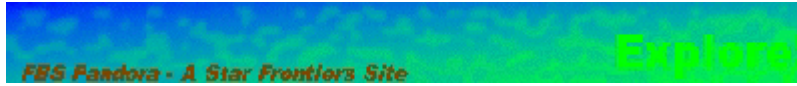


# Logs of the FBS Pandora

These logs were recovered from a lost internet site run by "Thrull" Varnes on Geocities circa 2000. Not everything that was on this site was recoverable but this is the data that was still lingering in an internet archive.



## DEDICATION PLAQUE

**UPFS-FBS PANDORA**

**BUILT 060097**

**LAUNCHED 061597**

*May she explore, discover, advance, and achieve  
what others have only dreamed of finding  
in our present, future, and past...*

Ships Crew	Engineering Team	Theoretical
Analysis		
Commander Jeffrey Drake Jameson	Fleet Lt. JS Varnes	Rev. Roy Crisman
Science Officer Neema Strof	Jr. Lt. WT Thallid	Engineer Mark
White		
Science Officer L.J. Gepidus	Jr. Lt. RA Faris	AI Device #2551
('Our Pal AL')		
Biology Officer Hesiod Charybdis	Admiral J. Holloway	Professor Frank W
Patnaude		
Ground Survey Officer Skraaling	Admiral L. Elmore	Physicist Pierre
Savoie		
Maintenance Officer Najeb	Fleet Admiral Zeb Cook	Journalist Doug
Horton		

Constructed at Theseus S.C.C. (Minotaur)

Commission - The United Planetary Federation grants and condones the commissioning of Federation Biological Society ship #032469 under the name Pandora. Her mission is to explore, research, and catalog unusual scientific and technical anomalies throughout the region of space known as the Frontier. May she have a long career of success and may she never become lost or forgotten and always find her way home...

FBS Pandora

Research Starship, Oracle Class  
Constructed at the Minotaur S.C.C. in Thesues  
Launched 061597.18

Hull Size - 4  
Length - 75 m. Width - 12 M.  
Decks - 6 Hatches - 2 Engines - 1 (size A atomic)  
Crew - 6 Passengers - 6  
HP - 20 DCR - 32 ADF / MR - 4  
Construction Cost - 4,000,000 Cr.

Life Support - Primary and Backup Life Support for up to 12 Crew.  
Communication Equipment - Videocom Radio, Subspace Radio, and Intercoms.  
Sensors - Radar, Energy Sensors, Cameras, Skin Sensors, and Portholes.  
Space Vehicles - 2 Escape Pods, 2 Workpods, and 2 Small Shuttles (HS 1).  
Defensive Systems - Reflective Hull and Masking Screen.  
Special Equipment - 4 Atmoprobes, Landing Drone, and Remote Probe.  
New Equipment - 6 Containment Pods and Planetary Sensor Cluster.

Ships Computer - Level 5, 306 FP, 300 KG  
Programs - Drive Program 4 (32), Primary Life Support 1 (2), Backup Life Support 1 (2),  
Alarm 1 (1), Damage Control 1 (2), Astrogation 4 (24), Skin Sensors 1 (1),  
Atmoprobes 2 (16),  
Atmoprobe Guidance / Analysis 3 (9), Landing Drone 3 (9), Remote Probe 2 (4),  
Labs 3 (54),  
Planetary Sensor Cluster Program 3 (9), Analysis 6 (32), Communications 1 (3),  
Computer Security 3 (8),  
Information Storage 6 (64), Language 6 (32), and Maintenance 1 (2)

## Crew Roster for FBS Pandora :

**Commander Jeffrey Drake Jameson** is a man with a colorful past. His father's starship was destroyed by pirates whose ships were painted black and devoid of all markings. From that time forward he explored a long career as a privateer and free trader among the frontier, although he never extracted his revenge on his fathers

murderers. He has commanded missions for the FBS for the past 6 years. Despite rumors that he once dabbled in the black market and traded illicit goods he is still respected by his crew.

