

## Expedition to Lacos World

**Author:** Jason Combs

**System:** Star Frontiers

**Type:** Hook

**Category:** Science Fiction

**Requirements:** This is for a small to medium group with little to moderate experience. No Starship experience is required.

A team is sent to Laco's World, Dixon's Star for archeological research. The team is hired as muscle and security.

1. The team is contracted by a team of scientists, on behalf of the Planetary Survey Administration (PSA), to help transport and with the equipment as well as pulling security for the team. \*\*\* (pay is 100 cr/day)
2. Head to Laco Station (Size 3 Space Station). No action is seen. Upon arriving at Laco Station, they can search for supplies and a shuttle. The team gets shuttled down to the planet. Cost ~ 10 to 25 cr per person.
3. Arrive at Point Glass star port. Point Glass is the capital and largest town ~ 50,000. The team needs to rent a car (6 pass, 100 kph, 150 kg) and 2 transports (3 pass, 75 kph, 10,000 kg) at a cost of 200 cr + 250 cr/day.
4. Team needs to head to Dixon's Peak (pop. 5,000), which is 1,500 km from Point Glass. It is located in the southern foothills of Lavaback Mountain range. The town is away from the active volcanoes in the mountain range. It will take two 10-hour days to get there.
5. The team will stay at Dixon's Peak for a day. They players need to find a hotel. The next day the team heads south a day to the ruins. The scientists plan on staying here for 10 days. This can be a quiet period or lead into the Sather, Klikks or the team could interact with Bob the miner. Random encounters will happen once a day. Roll below as the encounters are numbered. On a 9 or 0, nothing happens that day.
6. **Robert "Bob" Haus** is hermit Miner, outside Dixon's Peak near the alien/ancient ruins. He scavenged a mining refinery and six mining robots (@@) off of a moon and brought it here. He makes enough to pay for his survival. // He can help the team with food and water. He may need help with some repairs or a rogue robot.
7. Team will return to Point Glass straight from the dig site. They will board a shuttle, head to Laco Station and part ways.

### Random Encounters & Dangers:

- 1) Dust Storms – see Laco's World Environmental Notes
- 2) Dust Devils – see Laco's World Environmental Notes
- 3) Dehydration - see Laco's World Environmental Notes
- 4) low oxygen levels - see Laco's World Environmental Notes
- 5) magnetic fluctuation – no compass will work. 25% chance, per hour, of getting lost.
- 6) Grolm herd – 1-5 grolm wander close to the convoy. They will puff up and roar. If attacked or touched they will attack the convoy.
- 7) cave ins – 50% chance that each vehicle will be caught in the cave in. The vehicles will suffer major damage and cannot be pulled out.
- 8) Volcanoes – rumbling sound heard and smoke pours from a nearby volcano. 25% chance of an eruption ~ anything within 10 miles is destroyed. Ash will fall from the sky up to 50 miles away. Lava rivers will stem from the volcano.
- 9-10) Nothing happens

### Experience

Secure a shuttle and vehicles, then arrive at Dixon's Peak without incident – 5 XP

Team encounters dust storm, dust devil, magnetic fluctuation, volcano, dehydration - +1 XP each

Team experiences a cave in – 1-3 XP for encounter and recovery.

Variant one – Some areas used to be home to the Sather.

3-4 Sather came out of stasis. They have a small bases and are conducting recon.\*\*\* (destroy Sather – 3 XP, destroy Sather + base – 5 XP)

Variant two – reports of alien/ancient ruins. There are a 3-4 Klikks in the area. They will keep a low profile and recover all of their dead. (destroy Klikk – 3 XP)

Variant three – reports of the dead coming back to life.

\*\*\*The Sather are making cybots from any beings they come across. They are up to 8 cybots now. They have raided a couple of farms and raided several graves. (destroy cybots – 3 XP, destroy cybots & Sather – 5 XP, destroy Sather + cybots, Sather + base – 8 XP)

## **NPCs**

### **\*\*\*Scientific Team\*\*\***

**Za- Qitl-Tekitz** \* Vrusk Visionary Ecologist <male> (STR/DEX 45, INT 60, PER 55, IM 5, RW 23, MW 23, Skills: Enviro 3, Computer 1 Equipment: Envirokit, compass, everflame, gasmask, holoflare, rope, toxy-rad guage, 10 vitasalt pills, water pack, Standard Equipment Pack, 10,000 cr.

**Sheila Dorf** \* Human Xenomedical Specialist <female> (STR/DEX 40, INT 60, PER 50, IM 4, RW 25, MW 25, Skills: Psychosocial 1, Medical 2 Equipment: Standard Equipment Pack, medkit, 50 cr.

**Gorbangor** \* Dralasite Linguist <neutral> (STR 50, DEX 40, INT 45, PER 45, IM 4, RW 20, MW 25, Skills: Psychosocial 1, Computer 1, Technician 1 Equipment: Standard Equipment Pack, polyvox, radiophone (1,000 km), Computer (Info lvl 1), Toolkit, 200 cr.

**Carl Newman** \* Human Ecologist <male> (STR/DEX 40, INT 50, PER 45, IM 4, RW 20, MW 20, Skills: Enviro 1, Computer 1 Equipment: Envirokit, Standard Equipment Pack, 150 cr.

**Tvis-S'kix** \* Vrusk Ecologist <female> (STR/DEX 45, INT55, PER 50, IM 5, RW 23, MW 23, Skills: Enviro 1, Technician 1 Equipment: Envirokit, Toolkit, Standard Equipment Pack, 50 cr.

