SPACE OPERA
MARTIGAN BELT
AN ADVENTURE IN THE ASTEROIDS
Stephen Kingsley
MARTIGAN BELT

Stephen D. Kingsley

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PROCYON SUBSECTOR

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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 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. KIngley

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 --------ENS----AIL--------
--------- THINK--WE-------CRY-----LS----------
---------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.

Armstrong has 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 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-fan jet 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 share 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 StarShip components scattered fairly evenly throughout the belt. It should also be noted that the materials for StarShip 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 asteroid 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 Vessel 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 .................................................. 510°C to 143°C
Type 15 world with traces of atmosphere.
Hydrosphere ....................................................... Negligible
Vulcanism ........................................................... Severe

MARTIGAN II:
Planetary Diameter .................................................. 14,480 km
Natural Satellites ..................................................... 1
Satellite Diameter .................................................... 318.78 km
Satellite Surface Gravity ............................................ 0.0238 G
Martigan Surface Gravity ........................................... 0.787 G
Moon's Orbital Period ............................................. 7,292 Standard Hours
Martigan Day ....................................................... 41 Standard Hours
Martigan Year ....................................................... 817.86 Standard Days (478.6 planetary days)
Surface Temperature ................................................ 313.89°C to 84.3°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 2 Orbital Period .......................................... 16.23 Standard Hours
Satellite 2 Diameter ................................................... 540.96 km
Satellite 2 Surface Gravity ........................................... 0.026 G
Satellite 3 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
Martigan Day ....................................................... 24 Standard Hours
Martigan Year ....................................................... 1188.8 Standard or Planetary Days
Martigan Surface Gravity ........................................... 0.9598 G
Surface Temperature ................................................ 370°C to -145°C
Type 1 Terrain Steppe Planet with Terran Atmosphere.
Hydrographic Rating .................................................. 40%
MARTIGAN SYSTEM SCHEMATIC (distances not to scale)

- IX
- VII
- IV
- IP A
- VIII
- III
- II
- I
- X

Last known position of Janus Mining Vessel Number 3. This is 4848.2LS from Martigan III.
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 power-plants and petrochemicals. Prometheus Energy is currently doing research aimed at improving chemo-luminescence.

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 ........................................... 17,710 km
Natural Satellites ................................................ 0
Surface Gravity .................................................. 1.24 G
Length of Day ..................................................... 38 Standard Hours
Length of Year .................................................... 1886.62 Standard Days
Length of Year .................................................... 1180.81 Planetary Days
Temperature Range ................................................ -40°C to 30°C
Atmosphere ....................................................... Dense
Hydrographic Rating ................................................ 60%

MARTIGAN V:

No longer extant — now the Astroid Belt.
Average Temperatures ........................................... 14.6°C (noon) to -270°C (night)

MARTIGAN VI:

Planetary Diameter ........................................... 61,180 km
Surface Gravity .................................................. 2.3745 G
Surface Temperature ............................................ -17°C to -22.1°C

MARTIGAN VII:

Planetary Diameter ........................................... 49,910 km
Surface Gravity .................................................. 1.55 G
Surface Temperature ............................................ -157.5°C to -176.0°C

MARTIGAN VIII:

Planetary Diameter ........................................... 43,470 km
Surface Gravity .................................................. 2.70 G
Surface Temperature ............................................ -185.9°C to -191.0°C

MARTIGAN IX:

Planetary Diameter ........................................... 40,250 km
Surface Gravity .................................................. 2.50 G
Surface Temperature ............................................ -208.15°C to -218.5°C

MARTIGAN X:

Planetary Diameter ........................................... 3,200 km
Surface Gravity .................................................. 0.323 G
Surface Temperature ............................................ -218.2°C to -272.0°C

DISTANCE BETWEEN PLANETS OF THE MARTIGAN SYSTEM (Present in LS)

