Power Armour Archaic Melee Wpns. Modern Melee Wons, Firearms PML Tech. Slugthrowers Lasers Blasters **Fusion Energy Small Arms**

Artillery Heavy Missiles 2 Heavy Energy Wpns, 2, StarShip Weapons 2 **BattleScreens Explosives** Bomb Disposal Personal I.D. Crime Analysis Forged Documents MediTech **General Skills** Motorcycle Groundean ATV, 4-wheel ATV, tracked Single Body Truck Semi-Trailer Truck Hovercraft Construction Unit Single-Engine Prop. Multi-Engine Prop. Helicopter Single Jet Multi-Jet Supersonic Jet Parachute Sail/Motor Boat 4 Jetboat/Hydrofoil | SE Boat 1 SE Ship 1 Submersibles (Swimming 2 SCUBA I Streetfighting Streetwise 5 Alien Languages Forgery Counterfeit Gambling Merchant Administation Scout

| CHARACTER RECORD SHEET | 9 8 4 1 A B A S | · · · · · · · · · · · · · · · · · · · |
|------------------------|------------------------|---------------------------------------|
| Name LUTHER STARMAN | Race HUMAN | Sex MALE /23 YRS. |
| Rank/Grade ASTRONAUT/5 | Service | Pay CR 55,200 SAVINGS |
| Physique 13 | Carrying Cap. 67 KG. | Hand-to-Hand: |
| Height 180 cm. | GTA <u>1\</u> | Unarmed |
| Mass 93,5 KG. | MechA O8 | Dagger |
| Strength 16 | ElecA <u>Ø8</u> | Foil |
| Constitution 12 | Damage Factor 34 | Katana |
| Agility 13 | Shock Resistance CR 15 | Spear/Bayonet |
| Dexterity 14 | Stamina Factor 10 | Swords |
| Intelligence 16 | Wind Factor 900 | Battle Axes |
| Intuition <u>09</u> | - A common | Sabre |
| Leadership 12 | A-STANDARD | Vibroblade, etc |
| Bravery 16 | - G-1.2-1.4 | Coagulator |
| Empathy 18 | | LightSword |
| Psionics 20 (UNKNOWN) | C-TERRAN STEPPE PLANET | |

EXPERTISE

Science General Physics Mathematics 5 Chemistry Geography **Planetology** Astronomy 5 Nuclear Force Field Hyper-Dimension Temporal Metallurgy Gen. Biology **Biochemistry** Botany Xeno-Botony Zoology Ecology Xeno-Ecology General Social Sci. Linguistics History Comparative Cult. Psychology Native Medicine Xeno-Medicine Medical Practice **Medical Scientist** Physician Mech, Eng. Elect, Eng. Computer Eng. Power Eng. StarDrive Eng. Armament Eng. Armsman Combat Training \$ Street Combat Para, Assault Jump Belt

ContraGray

Airborne

AirCav Combat Copter Combat Driver **Armored Forces** Combat Pilot 10 Alien Environ, I Arctic Survival 1 Desert Survival 1 Jungle Survival 1 Marine Survival Forest Survival | Steppe Survival I First Aid I Space Orient. Space Combat 1 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 Mil. Small Arms MGs Recoiless 2 Gauss Stat Arms (Lasers Blasters 2 Fusion I Needlers Stunners Disruptors

APROBDIF

Flamers Special Weapons Z Grenades, etc. **Rocket Launchers** Daggers Swords I Foils Sabres Katana I Battle Ax Spears/Bayonet LaserSword 2 Vibroblade Z Coagulator Unarmed Combat 3 Astronaut EVA 1 Advanced EVA I StarShip Tech, Orbital Pilot IO Combat Orbital Pilot IO Interplanetary Pilot 10 FTL Pilot 7 Astrogator 5 StarShip Battle Space Armament 5 Techs **Ground Vehicles** Aircraft Marine Craft Mil. Ground Vehicles Mil. Aircraft Mil. Marine Craft StarShip Machinery 1 Alien Environ, Vehicles Gen, Mech, Equipment Elect. Systems Vehicle Elect. Systems Aircraft Elect, Systems Com, Systems

