

Wayward Child

Deep in unknown space, on a far away world...A Sather Governor is about to sign an order to scrap several warships, due to their age. When one of the clan elders enters his office.

"Governor Slethe, we need to talk now" hissed the Elder.

"Please Elder Thain, feel free to barge into my office. What can I do for the great Kilo Clan?" chastised the Governor.

"I understand that you are going to scrap those relics out there!"

"Yes, we could use the material to expand our fleet and our mining operations in the asteroid belt."

"I would ask that you not do that. I have a proposal for you, Slethe."

"That is Governor Slethe, and least I remind you that Kilo Clan is here as guests to Zeta Clan. WHAT DO YOU WANT, Elder Thain?" steams the Governor.

Sheepish Elder Thain replies "I am sorry, Governor Slethe, it is just that rather than scrapping those warships I thought that they could be used in a "scouting" mission into the frontier."

Governor Slethe, sat there with both of his arms crossed sitting at his desk, looking at the Elder with his mouth open. "You want me to give you these out-dated warships so you can start a war with the Frontier NOW?"

"Elder, you know that the Clan Council has decreed no major assaults at this time. Since our losses from the Second Frontier War, we need to rebuild our forces! The answer is NO!"

"Governor, Slethe, just hear me out!" The Elder then places a tablet on his desk.

"You have: 1 Heavy Cruiser, 1 Carrier, 2 Destroyers, 1 Frigate and 10 Fighters. If Zeta Clan is willing to help, these ships could be automated and staffed with Sather officers and Zuraqqor. The crews would be half the normal size!"

"Elder Thain, what would be the purpose of this? What is the benefit? We could use that material to expand our operations as opposed to throwing them away at this time in a useless battle."

"We could raid Frontier space! The planet Kisk (Kisk'-Kar) could easy be taken. It is mineral rich system. They have many freighters that ferry to Fromeltar."

The Governor slowly brushes his hand over his face and then slowly says "Elder, have you not learned from history? That was tried before and we got as far as Fromeltar before the Frontier mobilized against us and stopped us - AND THAT WAS DURING THE WAR!"

"Fine, Governor Slethe, then give me one ship - just one ship. I will give this to Captain Kisk as a raider. There is plenty of space - Starmist, Kisk' or even the Rim/Frontier channel! Just give me one ship...grrr...please!"

The Governor pushed back from his desk and slanted one eye at him. "Fine, I'll give you one Destroyer and One Frigate. In return Zeta Clan takes credit for any success and Kilo Clan takes responsibility for any failure. We will share in the profit from this venture and finally – ALL Frontier and Rim worlds are off limits, this means no Kisk'! If this is accepted, then your son has a ship."

The SAV Ichor, and SAV Trespass were slowly being pulled from the graveyard by several shuttles and towed to the Space Construction Center. Elder Thain slowly watched the process. Thankfully, he was able to acquire 2 fighters. The information he held over the chief engineer allowed for the SAV Trespass to be augmented accepting those fighters, unfortunately almost all weapons and defense had to be removed.

- 1) There have been several reports of ships being lost while transiting to and from the Capella/Zebulon route. The Flight sent a ship to the “bend” to police for pirates. The CFMS Gem was to report in once it arrived but, was never heard from again.

The UPF has now contacted you. Two Assault Scouts are to be manned and sent to search for the CFMS Gem and the five other missing freighters, find the cause of the disappearances and eliminate it.

GM Notes:

The CFMS Gem was a Dawn Trader class Freighter. She exited the Void and was immediately set upon by the Sathar. She was able to destroy one Fighter with a Rocket Battery and damaged the Ichor and Trespass before the second Fighter.

The team will be paid twice the standard rate of pay if they are willing to accept this mission. Any equipment that is requested will be authorized but, must be returned. A spacesuit would be provided for example but, not a heavy machinegun, as this mission is space borne and there will be no need for a heavy machinegun.

The ships are the UPFS Pike and UPFS Halberd, Stiletto class Assault Scouts.

- 2) The Bend – The UPF leaves the void anywhere on the map. The Sathar forces are deployed 10 hexes from the UPF. On the following turn the SAV Trespass will launch its fighter. The Sathar will fight until destroyed. The UPF forces may escape if they reach the edge of the map. The Sathar forces will not follow them.
- 3) Experience: If the players survive – 1 XP
The SAV Trespass & Fighter is destroyed – 3 XP
All Sathar ships are destroyed – 5 XP
Salary: The team is paid for the 2-3 days to transit to the “bend” and the 2-3 days to transit back to the Zebulon system. This is at double normal rate
- 4) Other story lines.
 - a) Captain Kisk is the commander of the Sathar task force and the SAV Ichor is his flagship. On the third turn of combat his ship will head for the border at max speed. This will allow Captain Kisk to return another day...for revenge.
 - b) Captain Kisk personally took the last freighter back to Sather space. Upon learning of the destruction of his task force, he vows revenge.
 - c) With the destruction of the task force and Captain Kisk, Elder Thain vows revenge and will use the power of Kilo Clan to exact this. This may include:
 - i) Hiring assassins to track down and kill the players.
 - ii) Using spies, Elder Thain discovers when they players will be at a certain space at a certain time. A Sather Destroyer will be there waiting for them.
 - iii) A freighter sends out a distress signal. It is the freighter “Hummus”. The Hummus was last seen leaving Zebulon, heading for Capella. Unknown to the players, the freighter has a crew of Sathar onboard. When the players open the airlock there is a team of six Sathar with skeinsuits/screens, doze grenades and laser rifles. They will attempt to capture the players to take them to Elder Thain. If they are too strong, they will try to kill them. If the players defeat the boarding team, the freighter will start firing on the player’s ship with its laser battery.
 - iv) The CFMS Gem was destroyed at the bend. The players will see enough wreckage to verify this but; it is not enough for six freighters. What happened to the remaining five freighters? This can lead to a series of adventures where the players track down leads and find the missing freighters. The Hummus is one example of what happened to one of these freighters.

Stiletto-class Assault Scout			
HP:	15	ADF:	5
DCR:	50	MR:	4
HS:	3	Crew:	4-6
Engines: 2 Size-A Atomic Drive			
Weapons: Laser Battery, 4 Assault Rockets			
Defenses: Reflective Hull			
Other Equipment: Aerodynamic			

"SAV Ichor" Assassin class Destroyer			
HP:	50/44 - current	ADF:	2*
DCR:	40*	MR:	2
HS:	6	Crew:	25
Engines: 3 Size-B Atomic Drive			
Weapons: Laser Canon, Laser Battery, 2 Torpedoes			
Defenses: Reflective Hull, 1 Masking Screens (2)			
Other Equipment: automated and robots*			

"SAV Trespass" Raptor class Sathar Frigate			
HP:	40/30 - current	ADF:	2*
DCR:	35*	MR:	2*
HS:	5	Crew:	15
Engines: 3 Size-B Atomic Drive			
Weapons: 2 Rocket Batteries, 1 fighters (2)			

Defenses: Reflective Hull
Other Equipment: automated and robots*

Sathar Auxiliary Fighter			
HP:	5	ADF:	5
DCR:	23	MR:	5
HS:	1	Crew:	1
Engines: 1 Size-A Fusion Drive			
Weapons: 2 Assault Rockets			
Defenses: Reflective Hull			

(#) = the number of ammunition or fighters the ship has when fully loaded.

(*) The automation and robots that are used to convert these ships helps to reduce the mandatory by 50%. The side effect is that the DCR is reduced by half and -1 ADF. If the MR is higher than the ADF, then the MR is also reduced.