## SPFICE OPERA

## MARTCAN



## AN ADVENTURE IN THE ASTEROIDS

Stephen Kingsley


Fantasy Games Unlimited, Inc.

## Scanned By:



## MARTICAN BELT

Stephen D. Kingsley


Fantasy lames Ülimited, Ine


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## EDITORIAL INTRODUCTION

Players should note that the various scenarlos produced for use with Spece 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 scenarlo 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 StarMaster'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 vielded the resplts shown below:

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 servicas. Astronauts and Techs come from Icarus to crew a StarShip miner and provide transport. A geological specialist has been assigned by Promethpus to provide mineral focation expertise.

The team gathers at Janus for final briefings and to be equlpped. 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 safekeeping 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 $\mathbf{1 0 \%}$, 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 mede up of exceptional human NPCs. To make thls task somewhat easler, 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 StarShip components scattered fairly evenly throughout the belt. It should also be noted that the materials for StarShip construction are mined in the asterold 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 ls 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 ssteroid 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.

## MARTIGAN I:

Planetary Diameter . . . . . . . . . . . . . . . . . . . . . . . . 11,270 km
Natural Satellites . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 0
Surface Gravity . . . . . . . . . . . . . . . . . . . . . . . . . . . . 0.875 G
Length of Day. . . . . . . . . . . . . . . . . . . . . . . 42 Standard Hours
Length of Year . . . . . . . . . . . . . . . . . . . . 233.7 Standard Days
Temperature Range. . . . . . . . . . . . . . . . . . . . . $518^{\circ} \mathrm{c}$ to $\mathbf{1 4 3 0}^{\circ} \mathrm{c}$
Type 15 world with traces of atmosphere.
Hydrosphere . . . . . . . . . . . . . . . . . . . . . . . . . . . . . Negligible
Vutcanism . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .Severe
MARTIGAN II:
Planetary Diameter . . . . . . . . . . . . . . . . . . . . . . . . $14,480 \mathrm{~km}$
Natural Satellites . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1
Satellite Diameter . . . . . . . . . . . . . . . . . . . . . . . . . 318.78 km
Satellite Surface Gravity . . . . . . . . . . . . . . . . . . . . . . 0.0238 G
Planetary Surface Gravity . . . . . . . . . . . . . . . . . . . . . . 0.787 G
Moon's Orbital Period . . . . . . . . . . . . . . . .7,292 Standard Hours
Planetary Day . . . . . . . . . . . . . . . . . . . . . . . 41 Standard Hours
Planetary Year. . . . . . . 817.96 Standard Days ( 478.8 planetary days)
Surface Temperature . . . . . . . . . . . . . . . . . . , $313.9^{\circ} \mathrm{c}$ to $54.7^{\circ} \mathrm{c}$
Type 15 world with thin atmosphere.
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
Satellite 3 Orbital Period. . . . . . . . . . . . . . .81.15 Standard Hours
Planetary Day . . . . . . . . . . . . . . . . . . . . . . . 24 Standard Hours
Planetary Year. . . . . . . . . . . . . 1168.5 Standard or Planetary Days
Planetary Surface Gravity . . . . . . . . . . . . . . . . . . . . . 0.8998 G
Surface Temperature . . . . . . . . . . . . . . . . . . . . $37^{\circ} \mathrm{c}$ to $-14.5^{\circ} \mathrm{c}$
Type 1 Terran Steppe Planet with Terran Atmosphere.
Hydrographic Rating
$40 \%$

## MARTIGAN SYSTEM SCHEMATIC (distances not to scale)

- IX



## 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: Civitian and Militay weapons, riot control equipment and devices for surveilance (or counter-surveilance). 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 Ifl from the files of various govern. ment agencies are included in Martigan Belt.