<table>
<thead>
<tr>
<th>Planet</th>
<th>Planet I</th>
<th>Planet II</th>
<th>Planet III</th>
<th>Planet IV</th>
<th>Planet V</th>
<th>Planet VI</th>
<th>Planet VII</th>
<th>Planet VIII</th>
<th>Planet IX</th>
<th>Planet X</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>529.1</td>
<td>2072.0</td>
<td>2636.6</td>
<td>3561</td>
<td>7953.6</td>
<td>15,316</td>
<td>28,578</td>
<td>57,885</td>
<td>119,020</td>
<td>7.418LS</td>
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<tr>
<td>II</td>
<td>529.1</td>
<td>2439.1</td>
<td>3154.3</td>
<td>3115.9</td>
<td>7874.4</td>
<td>15,839</td>
<td>28,454</td>
<td>56,514</td>
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<td>593.5LS</td>
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<tr>
<td>III</td>
<td>2072.0</td>
<td>2524.4</td>
<td>2670.8</td>
<td>1780.5</td>
<td>9482.4</td>
<td>13,848</td>
<td>30,463</td>
<td>56,733</td>
<td>113,250</td>
<td>1036.8LS</td>
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<tr>
<td>IV</td>
<td>2636.6</td>
<td>3154.3</td>
<td>2524.4</td>
<td>1780.5</td>
<td>9482.4</td>
<td>13,848</td>
<td>30,463</td>
<td>56,733</td>
<td>113,250</td>
<td>1483.7LS</td>
</tr>
<tr>
<td>V</td>
<td>3561</td>
<td>3115.9</td>
<td>2670.8</td>
<td>1780.5</td>
<td>9482.4</td>
<td>13,848</td>
<td>30,463</td>
<td>56,733</td>
<td>113,250</td>
<td>2374.0LS</td>
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<tr>
<td>VI</td>
<td>7953.6</td>
<td>7874.4</td>
<td>6948.0</td>
<td>9482.4</td>
<td>13,848</td>
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<td>56,733</td>
<td>113,250</td>
<td>110,393</td>
<td>4154.5LS</td>
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<tr>
<td>VII</td>
<td>15,316</td>
<td>13,948</td>
<td>13,948</td>
<td>10,833.2</td>
<td>17,873</td>
<td>37,122</td>
<td>42,978</td>
<td>111,639</td>
<td>114,574</td>
<td>7715.6LS</td>
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<tr>
<td>VIII</td>
<td>28,578</td>
<td>28,454</td>
<td>30,463</td>
<td>24,927.5</td>
<td>35,800</td>
<td>37,122</td>
<td>70,500</td>
<td>121,770</td>
<td>14,837.7LS</td>
<td></td>
</tr>
<tr>
<td>IX</td>
<td>57,885</td>
<td>56,614</td>
<td>56,733</td>
<td>55,402</td>
<td>53,416</td>
<td>50,242</td>
<td>42,978</td>
<td>143,400</td>
<td>121,770</td>
<td>29,082.0LS</td>
</tr>
<tr>
<td>X</td>
<td>115,020</td>
<td>115,090</td>
<td>113,250</td>
<td>110,393</td>
<td>107,870</td>
<td>111,630</td>
<td>143,400</td>
<td>121,770</td>
<td>114,574</td>
<td>57,570.5LS</td>
</tr>
</tbody>
</table>

Primary (MARTIGAN) Radius .................................. 2,225,664km

PLANETARY DISTANCES FROM PRIMARY (mean)

<table>
<thead>
<tr>
<th>Planet</th>
<th>Distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>178,050,000km</td>
</tr>
<tr>
<td>II</td>
<td>318,580,000km</td>
</tr>
<tr>
<td>III</td>
<td>445,110,000km</td>
</tr>
<tr>
<td>IV</td>
<td>712,200,000km</td>
</tr>
<tr>
<td>V</td>
<td>1,246,400,000km</td>
</tr>
<tr>
<td>VI</td>
<td>2,214,700,000km</td>
</tr>
<tr>
<td>VII</td>
<td>4,451,300,000km</td>
</tr>
<tr>
<td>VIII</td>
<td>8,724,600,000km</td>
</tr>
<tr>
<td>IX</td>
<td>17,271,000,000km</td>
</tr>
<tr>
<td>X</td>
<td>34,364,000,000km</td>
</tr>
</tbody>
</table>
UNITED FEDERATION OF PLANETS
DEPARTMENT OF INTERSTELLAR SURVEY