Detection Systems

ECM

EVA Systems 1 StarShip Elec. 1 Sub-Light Com, MiniComputer Computer I-III \$ Computer IV-V I Computer VI Computer IX-X 1 Civ. Program 3 Mil. Program 3 Sci. Program 3 Cybernetic Brain Cybernetic System Alien Computers Thermal Power Portable Power Vehicle Power Nuclear Power 1 Anti-Matter t Ground Transmission StarShip Power 1 **Beamed Power Rocket Engines** Anti-Grav Sub-Light 1 Hyper Drive 10 4 Hyper Drive 20 1 Hyper Drive 21+ \ Jump Drive Alien Drives Armour Tech. Power Armour Archaic Melee Wpns, Modern Melee Wpns. **Firearms** PML Tech. Slugthrowers Lasers Blasters **Eusion** Energy Small Arms

Artillery Heavy Missiles Heavy Energy Wpns, StarShip Weapons **BattleScreens Explosives** Bomb Disposal Personal I.D. Crime Analysis **Forged Documents** MediTech **General Skills** Motorcycle Groundcar ATV, 4-wheel 1 ATV, tracked Single Body Truck Semi-Trailer Truck 1 Hovercraft Construction Unit 1 Single-Engine Prop. 10 Multi-Engine Prop. 10 Helicopter Single Jet 10 Multi-Jet 10 Supersonic Jet 10 Parachute Sail/Motor Boat Jetboat/Hydrofoil SE Boat SE Ship Submersibles Swimming 2 SCUBA (Streetfighting 3 Streetwise 7 Alien Languages Forgery Z. Counterfeit Gambling Merchant Administation Scout 1

CHARACTER RECORD SHEET Race HUMAN Sex FEMALE Name JANET ROSS Pay CR 78,375 SAVINGS Rank/Grade RESEARCH SCIENTIST/12 Service Carrying Cap. 50.4 KG Hand-to-Hand: Physique 07 Height 160 cm. GTA 16 Unarmed 28 Mass 84 KG. Dagger 23 MechA 11 Eleca 14 Foil 23 Strength 16 Constitution 13 Damage Factor 30 Katana 23 Shock Resistance CR 14 Spear/Bayonet 23 Agility 14. Swords 25 Dexterity 13 Stamina Factor 37 Intelligence 19 Wind Factor 870 Battle Axes 25 Sabre 23 Intuition <u>Q7</u> A-STANDARD Leadership 19 Vibroblade, etc. <u>25</u> Bravery 17 Coagulator 25 G-1.9.2.5 G. LightSword 25 Empathy 09 Psionics 10 C-TERRAN TUNDRA

EXPERTISE Science General Physics 8 Mathematics 6 Chemistry 6 Geography 6 Planetology 6 Astronomy Nuclear Force Field Hyper-Dimension Temporal Metallurgy 6 Gen. Biology 6 Biochemistry 5 Botany 5 Xeno-Botony Zoology Ecology Xeno-Ecology General Social Sci. 7 Linguistics History 10 Comparative Cult. Psychology 6 Native Medicine 6 Xeno-Medicine Medical Practice 6 **Medical Scientist** Physician Mech, Eng. Elect, Eng. 6 Computer Eng. 6 Power Eng. StarDrive Eng. Armament Eng. Armsman Combat Training Street Combat Para, Assault Jump Belt 1

ContraGray

Airborne

AirCav Combat Copter Combat Driver Armored Forces Combat Pilot Alien Environ. Arctic Survival 10 **Desert Survival** Jungle Survival Marine Survival Forest Survival Steppe Survival First Aid 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 Mil. Small Arms MGs Recoiless Gauss Stat Arms Lasers Blasters Fusion Needlers Stunners Disruptors

APROBDIF

Special Weapons Grenades, etc. Rocket Launchers Daggers **Swords** Foils Sabres Katana Battle Ax Spears/Bayonet LaserSword Vibroblade Coagulator Unarmed Combat Astronaut EVA 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**