\*\*\*Hermit Miner\*\*\*

**Robert “Bob” Haus** \* Human Hermit Miner <male> (STA 35, RS 50, IM 5, RW 45, MW 35, Pilot – 1, Eng – 1, Beam-3). He carries a laser rifle, civilian skeinsuit (40 pts) and albedo screen with power beltback (50 SEU).

@ @ **(six) Mining Robots** (Level: 3 STA: 500, Programs: Security Lock-1, Excavation-2, Restrained-2) They have two tracks, two arms and one arm that ends with a shovel.

### **\*\*\*Creatures\*\*\***

#### **Grolm**

**Type** Large herbivore

**Number** 1-5

**Move** Medium (50 meters/turn)

**IM/RS** 5/45

**Stamina** 140

**Attack** 65

**Damage** 2d10 Slap (x2); 1d10 bite

**Special Attack** Rage (25% chance each turn during combat, gain +20 attack, lasts until death or end of combat)

**Special Defense** Tough Hide (acts as a skeinsuit but does not ablate)

**Native World** Laco; forests.

**Description:** A grolm is a huge, barrel-chested quadrupedal saurian. It normally walks on all fours, but can rear-up on its hind legs, using its strong tail to balance. At over 5 meters long, this creature uses its bulk to intimidate predators and other foes, though it will attack if sufficiently threatened or to defend young. Though a strict vegetarian, the grolm possess sharp canine teeth, and can deliver a savage bite. The tough, scaly hide of the grolm is a deep mottled green, paler on its underside, and often dappled with lighter stripes to break up its profile in the forest.

### \*\*\*Bad Guys\*\*\*

#### Sather

Ability	
STR/STA	45/45
DEX/RS	40/40
INT/LOG	40/40
PER/LDR	45/65

**Special Ability** – Hypnotism

#### Cybots

STA	100
Level	4
Speed	30 m./turn
RW	40%
MW	40%
Damage	2D10
Programs	Security Lock (1), Self Defense (2), Attack/Defense (2), Search/Destroy (4), Computer Link (4)
Weapon	Laser Rifle (4D10, 20 SEU)

#### Clikks

	<b>Average Stats</b>	
Ability	<b>Female</b>	<b>Male</b>
STR/STA	70/70	40/40
DEX/RS	60/50	50/60
INT/LOG	25/25	60/60
PER/LDR	20/20	45/45

**Ablative Chitin** - It absorbs half damage from all beam and physical attacks. Half of the damage decreases the klikk's stamina.

**Electric Field Generation** - 2d10 electric shock, Klikk must touch target. This ability can be used only once per encounter.

**Sonic Resistance** - Clikks take one-half damage from sonic weapons.

**Immobilization** - Clikks can attack three times per round in melee combat. If both arm attacks hit the target is immobilized (strength check to break free) Raptorial arm, 2d10 kinetic damage Bite, 1d10 kinetic damage

**Raptorial Arms** - Attacks always penetrate skeinsuits.

**Leaping** - females 150 m length, 80 m high, males lack this ability

#### Laco's World Enviromental Notes

##### **Water**

In the harsh Lacosian environment characters need 4 liters of water per day to survive. Characters can reduce this requirement by 1 liter by taking 4 salt pills per 60 hour Lacosian day and another 1 liter by only being active at night.

Characters on foot can move their maximum rate but must double their water intake (after taking into account any precautions taken to reduce water consumption). Thus a character moving at maximum speed during daylight without taking salt pills would need 8 liters of water a day to survive. If, however, the character werre taking four salt pills per day he could survive on 6 liters of water. Finally, a character moving at maximum at night while taking 4 salt pills could survive on 4 liters of water per day.

Characters who do not have enough water to survive quickly become dehydrated suffering -5 to all abilities. Dehydrated characters who continue not getting enough water become heat exhausted -10 to all abilities inaddition to the penalty for dehydration. Heat exhausted characters who continue to not get enough water will suffer heat stroke -15 to all abilities in addition to the former penalties and unconsciousness occurs if stamina drops to 0. Even if a heat stroked character does not become unconscious it will happen soon without medical help followed by death.

## **Dust Storms**

In a typical dust storm the wind can blow 120 kph. Any character with an environmental skill should make an Intuition check; modify this roll by +10 per level above one; -15 if in a canyon, and +10 for most species of domesticated Flutter being present. If any character makes a successful INT check, the party will be able to improvise shelter and survive the storm without taking damage.

If the characters happen to be in a hex with an unusual rock formations, canyons or caves the characters can find shelter quickly and avoid taking damage from the storm.

If the characters have no advance warning and are not in one of the hexes listed above, they will take damage from the storm. Have each character roll a Reaction Speed check. If the check is unsuccessful the character takes 4d10 damage from the storm. If successful, the character only takes 2d10 damage.

## **Dust Devils/Whirlwinds**

When these occur the referee should place a counter on the map and roll for the whirl wind's strength, duration, and speed: S is 2d10, duration is 3d10, and speed is 5-10m. The dust devil will move in random directions (use the center grenade bounce table to determine) every turn. If it comes within one square or hex of a character, at anytime during its movement, it will do the damage rolled by the referee but the character gets a RS check for half damage. If it enters the square or hex of a character, at anytime during its movement, it will do the double the damage rolled by the referee but the character gets a RS check for half damage. When the duration is reached in turns the dust devil disappears suddenly.

The local colonist speak of dust devils that have a mind of their own or frequently turning up during combat. Some even talk of them being possessed and an independent scientist alleged that they are more frequent in proximity to the Tetrarch ruins. PGC adamantly denies this. It's hard to say what is the truth concerning dust devils on Laco as hard data is sadly lacking.