MARTIGAN V:
No longer extant - now the Asteroid Belt,
Average Temperatures . . . . . . . . . . $14.6^{\circ} \mathrm{C}$ (noon) to $-270^{\circ} \mathrm{c}$ (night)

## MARTIGAN VI:

Planetary Diameter . . . . . . . . . . . . . . . . . . . . . . . . 61,180 km
Surface Gravity . . . . . . . . . . . . . . . . . . . . . . . . . . . 2.3745 G
Surface Temperature . . . . . . . . . . . . . . . . . . . . $-17^{\circ} \mathrm{c}$ to $-22.1^{\circ} \mathrm{c}$
MARTIGAN VII:
Planetary Diameter . . . . . . . . . . . . . . . . . . . . . . . . 49,910 km
Surface Gravity . . . . . . . . . . . . . . . . . . . . . . . . . . . . .1.55 G
Surface Temperature . . . . . . . . . . . . . . . . . $-157.5^{\circ} \mathrm{c}$ to $-176.0^{\circ} \mathrm{c}$
MARTIGAN VIII:
Planetary Diameter . . . . . . . . . . . . . . . . . . . . . . . . 43.470 km
Surface Gravity . . . . . . . . . . . . . . . . . . . . . . . . . . . . .2.70 G
Surface Temperature . . . . . . . . . . . . . . . . . -185.8 ${ }^{\circ} \mathrm{C}$ to $-191.0^{\circ} \mathrm{C}$
MARTIGAN IX:
Planetary Diameter . . . . . . . . . . . . . . . . . . . . . . . . 40,250 km
Surface Gravity . . . . . . . . . . . . . . . . . . . . . . . . . . . . .2.50 G
Surface Temperature . . . . . . . . . . . . . . . . .-208.150 C to $-218.5^{\circ} \mathrm{C}$
MARTIGAN X:
Planetary Diameter . . . . . . . . . . . . . . . . . . . . . . . . . 3,200 km
Surface Gravity . . . . . . . . . . . . . . . . . . . . . . . . . . . .0.323 G
Surface Temperature . . . . . . . . . . . . . . . . . $216.2^{\circ} \mathrm{c}$ to $-272.0^{\circ} \mathrm{c}$

| Planet | distance between planets of The martigan system (Present in LS) |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Planet I | Planetll | Planet III | Planet IV | Planet V | Planet VI | Planet VII | Planet VIII | Planet IX | Planet X |
| I | - | 529.1 | 2072.0 | 2636.6 | 3561 | 7993.6 | 15,316 | 28,578 | 57,985 | 115,020 |
| 11 | 529.1 | - | 2439.1 | 3154.3 | 3115.9 | 7874.4 | 15,839 | 28,454 | 58,514 | 115,090 |
| 111 | 2072.0 | 2439.1 | - | 2524.4 | 2670.8 | 6948.0 | 13,848 | 30,463 | 56,733 | 113,250 |
| IV | 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 |
| VI | 7993.6 | 7874.4 | 6948.0 | 9482.4 | 3561.1 | - | 17,873 | 35,800 | 60,524 | 107,670 |
| VII | 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 |
| IX | 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 | - |



UNITED FEDERATION OF PLANETS
DEPARTMENT OF INTERSTELLAR SURVEY

## SURVEY EVALUATION, PLANET_Martigan III

| STAR SYSTEM DESIGNATION | Martigan | BEARING FROM MARKER STAR $10{ }^{\circ}$ |
| :---: | :---: | :---: |
| STELLAR PRIMARY TYPE A6 |  | DISTANCE FROM MARKER STAR 29.4 LY |
| STAR SYSTEM |  | VE |

PLANETARY TYPE $\quad 1$ - Terran Steppe

| ORBITAL DISTANCE 1 | 1483.7 | LS | PLANETARY DIAMETER 12,880 |
| :---: | :---: | :---: | :---: |
| LENGTH OF YEAR 1 | 1168.5 | days | SURFACE GRAVITY FIELD 0.8998 |
| LENGTH OF DAY | 24 | hours | HYDROSPHERIC RATING 40 |
| TEMPERATURE RANGE | $37{ }^{\circ} \mathrm{C}$ to $-14.5{ }^{\circ} \mathrm{C}$ |  |  |

ATMOSPHERIC TYPE Terran
COMMENTS ON ATMOSPHERE:

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 faility.


