

Unknown

Pan Galactic Corporation commissioned the Aurora to seek new planets and asteroids for colonization and mining. The current crew departed over one year ago. Recently, PGC received a distress signal from the PGCS Aurora. The group has been hired to investigate the Aurora with a PGC Scientific & Security team. All information is to be recovered and under no circumstances, is any of the ship or scientific crews to leave the ship – deadly force is authorized.

*Location...5 Lightyears south of Theseus
System...unknown Binary System*

[The crews of the PGCS Aurora came across a derelict spacecraft of unknown origin and investigated it. During the course of the investigation, one of the crew members Kirk Cooker was attacked by a crab like organism. The organism remained attached to Kirk for 2 days and then just fell off. Kirk appeared to be fine but, during the medical screening, 5 worm-like creatures busted through his chest. One creature was killed during the process but one creature was captured. Unfortunately, 3 of the creatures escaped into the ventilation shaft.

Two days later, one of the crew members was reported missing, Nurse Flagurse. During a room by room search, the aliens were discovered in the Probe Room with Falgurse's remains. A fight broke out in the Probe Room and Engineering Room which resulted in 5 deaths <including the Chief Engineer>.

The next day, the decision was made to send the robots (6) with remaining crewmen (6) to retake the Engineering Deck. Armed with laser rifles and stunners, the team went in. The two rooms were coated in some kind of chitin material and the power was down in the hall except for emergency lighting. Within minutes, the team was attacked by three Aliens from 2 directions. 2 Aliens leapt from the Probe Room. One was taken down immediately but, when it was shot, it's blood sprayed everywhere – damaging 2 of the Maintenance robots. The other Alien leapt on one crewman and a second before it was killed. It's blood sprayed injuring one crewman and destroying 1 Maintenance robot. Another Alien was near the door to Engineering. It pounced on 1 crewman, killing him, and then bit a second crewman. The Security robot stepped up and blew the Alien away, destroying itself in the process. The team then withdrew leaving the Maintenance robot behind for surveillance.

The Science Crew wished to study the Aliens but, Captain Chaarg felt the situation was too dangerous. The point was made that there was only 3 Aliens. They were all destroyed. The robots went to the Engineering deck and begin clearing the wreckage.

Two days after the fight on the Engineering Deck, the robots were clearing the area when communication was lost with the robots. LT Hurt and 4 Scientists went to Engineering to discover the problem. When they stepped from the elevator, they found the wreckage of the Heavy Duty robot and another Alien. Within minutes, the team was beset by 4 more Aliens. One Scientist left in the elevator but, the remaining team was killed. (LT Hurt killed 1 Alien before he died)

Captain Chaarg decided that it was time to leave. The Aliens could replicate themselves and he did not know how many were now on the Engineering Deck. The remaining 11 personnel were to use the lifeboat and leave. (During the ejection, one Alien charged into the lifeboat with seconds before launch. Captain Chaarg knew this Alien could not be allowed to return to the Frontier. He pulled out a grenade and detonated it, destroying the lifeboat and all the crews)]

There are 7 warriors on the PGCS Aurora now.

Crew Deck – 1 in Storeroom, 1 in the Cargo Hold

Passenger Deck – 1 in the Latrine, 1 in the Mess Hall

Engineering Deck – 1 in the hall, 1 in the Probe room, 1 in Engineering

Ships Crews

Zu Brum Chaarg (Captain, Y/M STA: 35 RS: 50 PS: 2 IM: 5 Skills: Pilot 5, Beam 3)

Charles Hurt (Lieutenant, H/M STA: 45 RS: 45 PS: 3 IM: 5 Skills: Pilot 4, Beam 2)

Har Palbor (Chief Engineer, D/F STA: 50 RS: 40 PS: 3 IM: 4 Skills: Eng 4, Melee 2)

PGC Vraz Sceintist Mristix Chet (Chief Scientist V/M STA: 40 RS: 50 PS: 2 IM: 5 Skills: Enviro. 6, Med 2)

Tiffany McClure (DCS H/F STA: 45 RS: 45 PS: 3 IM: 5 Skills: Enviro 4, Psycho-Social 3)

PGCS Aurora (Scientific Research Vessel)

Constructed in the Theseus shipyards (3,073,850 credits)