EVA Systems StarShip Elec Sub-Light Com, MiniComputer Computer 1-11† Computer IV-V Computer VI Computer IX-X Civ. Program Mil. Program Sci, Program Cybernetic Brain Cybernetic System Alien Computers 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 Wons, Modern Melee Wons, Firearms PML Tech. Slugthrowers Lasers Blasters Eusion

Energy Small Arms

Artillery Heavy Missiles Heavy Energy Wpns, StarShip Weapons BattleScreens **Explosives** Bomb Disposal Personal I.D. Crime Analysis **Forged Documents** MediTech General Skills Motorcycle Groundcar 2 ATV, 4-wheel 2 ATV, tracked 2 Single Body Truck Semi-Trailer Truck Hovercraft 7 Construction Unit Single-Engine Prop. 2 Multi-Engine Prop. Helicopter Single Jet Multi-Jet Supersonic Jet Parachute \ Sail/Motor Boat Jetboat/Hydrofoil SE Boat SE Ship Submersibles Swimming Z SCUBA Streetfighting 3 Streetwise 4 Alien Languages Forgery Counterfeit Gambling Merchant Administation Scout

This adventure uses a revised mining table which may be used elsewhere. Should a StarMaster decide to use this table in other adventures, use it with extreme care. It has been designed specifically for the Martigan system and could unbalance a universe.

REVISED MINING TABLE

This table comes into play only on a roll of 01 on the standard Space Opera mining table. When this occurs, roll again on the table below:

| 1d100 Roll | Type Silver PK Crystals Dureum Artifact | Amount | Concentration |
|------------|---|-------------------|---------------|
| 01-50 | | d100kg x dia/d100 | d20kg/tonne |
| 51-80 | | dia/d100 | d10/tonne |
| 81-95 | | d100g x dia/d100 | d100g/tonne |
| 96-(1)00 | | 1 (intact) | 1 |
| 96-(1)00 | Artifact | 1 (intact) | 1 |

Value in CR of Finds

| Silver | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------|--|-----|--|--|--|--|----|---|--|--|---|---|---|---|----|---|----|---|----|---|----|-----|------|-----|
| PK Crystals | | | | | | | | , | | | | ٠ | 1 | 0 | ٥, | Ю | 0, | d | 10 | Ю | /(| ٥ry | y S1 | tal |
| Dureum | | . • | | | | | ٠. | | | | ٠ | | | | | , | | | | | 5 | 60 | 00 | ı/g |
| Artifact | | | | | | | , | | | | | | | | | | | | | | | | | . ? |

Normal mining rules prevail at all times, this table is meant solely as an addition to the mining rules for this adventure.

ENCYCLOPEDIA INFORMATION

Dureum: Originally discovered by the interstellar survey vessel 'Hopeful Outlook', Captain Trejiera commanding. Dureum was found in what remained of an asteroid belt after the nova of a type A3 star in Cygnus Sector which left the star a white dwarf.

Dureum is a form of allotropic silver. It is an extremely dense silvery-gray metal. Due to its rarity and high value, the most common use of dureum is in the plating of archaic melee weapons for specialized use. Such a dureum plated weapon will mass an additional 50%. The density of dureum makes it an excellent conductor, hence the chance of shearing from a lightsword is 10%, from a laser sword 5%. Skills required to dureum plate a weapon are:

Advanced Metallurgy 10
Nuclear Physics 6
Force Field Physics 6
Armourer Tech, Archaic Melee Weapons 10
(Specific Weapon Type) 10

Artificial production of dureum is beyond the current technological capability of any starculture known to the staff of this encyclopedia.

Plating armor with dureum adds 62.5kg to mass, making it effectively too heavy to use on anything short of assault PAPA armor., Skills required to dureum plate PAPA armor are:

Advanced Metallurgy 10
Nuclear Physics 7
Forcefield Physics 7
Armourer Tech, Armor 10
Armourer Tech, Power Armor 10
Mobile Infantry

Plated armor reduces maximum speed when using CG harness to 108 kph, cruise speed to 45 kph, and increases power consumption by two charges.