## Direction of Planetary Rotation>



Form 550/CS.6MV
UNITED FEDERATION OF PLANETS


## POLITICAL PARTIES \& SIGNIFICANT POLICIES

1. 
2. 
3. 
4. 
5. 

CURRENT POLITICAL SITUATION:
PARTY IN GOVERNMENT STABILITY $\qquad$ VOTE \%
PARTY/PARTIES OPPOSING VOTE \%

CURRENT FOREIGN ALLIANCES:
TRADE ALLIANCES:
MILITARY ALLIANCES:

## OTHER ALLIANCES:

PLANETARY TRADE \& COMMERCE:
INDUSTRIALIZATION INDEX _ Poor Agrielltural
AVERAGE INCOME CR 1500/year.....
TECHNOLOGY \& ANOMALIES __Indexed by Production Ability, use Tech Levels up to 9

MAJOR IMPORTS MAJOR EXPORTS

1 _Factory Equipment
2 Electronlc Parts
3 Machine Tools
4 Vehicles and Aircraft _-_ - -

## 1 Foodstuffs

2 Furs

4 Vehicles snd Aircraft ----- ---
IMPORT/EXPORT RESTRICTIONS \& DUTIES
20\% Import Duty
TRADE ACCEPTANCE INDEX _ $60 \%$
GENERAL COMMENTS: As a plenet basically run by a few major corporations, Martigan II has proven leery of any form of alliance that might allenate any potential trading partner. Docking feas at the planet's one star port are kept extremely low to encourage trade.