The First Officer of the Pandora is **Neema Strof** who was born on the colonial planet of Lossend and initially worked in the field of artificial intelligence. She transferred to the FBS as a scientist, and for the last two voyages of the Pandora, has served as the First Officer.

Science Officer **L.J. Gepidus** is a Dralasite from Groth and proud that he can trace his ancestry back over a thousand years to the Dralasite home world. As Science Officer he is third in command of the Pandora. He works with the First Officer and Crew Commander in planning voyages and is responsible for the detailed planning of how the collection pods are deployed on the surface of alien planets. He is well known among the other crew members for his poor taste in knock-knock jokes.

Maintenance Officer **Najeb** comes from a Yazirian clan with a long history of itinerant work and strong feelings of wanderlust. His gruff demeanor and hot temper do not endear him to the other crew members, but his astounding technical skills never cease to amaze them. He is responsible for the functioning, maintenance and repair of all ships systems.

**Blnt Skraaling**, the Ground Survey Officer, hails from the planet Zik-Kit, which had been heavily terraformed to make it habitable. His interest in this process led him to the Environmental division of the FSB and eventually here on board the Pandora.

Biology Officer **Hesiod Charybdis** is another Vrusk who began work as a technician in the Science Analysis Center on Anker. His main job aboard the ship is handling and analyzing the biological specimens before and after they are taken off a planet. He is responsible for selecting unusual or difficult to handle specimens and deal with them properly.

Overheard in the Crew's Quarters

The entire crew often moans and groans at the terrible jokes of L.J. Gepidus the Dralasite Science Officer. Here are just a few of his favorites...

L.J.'s Knock-Knock Jokes :

"Knock-Knock" stuck in the door."	Who's There?	"Madam!"	Madam Who? "Madam foot's
"Knock-Knock" to cry! It's only a joke!"	Who's There?	"Boo!"	Boo Who? "you don't have
"Knock-Knock" the tub I'm ddowning"	Who's There?	"Dwain!"	Dwain Who? "dwain
"Knock-Knock"	Who's There?	"Atch!"	Atch Who?"bless you!"

"Knock-Knock" echo in here?"	Who's There?	"Who!"	Who Who?	"Is there an
"Knock-Knock" telling Knock-Knock jokes."	Who's There?	"Sathar!"	Sathar	"I'd Sathar be
"Knock-Knock" You thats Who!"	Who's There?	"Mechanon!"	Mechanon Who?	"Mechanon
"Knock-Knock" not one thing then it's another."	Who's There?	"Ifshnit!"	Ifshnit Who?	"Ifshnits
"Knock-Knock" Osakar so we can go driving around!"	Who's There?	"Osakar!"	Osakar Who?	"I'll buy
"Knock-Knock" I'm a dralaside!"	Who's There?	"Humma!"	Humma Who?	"Humma me

Najeb the gruff Yazirian Maintenance Officer is not the best of morale boosters. All too often he grumbles, complains, and insults his fellow crewmates. His favorite form of insult is the "Yo Momma" where he insults a life-forms biological female creator.

Here are a few examples of his more "infamous" versions of this particular type of insult :

#### **Yo momma so fat**

10. Yo momma so fat her nickname is "DAMN"
9. Yo momma so fat she wakes up in sections!
8. Yo momma so fat people jog around her for exercise
7. Yo mamma so fat you haveta roll over twice to get off her...
6. Yo momma so fat she gets clothes in three sizes: extra large, jumbo, and oh-my-god-it's-coming-towards-us!
5. Yo momma so fat when she makes love to two men at the same time, they never see each other.
4. Yo momma so fat Star Law made her wear "Caution! Wide Turn"
3. Yo momma so fat the UPF has to orbit a satellite around her!
2. Yo momma so fat that when I tried to drive around her my para-battery ran out.
1. Yo momma so fat that she may collapse under her own gravity and form a new black hole.  
Not even light will escape that bitch!

#### **Yo momma so stupid**

10. Yo momma so stupid she told everyone that she was "illegitimate" because she couldn't read
9. Yo momma so stupid you have to dig for her IQ!
8. Yo momma so stupid she got stabbed in a shoot out.
7. Yo momma so stupid it take her a week to get rid of a 24hr virus
6. Yo momma so stupid she asked me what letter came after x and I said y and she said cuz she wanted to know!