SURVEY EVALUATION, PLANET Martigan III

STAR SYSTEM DESIGNATION Martigan
STELLAR PRIMARY TYPE A6
PLANETS IN STAR SYSTEM 9

BEARING FROM MARKER STAR 10°
DISTANCE FROM MARKER STAR 29.4 LY
VERTICAL COORDINATE -64LY

PLANETARY TYPE I – Terran Steppe

ORBITAL DISTANCE 1483.7 LS
LENGTH OF YEAR 1168.5 days
LENGTH OF DAY 24 hours
TEMPERATURE RANGE 37°C to -14.5°C

PLANETARY DIAMETER 12,880 km
SURFACE GRAVITY FIELD 0.8998 G
HYDROSPHERIC RATING 40 %

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 facility.

Direction of Planetary Rotation

Each Hex is 1156.1 km.

Wooded
Rough
Mountainous

Ice Cap

Ice Cap
### United Federation of Planets
#### Contacts Service

**Sentient Race Report, Planet:** Martigan III  
**Technological Level:** 6–7

**Sentient Race Type:** Human  
**Social Organization:** Corporate

**Population Level:** 90,000  
**Societal Strength:** 7

**Population Density:** 1,500 km²  
**Xeno Acceptance Index:** 2%

### Major Cities

<table>
<thead>
<tr>
<th>Major City</th>
<th>Population</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Landfall</td>
<td>10,000</td>
</tr>
<tr>
<td>2. Xerxes</td>
<td>7,500</td>
</tr>
<tr>
<td>3. Prometheus</td>
<td>5,000</td>
</tr>
<tr>
<td>4. Venus</td>
<td>5,000</td>
</tr>
<tr>
<td>5. Icarus</td>
<td>3,600</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Starport Facilities</th>
<th>Docking Charges</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>2</td>
</tr>
<tr>
<td>2.</td>
<td>3</td>
</tr>
<tr>
<td>3.</td>
<td>4</td>
</tr>
<tr>
<td>4.</td>
<td>5</td>
</tr>
</tbody>
</table>

### Government:

**Type of Government:** Representative Democracy  
**Bureaucracy Level:**

**Support Index:** 30%  
**Repression Index:** 9%

**Loyalty Index:** 30%  
**Corruption Index:** 2%

**Law Level:** 4  
**Total Tax MCR:** 22.5

### Political Parties & Significant Policies

1.  
2.  
3.  
4.  
5.

**Current Political Situation:**

- **Party in Government:**  
- **Stability:**  
- **Vote %:**

- **Party/Parties Opposing:**  
- **Vote %:**

### Current Foreign Alliances:

**Trade Alliances:**

**Military Alliances:**

**Other Alliances:**

### Planetary Trade & Commerce:

**Industrialization Index:** Poor Agricultural  
**Average Income CR:** 1500/year

**Technology & Anomalies:** Indexed by Production Ability, use Tech Levels up to 9

### Major Imports

1. Factory Equipment  
2. Electronic Parts  
3. Machine Tools  
4. Vehicles and Aircraft  
5. Misc. Equipment

### Major Exports

1. Foodstuffs  
2. Furs  
3. Petrochemicals  
4. Metals  
5.

### Import/Export Restrictions & Duties

20% Import Duty

**Trade Acceptance Index:** 60%

### General Comments:

As a planet basically run by a few major corporations, Martigan III has proven leery of any form of alliance that might alienate any potential trading partner. Docking fees at the planet's one star port are kept extremely low to encourage trade.
UNITED FEDERATION OF PLANETS
BUREAU OF INTELLIGENCE

CLASSIFIED MILITARY INTELLIGENCE REPORT: PLANET Martigan III

MILITARY TECH INDEX 9
PLANETARY DEFENSE FORCES: UNIT DESIGNATIONS & COMBAT EFFECTIVENESS
COMBAT READINESS INDEX High
LOYALTY INDEX Low
CORRUPTABILITY INDEX Low

AEROSPACE FORCES:
COMBAT READINESS INDEX High
LOYALTY INDEX Low
CORRUPTABILITY INDEX Low
PENETRATION INDEX

SPACE MARINES/ELITE ASSAULT TROOPS
COMBAT READINESS INDEX
LOYALTY INDEX
CORRUPTABILITY INDEX

PARAMILITARY/POLICE/RESERVES:
MILITIA COMBAT READINESS High
LOYALTY INDEX Low
CORRUPTABILITY INDEX Low
POLICE COMBAT READINESS High
LOYALTY INDEX Low
CORRUPTABILITY INDEX Low