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MILITARY TECH INDEX 9
```

PLANETARY DEFENSE FORCES: $\qquad$ UNIT DESIGNATIONS \& COMBAT EFFECTIVENESS
COMBAT READINESS INDEX High
LOYALTY INDEX $\qquad$ Low $\qquad$
CORRUPTABILITY INDEX $\qquad$ ow

AEROSPACE FORCES:
COMBAT READINESS INDEX _ High
LOYALTY INDEX Low
$\qquad$
CORRUPTABILITY INDEX $\qquad$
PENETRATION INDEX $\qquad$

SPACE MARINES/ELITE ASSAULT TROOPS
COMBAT READINESS INDEX $\qquad$
LOYALTY INDEX $\qquad$
CORRUPTABILITY INDEX $\qquad$
PARAMILITARY/POLICE/RESERVES:
MILITIA COMBAT READINESS High
LOYALTY INDEX _Low CORRUPTABILITY INDEX Low
POLICE COMBAT READINESS _. High
LOYALTY INDEX $\qquad$
CORRUPTABILITY INDEX __ Low
COUNTER INTELLIGENCE EVALUATION:

REVOLUTIONARY POLITICAL ORGANIZATIONS:
$\qquad$ REVOLUTION INDEX $\qquad$ REVOLUTION INDEX $\qquad$
ILLEGAL BODIES REVOLUTION INDEX $\qquad$ REVOLUTION INDEX $\qquad$
COMMENTS:


## 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 $=0.89 \mathrm{G}$. Atmosphere standard pressure with $69 \% \mathrm{~N}$,
 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 ciass with a major corporation on Martigan III:
Armsmen. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .Xerxes Astronauts, Vehicle Techs, \& Engineers . . . . . . . . . . . . . . . Icarus Research Scientists . . . . . . . . . . . . . . . . . . Prometheus or Janus All Others . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . Janus

SAVINGS: $.005 \times$ Intelligence $\times$ Years of Service $\times$ 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:

Theft of Company Secrets
Industrial Espionage
Thef of Personal Property in excess of CR2000
Robbery (of bank or shop) War
Premeditated Killing of a Known Sentient Being
Feud
Rape
Skirmish
Etc.

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 tive from viewing stands. The price of admission to the Arena of Justice is CR 10 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 IH, 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. $2000 \mathrm{~m} \times 1000 \mathrm{~m}$ with clear space, level stadia, variable Gravity, fog generators for modern ranged weapons.
2. $1000 \mathrm{~m} \times 500 \mathrm{~m}$ 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. $100 \mathrm{~m} \times 100 \mathrm{~m} \times 20 \mathrm{~m}$ water filled (to 19 m ), 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 Encounters |  | Ocean Encounters |  |
| :--- | :--- | :--- | :--- |
| 1d100 Roll | Encounter | 1d100 Roll Result |  |
| $01-59$ |  | Harmless Plant | $01-60$ | Plant

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

## LAND ENCOUNTERS:

Roll 106 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. Harmiess 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' $(50 \mathrm{~kg}$ carrying capacity). Sap flows from the tentacles for digestion of such foods. Each tree has $\mathbf{1 0 - 2 0}$ tentacles and there are $1 / 2 . d 6$ trees in an area or grove. $100+6 d 6$ 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. $10 . \mathrm{d} 10$ 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 $1 / 2 \mathrm{~kg}$ in its center triggers rapidly unfolding 'petals' which jab into the leg of it sprey and rip downwards to hold the prey for digestion to occur. Damage: $5+1 \mathrm{~d} 6$. 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 veguely 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 $A A$. 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 simitar 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 0 . 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// 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, $2 \mathrm{Re}_{\theta}$ search and 2 Engineer Scientists, 4 Techs who are testing tangle guns and shock dart rifles.
2. 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 $8 \mathbf{k g} /$ tonne of ore. There are 2 tonnes of ore ready for shipment.
4-5. Unaffiliated Nomadic Clan: 30-80 people.
4. Frontier Family: Unafiliated. 1-6 persons in the family. Determine acceptance by Empathy CR. Nomads DM +4 , Family $\mathrm{DM}+2$. Failure indicates that the encountered persons are likely to chase you off. Passing this CR by more then 4 indicates that aid will actively be given.

5. Stobor: A usually innocuous rodent-like animal of class N. Stobor have a seasonal bloodlust/migration urge. Thay attack with incissors as Animal $/ \mathrm{H}$. 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).

6. 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 $1 \mathrm{~d} 6+3$ animals make the grohog somewhat dangerous. It has average speed.