Plated armor is +3 protection, -2 to penetrating wound effects. Plated weapons add +2 to penetration and wound effects (but cannot be fitted with vibroblades). The cost of such armor is CR469,012,500. The cost for plating a weapon is equal to Cost of Heaviest Weapon is Basic Cost x (CR5000/g x 50% Weapon Mass in grams) x 1.5.

Expensive and rare. Such dureum plated weapons are so extremely rare that to find one for sale one would have to roll (1)00 on d100 twice consequetively when 'shopping. Should such a weapon be available, the type is determined randomly.

SLORTE

The Slorte is a previously unknown silicate lifeform inhabiting the asteroid belt of the Martigan system. It has the following characteristics:

Intelligence: Non-sentient, inquisitive. About the same as an archaic Terran canine.

Body Mass: 50kg to over 300kg, Largest found was 348kg (est.).

Estimated Armor Rating: Type 'D'.

Damage Capacity: As per Animal Class x 2 (see S.O., Vol. II, p.88). Physical Description: Amorphous, 'rocky' coloration, silvery flecked highlights.

Senses: Low order 'hearing' (surface vibrations), 'radio' to convey emotions such as hunger, etc., 'radio' also serves as 'radar' for sight. This 'radio' sense will be picked up as static by sensors.

Radiation Tolerance: 6 times human norm.

Movement: By pseudopodia extenso-contraction. Highest observed velocity 36kph/22.36 mph.

General Information: Nurishment is obtained by way of acid secretion, which breaks down rock for ingestion. It is thought that solar energy is absorbed through the silvery flecks. Waste is deposited as heaps of dust. Such waste heaps are devoid of all silicon compounds and have been known to engulf workers who walk into them; but no harm results for the workers.

Slorte reproduction methos and rate of reproduction are currently unknown. They are fairly rare with a 10% chance of meeting one every six hours in the asteroid belt. Their average population density is 14/1000m of asteroid diameter.

Warning: 'Radar' imaging is presumed to be fairly sophisticated, as they move to consume silicon rich materials most readily, even among identically shaped objects. Computers (and other StarShip parts) are highly edible for Slorte.

Silicate Lifeform Wounding and Damage

Chances to hit or penetrate are as explained in Space Opera.

| 1d20 Roll | Wound Category | Damage* |
|--------------------|--------------------------------|--------------------|
| 01-08 | Very Light | 1/4d6 (1) |
| 09-14 | Light | ½d6 (1-3) |
| 15-18 | Moderate | 1 + 1/3d6 (2-4) |
| 10-20 | Serious | 3 + ½d6 (4-6) |
| * This is % the da | amage indicated in Space Opera | Vol. II. np. 47-48 |

SAMPLE ARTIFACT

Description: Seamless grey metaloid case with dimensions 55cm by 42cm by 18cm. The mass is 6.5kg. The upper surface of the artifact has 102 'touch' pads (plates), each bearing a semi-obliterated symbol and/or color. Each corner has a 3.26cm cubical depression.

Note: Instead of this device, players might find 3.259cm cube(s). Such cubes would mass 0.1kg and would be grey metaloid, devoid of markings other than being scratched and pitted.

In the back of the device are three raised rings. The center ring is nearer to the top and is 8cm in diameter. The other two rings are located low and in opposite corners. They are 2cm in diameter.

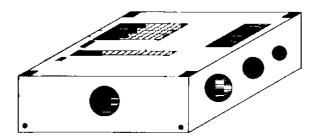
On either side of the artifact are three knobs of increasing size from front to back. They are 5cm, 7cm and 10cm in diameter respectively.

When found there should be several identical artifacts in the area which have been smashed by meteor impact or similar fate. There should also be a possible external optical power source. Players might conclude that the circular raised sections on the back of the case are to be connected to a power source. The left circle for power entry and the right circle for the exit of excess power.