COUNTER INTELLIGENCE EVALUATION:

REVOLUTIONARY POLITICAL ORGANIZATIONS:
LEGAL BODIES
ILLEGAL BODIES

REVOLUTION INDEX

COMMENTS: No actual military forces per se, but employees of Xerxes mercenaries, security, etc.
Security Corp. hired out as guards,
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 = 0.69 G, Atmospheric standard pressure with 85% N₂, 23% O₂, 4% CO₂, 2% He, 1% H₂, 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 occurrence 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 PS 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 15, 51-75 will indicate a PC of 17, 76-90 will indicate a PC of 18 and 91-1100 will indicate a PC of 19 for Psionics. No result higher than 19 is allowed.

PHYSIQUE: Where a PC has a gravity modifier, use it only with regards to height. Do not modify physique 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:
- Armstren
- Xerenes Astronauts, Vehicle Techs, & Engineers
- Icarus Research Scientists
- Promethius or Janus
- All Others

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

Dueling 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
- Theft of Personal Property in excess of CR2000
- Robbery (of bank or shop)
- War
- Premeditated Killing of a Known Santient 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 Medieval Terran customs and allow the challenged party the choice of field size and type of 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 contests 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 contests are broadcast worldwide 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 (dual 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 x 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. 1000m x 100m x 20m water filled (to 10m), 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 III. 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.

<table>
<thead>
<tr>
<th>Land Encounters</th>
<th>Ocean Encounters</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d100 Roll</td>
<td>1d100 Roll</td>
</tr>
<tr>
<td>01-69</td>
<td>Harmless Plant</td>
</tr>
<tr>
<td>60</td>
<td>Roll Again</td>
</tr>
<tr>
<td>01-95</td>
<td>Harmless Plant</td>
</tr>
<tr>
<td>96-00</td>
<td>Active</td>
</tr>
<tr>
<td>81-85</td>
<td>Herbivore</td>
</tr>
<tr>
<td>86-99</td>
<td>Omnivore</td>
</tr>
<tr>
<td>91-00</td>
<td>Carnivore</td>
</tr>
</tbody>
</table>

On Land check once per hour. In open water check once per 3 hrs. when in a raft or small boat and every hour when 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 hallucinogen (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. Slingrap: Photo-tropic (rapid change in light) variation triggers this tree to ‘spring fire’ barbed tentacles (ranges as per hurlied axe, penetration -2 at P8, -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 ½d6 trees in an area or grove. 1d6+8d6 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. 10d6 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 ¾kg in its center triggers rapidly unfolding ‘petals’ which jab into the leg of its prey and rip downwards to hold the prey in 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 quadrupedal, bears live young, and is very slow moving.

2. Trape: Arboreal animal, class L, feeds on leaves. 1st 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 intermittent 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, especially when stampeding.

4. Odk: Intermittent 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. Skansar: 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.

8. 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 Armsman, 2 Research 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 8,000 kg/tonne of ore. There are 2 tonnes of ore ready for shipment.
   4-6. Unaffiliated Nomadic Clan: 30–80 people.
6. Frontier Family: Unaffiliated. 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. Passing this CR by more than 4 indicates that aid will actively be given.

2. Stobor: A usually innocuous rodent-like animal of class N. Stobors have a seasonal bloodlust/migration urge. They attack with incisors 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 D. 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 1d10 in an area.

6. Ragan: 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.
2. Adule: 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 ambush of animal class AA. The davod has ten 'arms' of 10-20m in length. Its attack is as Animal/B and it is slow moving. Only one davod will be encountered at a time.