HS: 7
HP: 40^
DCR: 41
ADF: 3
MR: 2^
Length: 150 meters
Diameter: 25 meters
of Hatches: 2
of Engines: 2 Atomic B
Fuel: 12 pellets, 6/engine
Trips bet. Over.: 3
Crew: 13
Passengers: 14
Communication: Videocom Radio, Subspace Radio, Intercom (50)
Detection: Radar (300,000 km), Energy Sensors (200,00 km – 100 lt yr)
Navigation: Starship, Advanced
Life Support: 30 / 30 (back-up)
Emergency: Escape Pod x 7, Lifeboat x 1
Scientific Equip.: Atmoprobes x 7*, Landing Drone x 1*,
Remote Probe x 1*, Laboratory
Other Equipment: Cameras (6), Skin Sensors, Decoyx1
Spacesuit, extra patch (2) & LS, Mag boots x 30;
6 rocket pack w/ 4 fuel loads ea.
Vehicles: Workpod x 1, Launch (4 man) x 1
Weapons: Nil
Defenses: RH
Computer: MAIN – Level 5 (304 FP; 300 kg)
Drive 5 (64) Alarm 2 (2)'
Life Support 1 (3) Computer Lockout 5 (16)'
Life Support 1 (3) Damage Control 2 (4)'
Astrogation 4 (24) Skin Sensor 1 (1)'
Atmoprobe 2 (4)' Guid./Analysis 3 (9)**
Laboratory 3 (9)' Analysis 5 (16)'
Commo. 1 (3)' Bureaucracy 5 (32)
Comp Sec 5 (32)' Information 5 (32)'
Install. Sec 3 (12)' Languages 3 (4)'
Maintenance 1 (2)' Robot Mgmt 5 (32)'
All programs are linked except: Drive, Life Support and Astrogation (')
Atmo, Landing & Remote probes all utilize the Guidance/Analysis program (*)

- Robots:
- 1 Service Robot (STA 100 / Security Lock 1, Comp Link 4) Level 4
 - 1 Security Robot (STA 100 / Sec Lock 1, Restrain 2, Self Def 2, Comp Link 4) Level 4 Sonic Stunner
 - 1 Heavy Duty Robot (STA 500 / Security Lock 1, Comp Link 4) Level 4
 - 4 Maintenance Robots (STA 100 / Security Lock 1, Comp Link 4) Level 4

Ship Crew: 13

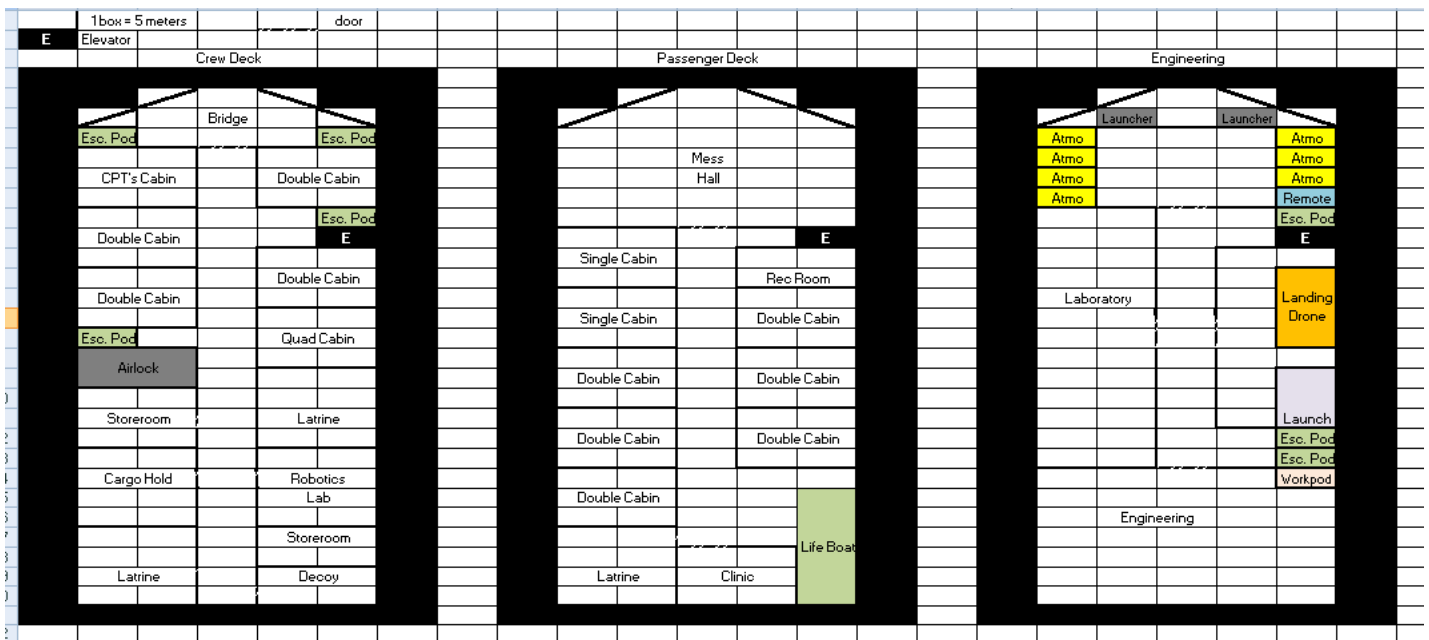
- Captain 1
- XO 1
- Pilot 2
- Co-Pilot 2
- Commo/Astro Eng 2
- Chief Engineer 1
- Engineer 4

Scientific Crew: 14

- Chief Scientist 1
- Deputy Chief 1
- Psyco-Social 2
- Environmental 6
- Medical 4

Accommodations:

- Crew: 1 single cabin, 4 double cabins, 1 quad cabin
- Passengers: 2 single cabins, 6 double cabins