Artifact Evaluation: The determination of what the artifact is and what it does is a complexity/16 problem in seven sciences. These sciences are:

| Science | | | | | | | | | | | S | ik | ill | L | е | vel |
|---------------------------|----|---|--|--|--|--|--|--|--|--|---|----|-----|-----|----|-----|
| Historical Science | | | | | | | | | | | | | | | | . 3 |
| Psych & Xwno Psychology. | | | | | | | | | | | | | | | | . 2 |
| Linguistics | | , | | | | | | | | | | | Pı | rir | na | iry |
| Comp. Cultures & Xenology | ٠. | | | | | | | | | | | | | | | . 2 |
| Advanced Metallurgy | | | | | | | | | | | | | | | | . 4 |
| Computer Engineering | | | | | | | | | | | | | | | | . 4 |
| Electronic Engineering | | | | | | | | | | | | | | | | . 4 |

Note that the last two listed sciences are required to assure proper handling and prevent damage to the artifact.



The results will vary in relation to the number of cubes found which can be fitted into the depressions at the corners of the artifact. The installation of such cubes must be apparent to the players before any results from their evaluation can be found. A power source will also have to be found.

| Cubes Installed | Results |
|-----------------|---|
| 0 | Monochrome random swirls are projected from the central ring in the rear of the artifact. The swirls are on the near edge of infra-red. |
| 1 | Polychromatic random swirls are projected which range from infra-red to Ultra Violet midranges. |
| 2 | Monochrome controllable patterns are projected in yellows and greens. |
| 3 . | Polychromatic controllable patterns are projected in any colors from infra-red to Ultra Violet midranges. |
| 4 | Reading and writing instructions are projected in three dimensions from the central ring in the rear of the artifact. It is a mechanical 'teacher.' |

ADDITIONAL SCENARIO IDEAS

1. HUNTING PARTY: Off-planet playboy or dignitary wants to gather some heads for his trophy room. Or, a zoo has commissioned your party to capture a live breeding pair of some animal species (SMs discretion; see encounter tables). The playboy/dignitary will pay CR 500 per week and provide food and temporary accommodations. The xoo will pay up to CR 60,000 for each animal (dependent upon risk and animal condition) on delivery at Landfall and half of expenses.

Note that the encounter tables list only a few possibilities. Feel free to expand upon them, but be reasonable.

- 2. GUILTYI: You have been found guilty in the death of a sentient being. It was an accident, but your are sentenced anyway to six matches in the Arena of Justice. Each is to first critical wound, though your opponents may not be totally honorable (15% chance that your opponent will try to kill you in each match). The arena can simulate a variety of gravity and terrain conditions. Weapons (or lack thereof) are randomly determined as appropriate to the arena size and configuration for the match, Good Luck!
- 3. MAYDAY, MAYDAY: An aircraft went down on the planetary surface before radioing its position. A rescue mission is sent out. Run either or both groups, Or, use a spacecraft malfunction so the IPA sends out a search/rescue team.
- 4. SCIENTIFIC EXPEDITION: Explore the other planets of the Martigan System, (I-IV are easiest to try as more complete data on these planets is included with this scenario pack, but go shead and try VI-X.) Also try prospecting expeditions.

MARTIGAN BELT

| | UNDER | ACK | ENS | AIL | THINK- | -WE | - |
|-----|-------|-----|-----|-----|--------|-----|---|
| CRY | LS | | | | -SABO- | GE | |

This is the content of the static-garbled message received by the Janus Mining Company from one of their mining vessels in the Asteroid Belt. Your team of specialists has been assembled by all companies on Martigan III to determine what happened to the vessel and whether 'sabotage' was involved as the message seems to imply.

Included in this scenario are the full stats on the Martigan System with greatest detail on the planet Martigan III. The system map shows the location of the lost mining ship and of the IPA bases in the Asteroid Belt. Provisions exist for adventures on Martigan III, exploring other planets of the system, determining what went on with the lost ship, and mining the asteroids. Additional suggestions for other scenarios are included for use within the Martigan System.

MARTIGAN BELT is intended for use with SPACE OPERA. Note that this is not a game, but a StarMaster's Aid for use with the SPACE OPERA game system.