4. Floed: 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 drug (DB). One floed will be encountered at a time.

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.
5. Pash: 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 Pash 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

Name: JAN MONTGOMERY
Rank/Grade: ARMSMAN
Physique: 19
Height: 195 cm
Mass: 110.86 Kg
Strength: 19
Constitution: 19
Agility: 17
Dexterity: 17
Intuition: 12
Leadership: 19
Bravery: 15
Empathy: 05
Psychics: 17

Race: HUMAN
Service: GTA 16, MechA 18, ElecA 17
Carrying Cap: 210.67 Kg
Damage Factor: 59
Stamina Factor: 193
Wind Factor: 193

Sex: MALE
Pay CR: 48,300

EXPERTISE
Science
- General Physics 3
- Mathematics 3
- Chemistry 3
- Geography
- Plantology
- Astronomy
- Nuclear
- Force Field
- Hyper-Dimension
- Temporal
- Metallurgy 3
- Gen. Biology
- Biochemistry
- Botany
- Xeno-Botany
- Zoology
- Ecology
- Xeno-Ecology
- General Social Sci.
- Linguistics
History
- Comparative Cult.
- Psychology
- Native Medicine
- Xeno-Medicine
- Medical Practice
- Medical Scientist
- Physician
- Elect. Eng.
- Computer Eng.
- Power Eng.
- Star/Drive Eng.
- Armament Eng.
- Armsman
Combat Training:
-io
- Street Combat
- Par. Assault
- Jump Belt
- ContraGrav
- Airborne

AirCar
Combat Copter
Combat Driver (All)
Armored Forces
Combat Pilot
Alien Environ.
Arctic Survival
Desert Survival
Jungle Survival
Marine Survival
Forest Survival
Space Survival
First Aid
Space Orient.
Space Combat
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Field Fort.
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Missile Art.
Hv. Energy Wpn.
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Arch. Dir. Fire II
Arch. Dir. Fire III
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Handguns 2
Sniper Rifles 2
Mil. Small Arms 2
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Gauss 9/3
Stat Arms 6
Lasers 1
Blasters 9/3
Fusion 12/3
Needlers 1
Stunners 1
Disruptors 2
APROBDIF 2
Flamers 2
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Swords 7
Fists 3
Sabres 3
Katana 9
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Vibroblade 9
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EVA
Advanced EVA 1
StarShip Tech.
Orbal Pilot
Orbital Pilot
Interplanetary Pilot
FTL Pilot
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Mil. Marine Craft
StarShip Machinery
Alien Environ.
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Gen. Mech. Equipment
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Vehicle Elect. Systems
Aircraft Elect. Systems
Com. Systems 1
Detection Systems
ECM
EVA Systems
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Sub-Light Com.
MiniComputer
Computer I-HI
Computer IV-V
Computer VI
Computer IX-X
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Mil. Program
Sci. Program
Cybernetic Brain
Cybernetic System
Alien Computers
Thermal Power
Portable Power
Vehicle Power
Nuclear Power
Anti-Matter
Ground Transmission
StarShip Power
Beamced 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 Wpn.
Modern Melee Wpn.
Firearms 8
PML Tech. 10
Slugthrowers 10
Lasers
Blasters 10
Fusion
Energy Small Arms 8

Artillery
- Heavy Missiles
- Heavy Energy Wpns.
- StarShip Weapons
- BattleScreens
- Explosives 8
- Bomb Disposal
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- Crime Analysis
- Forged Documents
- MedTech
- General Skills
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- Groundcar
- ATV, 4-wheeler
- ATV, tracked
- Single Body Truck
- Semi-Trailer Truck
- Hovercraft
- Construction Unit
- Single-Engine Prop.
- Multi-Engine Prop.
- Helicopter
- Single Jet
- Multi-Jet
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| **Rank/Grade**: ENGL/4   |
| **Service**:             |
| **Physique**: 17         |
| **Height**: 192 cm.      |
| **Mass**: 96 Kg.         |
| **Strength**: 13         |
| **Constitution**: 11     |
| **Agility**: 14          |
| **Dexterity**: 16        |
| **Intelligence**: 17     |
| **Intuition**: 11        |
| **Leadership**: 14       |
| **Bravery**: 09          |
| **Empathy**: 16          |
| **Psionics**: 07         |
| **Carrying Cap**: 65.6 Kg.|
| **GTA**: 17              |
| **MechA**: 16            |
| **ElecA**: 16            |
| **Damage Factor**: 34    |
| **Shock Resistance CR**: 12|
| **Stamina Factor**: 72   |
| **Wind Factor**: 720     |

| **G - STANDARD**         |
|                          |
| **A - MANAGED ATMOSPHERE**|
|                          |
| **C - TERRAN OCEAN**      |