Zenomorphs

Type	Small Xenomorph
Number	1 per egg
Move	Medium (60 m/turn)
IM/RS	+6/60
Stamina	25
Attack	65
Damage	special - listed under <i>Aliens in Combat</i> .
Special Attack	Acid Spray, Paralysis
Special Defense	Immune to Needlers. Acid blood.
Native World	Unknown



Type	Medium Xenomorph
Number	20-200 per hive
Move	Medium (60 m/turn)
IM/RS	+6/55
Stamina	70
Attack	75
Damage	3d10 claw, 2d10 bite, 4d10 tail
Special Attack	Acid Spray, Paralysis
Special Defense	Immune to Needlers. Acid blood.
Native World	Unknown

Acid Damage – 1D10x5 for small arms & 1D10x30 for crew served weapons (MG, Rockets, etc)

Ammunition	Cost	Weight	Energy/Rounds	Defenses	Mass	Cost	DEX/RS
Pulse Rifle Ammo				Combat Armor			
PulseClip	50Cr	--	99 bullets	- Light	7kg	650Cr	-0
Cartridge Frag Gren	25Cr	--	1 grenade	- Medium	15kg	1,200Cr	-5
				- Heavy	25kg	2,000Cr	-10
Sentry Gun Ammo				Inertia Wall			
Type 1 Parabattery	600Cr	25kg	50 shots	Inertia Wall	100kg	5,000Cr	--
MachineDrum	200Cr	5kg	50 bursts	<i>Note:</i>			
FragCylinder	500Cr	8kg	25 shots	<i>The Inertia Wall also requires the purchase and use of a Type 1 Parabattery (500SEU). It drains 2 SEU per turn, plus 1 SEU per die of damage it absorbs.</i>			
IncendiaryCylinder	500Cr	8kg	25 shots				

Weapons	Cost (Cr)	Wgt (kg)	Damage	Ammo	SEU	Rate	Defense	Range (PB/S/M/L/E)
Pulse Rifle								
- Semiautomatic Mode	1,800Cr	5kg	1d10+1 per bullet	99 bullets	--	3	Inertia	10/40/100/150/300
- Burst Fire Mode			3d10+3 per burst		--	2	Inertia	10/40/100/150/300
- Full Auto Mode			5d10+5 per spray		--	1	Inertia	10/40/100/150/300
- Pump-Action Grenade			8d10 per grenade		--	1	Inertia	--/25/50/100/200
Sentry Guns								
- Heavy Laser	12,000Cr	35	10d10	50	10	4	Albedo	Special*
- Machine Gun	7,000Cr	25	10d10	50	--	4	Inertia	Special*
- Grenade Launcher	5,000Cr	20	by grenade	25	--	4	Inertia	Special*

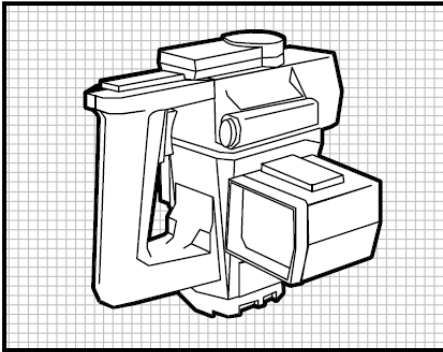
Editor's note: If the above tables seem cumbersome in actual play, you can use the following rules instead:

Light Armor: 20% Protection.
Medium Combat Armor: 40% Protection.
Heavy Combat Armor: 60% Protection.

Versus Needlers: x2 Protection rating.
Versus Sonic/Beam: x1/2 Protection rating.
Versus shock, stun, or tangler effects: No protection.

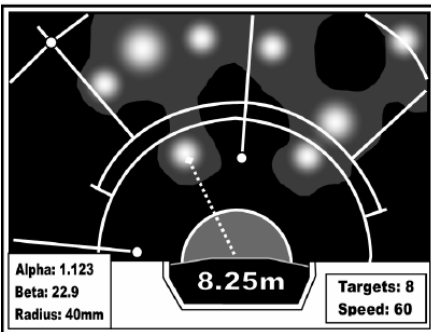
MOTION TRACKER

By Madin Jackson



A sonar unit combined with passive, air-density sensors, the Motion Tracker is a hand-held motion sensor, which provides the user with information about unseen opponents. A Character must have the Computer skill to operate a Motion Tracker and requires a Displaying Information skill check. The device is operated by a trigger mounted in the handgrip; thus, when not in active use the Motion Tracker cannot be left on, conserving battery power and decreasing the possibility that the Motion Tracker, itself, is detected.

The location of detected movement is displayed on an LCD screen mounted on the top of the device as a set of probability contours ranging from black to white; black indicating no movement and white indicating a high probability of the location of movement. An auditory cue is also provided in the form of a reverberating tone that changes in pitch and reverb speed, based on the size and proximity. A Motion Tracker will indicate the position, size and speed of any object within its range.



Motion Tracker Screenshot

The Motion Tracker uses a standard, power clip and provides the device power, for up to 48 hours of continuous use. The clip can be replaced in one turn. The device is available at many high tech worlds without a license (it could be used for hunting). It costs 500Cr and weighs 1kg. ★