7. 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.

8. Terrat: This animal is descended from Terran rodents which were present on early Terran spacecraft. It is a rodent of animal class $\mathbf{O}$. 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 iliness occur, it will become apparent $1 \mathrm{~d} 6+$ 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 10 d 10 in an area.
9. Ragan: An amphibious animal of class J. Natural weapon is a beaverlike '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 animat of class I . It attacks as Animal/D.


2. Pradin: A feline stalker of animat 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 20 m 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 stalker 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 anjmal class AA. The devod has ten 'arms' of $10-20 \mathrm{~m}$ 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.




CHARACTER RECORD SHEET


## 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
Jump Belt
ContraGrav
Airborne

AirCav
Combat Copter Combat Driver (All)
Armored Forces
Combat Pilot
Alien Environ.
Arctic Survival
Desert Survival
Jungle Survival
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 1
Arch. Dir. Fire II 2
Arch. Dir. Fire III 2
Shotguns 2
Handguns 2
Sport Rifles 2
Mil. Small Arms 2
MGs 2
Recoiless 9
Gauss 9/3
Stat Arms 6
Lasers 1
Blasters 9/3
Fusion 1/3
Needlers 3
Stunners 2
Disruptors 2
APROBDIF2

Flamers 2
Special Weapons 5/3
Grenades, etc. 2
Rocket Launchers 3
Daggers 9
Swords 7
Foils 3
Sabres 3
Katana 9
Battle Ax 3
Spears/Bayonet 3
LaserSword 12
Vibroblade 9
Coagulator 3
Unarmed Combat 10

## Astronaut

EVA
Advanced EVA
StarShip Tech.
Orbital Pilot
Combat Orbital Pilot
Interplanetary Pilot
FTL Pilot
Astrogator
StarShip Battle
Space Armament 2
Techs
Ground Vehicies
Aircraft
Marine Craft
Mil. Ground Vehicles
Mil. Aircraft
Mil. Marine Craft
StarShip Machinery
Alien Environ. Vehicles
Gen. Mech. Equipment
Elect. Systems I
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
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 Wpns. 10
Firearms 8
PML Tech. 0
Slugthrowers 10
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
Motorcycie
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

|  | Race HUMAN |
| :---: | :---: |
| Rank/Grade ENG. 4 . |  |
| Physique 17 | Carrying Cap. 65.6 KG. |
| Height 195 cm . | GTA 17 |
| Mass 96 KG . | Mecha 18 |
| Strength 13 | ElecA 18 |
| Constitution 11 | Damage Factor 34 |
| Agility 14 | Shock Resistance CR 12 |
| Dexterity 16 | Stamina Factor 72 |
| Intelligence 17 | Wind Factor 720 |
| Intuition 11 |  |
| Leadership 14 | $G-S T A N D A R D$ |
| Bravery 89 | A- MANAGED ATMOSPHERE |
| Empathy 16 |  |
| Psionics 07 | C-TERRAN OCEAN |

Sex MALE/43 YRS Pay CR 63750 SAVINGS Hand to Hand:
Unarmed -
Dagger
$\qquad$
Foil $\qquad$
Katana
Spear/Bayonet
Swords $\qquad$
Battle Axes
Sabre
Vibroblade, etc.
Coagulator
$\qquad$
LightSword $\qquad$

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
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 1
Jetboat/Hydrofoilt
SE Boat 1
SE Ship 1
Submersibles !
Swimming 2
SCUBA 1
Streetfighting
Streetwise 8
Alien Languages
Forgery
Counterfeit
Gambling
Merchant
Administation
Scout

CHARACTER RECORD SHEET
Name LOTHER STARMAN
Race HUMAN
Rank/Grade ASTRONAUT/5
Physique 13
Height 180 cm ,
Mass 93,5KG.
Strength 16
Constitution 12
Agility 13
Dexterity 14
Intelligence 16
Intuition 09
Bravery 16
Empathy 18
Psionics 20 (UNKNOWN)

## Carrying Cap. 67 KG . <br> GTA 11 <br> MechA 08 <br> ElecA 08



Sex MALE/23YRS.
RorCR 55,200 SAVINGS
Hand.to-Hand:
Unarmed $\qquad$
Dagger
Foil
Katana
Spear/Bayonet Swords $\qquad$
Battle Axes
Sabre
Vibroblade, etc.
Coagulator $\qquad$

EXPERTISE
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 8
Street Combat
Para. Assault
Jump Belt
ContraGrav
Airborne

AirCav
Combat Copter
Combat Driver
Armored Forces
Combat Pilot 10
Alien Environ. I
Arctic Survival
Desert Survival
Jungle Survival !
Marine Survival
Forest Survival I
Steppe Survival I
First Aid l
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. Firel
Arch. Dir. Fire II
Arch. Dir. Fire III
Shotguns
Handguns
Sport Rifles
Mil. Small Arms
MGs
Recoiless 2
Gauss
Stat Arms 1
Lasers
Blasters 2
Fusion 1
Needlers
Stunners
Disruptors
APROBDIF

Fiamers
Special Weapons 2
Grenades, etc.
Rocket Launchers
Daggers
Swords 1
Foils
Sabres
Katana :
Battle Ax
Spears/Bayonet
LaserSword 2
Vibroblade $Z$
Coagulator
Unarmed Combat 3
Astronaut
EVA 1
Advanced EVA 1
StarShip Tech.
Orbital Pilot 10