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<td>ATV, tracked 3</td>
</tr>
<tr>
<td>Single Body Truck 3</td>
</tr>
<tr>
<td>Semi-Trailer Truck 3</td>
</tr>
<tr>
<td>Hovercraft 3</td>
</tr>
<tr>
<td>Construction Unit 3</td>
</tr>
<tr>
<td>Single-Engine Prop. 3</td>
</tr>
<tr>
<td>Multi-Engine Prop. 3</td>
</tr>
<tr>
<td>Helicopter 3</td>
</tr>
<tr>
<td>Single Jet 3</td>
</tr>
<tr>
<td>Multi-Jet 3</td>
</tr>
<tr>
<td>Supersonic Jet 3</td>
</tr>
<tr>
<td>Parachute 3</td>
</tr>
<tr>
<td>Sail/Motor Boat 3</td>
</tr>
<tr>
<td>Jetboat/Hydrofoil 3</td>
</tr>
<tr>
<td>SE Boat 3</td>
</tr>
<tr>
<td>SE Ship 3</td>
</tr>
<tr>
<td>Submersibles 3</td>
</tr>
<tr>
<td>Swimming 3</td>
</tr>
<tr>
<td>SCUBA 3</td>
</tr>
<tr>
<td>Streetfighting 3</td>
</tr>
<tr>
<td>Streetwise 3</td>
</tr>
<tr>
<td>Alien Languages 3</td>
</tr>
<tr>
<td>Forgery 3</td>
</tr>
<tr>
<td>Counterfeit 3</td>
</tr>
<tr>
<td>Gambling 3</td>
</tr>
<tr>
<td>Merchant 3</td>
</tr>
<tr>
<td>Administration 3</td>
</tr>
<tr>
<td>Scout 3</td>
</tr>
</tbody>
</table>
**CHARACTER RECORD SHEET**

**Name**: LUTHER STAFFAN

**Race**: HUMAN

**Sex**: MALE / 23 YRS.

**Rank/Grade**: ASTRONAUT/S

**Physique**: 15

**Height**: 180 cm.

**Mass**: 93.5 kg.

**Strength**: 10

**Constitution**: 12

**Agility**: 14

**Dexterity**: 16

**Intelligence**: 18

**Charisma**: 12

**Bravery**: 16

**Empathy**: 16

**Psionics**: 22 (UNKNOWN)

**Expertise**

<table>
<thead>
<tr>
<th>Science</th>
<th>General Physics</th>
<th>Mathematics 5</th>
<th>Mathematics 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chemistry</td>
<td>Geography</td>
<td>Planetology</td>
<td>Astronomy 5</td>
</tr>
<tr>
<td>Nuclear</td>
<td>Force Field</td>
<td>Hyper-Dimension</td>
<td>Temporal</td>
</tr>
<tr>
<td>Metallurgy</td>
<td>Gen. Biology</td>
<td>Biochemistry</td>
<td>Botany</td>
</tr>
<tr>
<td>Xeno-Botany</td>
<td>Zoology</td>
<td>Ecology</td>
<td>Xeno-Ecology</td>
</tr>
<tr>
<td>General Social Sci.</td>
<td>Linguistics</td>
<td>History</td>
<td>Comparative Cult.</td>
</tr>
<tr>
<td>Psychology</td>
<td>Native Medicine</td>
<td>Xeno-Medicine</td>
<td>Medical Practice</td>
</tr>
<tr>
<td>Armament</td>
<td>Combat Training</td>
<td>Street Combat</td>
<td>Para. Assault</td>
</tr>
<tr>
<td>Jump Belt</td>
<td>ContraGrav</td>
<td>Airborne</td>
<td>AirCav</td>
</tr>
</tbody>
</table>

**Skills**

- AirCav
- Combat Copter
- Combat Driver
- Armored Forces
- Combat Pilot 10
- Allen Environ, 1
- Arctic Survival, 1
- Desert Survival, 1
- Jungle Survival, 1
- Marine Survival, 1
- Forest Survival, 1
- Steppe Survival, 1
- First Aid, 1
- Space Orient, 1
- Space Combat, 1
- Mobile Inf., Field Fort.
- Military Const.
- Bomb Disposal
- Demolitions
- Space Engineers
- Projectile Art.
- Missile Art.
- Hv. Energy, 1
- Arch. Dir. Fire, 1
- Arch. Dir. Fire II
- Arch. Dir. Fire III
- Shotguns
- Handguns
- Sport Rifles
- Mil. Small Arms
- MGs
- Recoilless, 2
- Gauss
- Stat Arms, 1
- Lasers
- Railgun
- Slug, Fusion
- Lasers
- Blasters
- Neudlers
- Disruptors
- APROBDFI

**Furniture**

- EVA Systems 1
- StarShip Elec. 1
- Sub-Light Com., MiniComputer
- Computer I-111, 1
- Computer IV-V, 1
- Computer VI, 1
- 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 1
- Ground Transmission
- StarShip Power 1
- BeamPower
- Rocket Engines
- Anti-Grav
- Sub-Light, 1
- Hyper Drive 10, 1
- Hyper Drive 20, 1
- Hyper Drive 21+1
- Jump Drive
- Alien Drive
- Armour Tech., Power Armour
- Archaic Melee Wpons.
- Modern Melee Wpons.
- Firearms
- PML Tech.
- Slugthrowers
- Lasers
- Blasters
- Fusion
- Energy Small Arms

**Hand to Hand**

- Artillery
- Heavy Missiles
- Heavy Energy Wpons.
- 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-Trailor Truck
- Hovercraft
- Construction Unit, 1
- Single-Engine Prop, 1
- Multi-Engine Prop, 1
- Helicopter
- Single Jet 10
- Multi-Jet, 10
- Supersonic Jet, 1
- Parachute
- Sail/Motor Boat
- Jetboat/Hydrofoil
- SE Boat
- SE Ship
- Submersibles
- Swimming, 2
- SCUBA, 1
- Streetwise, 3
- Alian Languages
- Forgery, 2
- Counterfeit
- Gambling
- Merchant
- Administration
- Scout
CHARACTER RECORD SHEET

Name: JANET ROSS
Race: HUMAN
Sex: FEMALE

Rank/Grade: RESEARCH SCIENTIST/12
Service: Bay CR 78,375 SAVINGS

Physique 67
Height 160 cm.
Mass 54 KG.
Strength 16
Constitution 13
Agility 14
Dexterity 13
Intelligence 19
Intuition 07
Leadership 19
Bravery 17
Empathy 09
Psionics 10

Carrying Cap: 50.4 KG
GTA 16
MechA 11
EleCA 14
Damage Factor 40
Shock Resistance CR 14
Stamina Factor 87
Wind Factor 87

A- STANDARD
G-1.9-2.5 G.

C- TERRAN TUNDRA

EXPERTISE

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

AirCav
Combat Copter
Combat Driver
armed Forces
Combat Pilot
Alien Environ.
Arctic Survival 10
Desert Survival
Jungle Survival
Marine Survival
Forest Survival
Stepp 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
Recoilless
Gauss
Stat Arms
Lasers
Blasters
Fusion
Needlers
Stunners
Disruptors
APPROBIF

Flamers
Special Weapons
Grenades, etc.
Rocket Launchers
Daggars
Swords
Foils
Sabres
Katana
Ships/Bayonet
LaserSword
Vibroblade
Coagulator
Unarmed Combat
Atronaut
EVA
Advanced EVA
StarShip Tech.
Orbital Pilot
Combat Orbital Pilot
Interplanetary Pilot
FTL Pilot
Astrogator
StarShip Battle
Space Armament
Tanks
Ground Vehicles
Aircraft
Marine Craft
Mil. Ground Vehicles
Mil. Aircraft
Mil. Marine Craft
StarShip Machinery
Alien Environ. Vehicls
Gen. Mech. Equipment
Elect. Systems
Vehicle Elect. Systems
Aircraft Elect. Systems
Comp. Systems
Detection Systems
EDM