Combat Orbital Pilot 10
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. Systerns
Aircraft Elect. Systems
Com. Systems
Detection Systems
ECM

EVA Systems 1
StarShip Elec. I
Sub-Light Com
MiniComputer
Computer I-III
Computer IV.V I
Computer VI 1
Computer IX-X
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 1
Ground Transmission
StarShip Power 1
Beamed Power
Rocket Engines
Anti-Grav
Sub-Light 1
Hyper Drive 10 :
Hyper Drive 20
Hyper Drive 21+1
Jump Drive
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 Wprs.
StarShip Weapons
BattleScreens
Explosives
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 I
Hovercraft
Construction Unit 1
Single-Engine Prop. TO
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 1
Streetfighting 3
Streetwise 7
Alien Languages
Forgery Z
Counterfeit
Gambling
Merchant
Administation
Scout 1


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 extrame 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 Opers mining table. When this occurs, roll again on the table below:

| 1d100 Roll | Type | Amount | Concentration |
| :--- | :--- | :--- | :--- |
| $01-50$ | Silver | d100kg $\times$ dia $/ \mathrm{d} 100$ | d20kg/tonne |
| $51-80$ | PK Crystals | dia/di00 | d10/tonne |
| $81-95$ | Dureum | d100g $\times \mathrm{dia} / \mathrm{d} 100$ | $\mathrm{~d} 100 \mathrm{~g} /$ tonne |
| $96-(1) 00$ | Artifact | 1 (intact) | 1 |

## Value in CR of Finds

Silver . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1000/kg
PK Crystals . . . . . . . . . . . . . . . . . . . . . . 10,000.d100/Crystal
Dureum . 5000/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 Outloọk, 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 silverygray 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 excelient 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 62.5 kg 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 $\times$ (CR5000/g $\times 50 \%$ Weapon Mass in grams) $\times 1.5$.

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 rendomly.

## SLORTE

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

## istics:

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

Body Mass: 50kg to over $\mathbf{3 0 0 k g}$. Largest found was $\mathbf{3 4 8 k g}$ (est.).
Estimated Armor Rating: Type 'D',
Damage Capacity: As per Animal Class $\times 2$ (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 $36 \mathrm{kph} / 22.36 \mathrm{mph}$.
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 $14 / 1000 \mathrm{~m}$ 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 Lifoform Wounding and Damage

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

## 1 d 20 Roll

Wound Category
Damage*
01-08 Very Light 1/4d6 (1)
09-14 Light $1 / 2 \mathrm{~d} 6(1-3)$
15-18 Moderate $1+1 / 2 d 6$ (2-4)
10-20 Serious $3+1 / 2 d 6$ (4-6)

* This is $1 / 2$ the damage indicated in Space Opera, Vol. 11, pp. 47-48.


## SAMPLE ARTIFACT

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

Note: Instead of this device, players might find 3.259 cm cube(s). Such cubes would mass 0.1 kg 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 8 cm in diameter. The other two rings are located low and in opposite corners. They are $\mathbf{2 c m}$ in diameter.

On either side of the artifact are three knobs of increasing size from front to back. They are $5 \mathrm{~cm}, 7 \mathrm{~cm}$ and 10 cm 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

Skill Level
Historical Science . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 3
Psych \& Xwno Psychology. . . . . . . . . . . . . . . . . . . . . . . . . . 2
Linguistics . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . Primary
Comp. Cultures \& Xenology. . . . . . . . . . . . . . . . . . . . . . . . . 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

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.
Polychromatic random swirls are projected which range from infra-red to Ultra Violet midranges. Monochrome controllable patterns are projected in yellows and greens.
Polychromatic controllable patterns are projected in any colors from infra-red to Ultra Violet midranges. 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 accomodations. 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 tablas list only a few possibilities. Feel free to expand upon them, but be reasonable.
2. GUILTY1: 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 ahead and try $\mathrm{VI}-\mathrm{X}$.) Also try prospecting expeditions.

# MARTIGAN BELT 



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.