EVA Systems
StarShip Elec.
Sub-Light Com.
MiniComputer
Computer I-111
Computer IV-V
Computer VI
Computer IX-X
Civil. 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
BeamBade Power
Rocket Engines
Anti-Grav
Sub-Light
Hyper 10
Hyper 20
Hyper 21+
Jump Drive
Alien Drives
Armour Tech.
Power Armor
Archaic Melee Wpons.
Modern Melee Wpons.
Firearms
PML Tech.
Slagthrowers
Lasers
Blasters
Fusion
Energy Small Arms

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

<table>
<thead>
<tr>
<th>1d100 Roll</th>
<th>Type</th>
<th>Amount</th>
<th>Concentration</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–100</td>
<td>Silver</td>
<td>d100kg x d100</td>
<td>1kg/tonne</td>
</tr>
<tr>
<td>01–60</td>
<td>PK Crystals</td>
<td>dia/d100</td>
<td>10kg/tonne</td>
</tr>
<tr>
<td>61–80</td>
<td>Dureum</td>
<td>d100x q x d100</td>
<td>100kg/tonne</td>
</tr>
<tr>
<td>81–100</td>
<td>Artifact</td>
<td>1 (intact)</td>
<td>1</td>
</tr>
</tbody>
</table>

**Value in CR of Finds**

<table>
<thead>
<tr>
<th>Material</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Silver</td>
<td>1000/kg</td>
</tr>
<tr>
<td>PK Crystals</td>
<td>10,000/d100/Crystal</td>
</tr>
<tr>
<td>Dureum</td>
<td>6000/g</td>
</tr>
<tr>
<td>Artifact</td>
<td>?</td>
</tr>
</tbody>
</table>

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 Trejara 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 archeaic 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
- Force Field 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 vibrolades). The cost of such armor is CR498,012,500. The cost for plate a weapon is equal to Cost of Heaviest Weapon + Basic Cost x MCS5000 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 (1100 on d100 twice consecutively when shopping). Should such a weapon be available, the type is determined randomly.

**SLOTRE**

The Slotre 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 archeaic Terran canine.

**Body Mass:** 50kg to over 3000kg. 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:** 8 times human norm.

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

**General Information:** Nourishment 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.

**Eggs** are produced in clutches of 100 eggs. Each egg measures 10cm x 10cm x 10cm. The young hatch after 30 days.

**Silicate Lifeform Wounding and Damage**

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

<table>
<thead>
<tr>
<th>1d20 Roll</th>
<th>Wound Category</th>
<th>Damage*</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–08</td>
<td>Very Light</td>
<td>1/4d(11)</td>
</tr>
<tr>
<td>09–14</td>
<td>Light</td>
<td>1/4d(1)</td>
</tr>
<tr>
<td>15–18</td>
<td>Moderate</td>
<td>1 + 1/4d(2–4)</td>
</tr>
<tr>
<td>19–20</td>
<td>Serious</td>
<td>3 + 1/4d(4–8)</td>
</tr>
</tbody>
</table>

*This is % the damage indicated in Space Opera, Vol. II, pp. 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-obiterated symbol and/or color. Each corner has a 3.2cm cubical depression.

**Note:** Instead of this device, players might find 3,250cm cube(s). Such cubes would mass 0.1kg and 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 larger than the two side rings, which are located directly opposite corners of the cube. The side 2cm in diameter. The other two rings are located lateral 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 (Skill Level 3)
- Historical Science
- Psych & Xwno Psychology
- Linguistics (Primary 2)
- Comp. Cultures & Xeno
- Advanced Metallurgy
- Computer Engineering
- Electronic Engineering

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.

<table>
<thead>
<tr>
<th>Cubes Installed</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>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.</td>
</tr>
<tr>
<td>1</td>
<td>Polychromatic random swirls are projected which range from infra-red to Ultra Violet midranges.</td>
</tr>
<tr>
<td>2</td>
<td>Monochrome controllable patterns are projected in yellows and greens.</td>
</tr>
<tr>
<td>3</td>
<td>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 &quot;teacher.&quot;</td>
</tr>
</tbody>
</table>

**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 zoo will pay up to CR 80,000 for each animal (dependent upon risk and animal condition) on delivery at Lendfall and half of expenses.

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

2. **GUILTY!** 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. (1-4W are easiest to try as more complete data on these planets is included with this scenario pack, but go ahead and try VI-X.) Also try prospecting expeditions.
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.