5. Yo momma so stupid she be missing a finger and can't count past 9.
4. Yo momma so stupid that if she fell off a building she's have to ask directions on the way down.
3. Yo momma so stupid she got stuck on the slide walk for 3 hours.
2. Yo momma so stupid she bought solar-powered IR Goggles!
1. Yo momma so stupid she couldn't read a holo-book.

### **Yo momma so ugly**

7. Yo momma so ugly just after she was born, her mother said "What a treasure!" and her father said  
"Yes, let's go bury it."
6. Yo momma so ugly she has little round marks all over her body from people touching her with 10-foot poles.
5. Yo momma so ugly even ALIEN face huggers run away from her!
4. Yo momma so ugly you could tell the face, only 'cuz it had ears.
3. Yo momma so ugly she must have been shot with the ugly gun at point blank range!
2. Yo momma so ugly the psycho-socialist makes her lie facedown.
1. Yo momma so ugly that if ugliness was made outta electricity, she'd be a type 4 generator!!!!

## **Cryptic Cargoes:**

The following is a paraphrased version of a great article which appeared in Challenge magazine. The original article was for Traveller, but I feel it is quite good and generic enough to fit any science fiction setting. The original article was called "Hazardous Cargoes" (unfortunately I tore it out of the magazine so I cannot tell what date or issue number it appeared in :(

*.....All labeling shall include relevant Hazard Coding, as laid down in statutes KL-45384 to KL-51339. Failure to comply with this regulation carries a minimum fine of 500 credits and possible imprisonment of up to 3 years.*

UPF Freight Regulations, 28 F.Y.

Look at any railway yard or freight loading area and you will see a good proportion of barrels and containers have hazard markings, from petrol and oil to liquid gas, paint, dangerous chemicals, and even radioactive materials! There's no reason to assume this won't change in the future or apply to space cargo.

Since the first cargoes were shipped across the ocean in primitive wooden crates, there's been a continual need to keep aware of the dangers they may cause. This danger is particularly acute in the case of bulk chemical shipments, which are likely to contain large quantities of substances that are innocuous under normal conditions, but become lethal when combined with other substances or when they come in direct contact with natural elements like fire, water, or even oxygen.

The answer of course is proper labeling. With a wide variety of languages, clan tongues, trade house names, and corporate hype

(and secrecy at the same time for it's products) simply using say Pan Gal as a base language just isn't enough to insure safe handling. The UPF requires that a Universal Hazard Profile number be issued and placed on all cargo that is stored in any form of container and moved from surface to surface or surface to space. This "UHP" code is a nine digit number with matching bar code and hazard symbol(s).

Although called the UHP label, this identifier may be anything from a plastic strip bonded to the surface of a container with an adhesive to a federanium "plaque" that has been laser-welded to a metal cargo box.

It is nearly impossible to decipher a code from mere memory and thus most shippers rely on reference manuals (computer programs / progits).

Sample Code Label:

```

+-----+
| +-----+   Name of Substance (in Pan Gal)   |
| | Hazard |                                     |
| | Symbol |   2 lines of info from the maker   |
| |       |   or shipper (any language)       |
| +-----+                                     |
|                                               |
| Bar Code -> ||||| UHP Code -> 123-4567-89[] |
|                                               |
| value(in Cr) -> 00000 Cr. # of units inside -> xxxxx |
|                                               |
+-----+

```

The nine digits in the UHP code (from left to right) are as follows:

3 digits indicating the hazard type and species likely to be affected -

1. Nature of Hazard (explosive, toxic, etc.)
2. Sub-classification (used in conjunction with #1 above)
3. Species Affected (Humans, Yazirians, all life-forms, etc.)

Next are 4 digits detailing safe storage tolerances -

4. Atmospheric Tolerance
5. Temperature Tolerance
6. Humidity Tolerance
7. Gravity Tolerance

And finally a 2 digit number which specifies the form and mass of the contents -

8. Form (solid, liquid, gas, etc.)
9. Mass (weight code of contents)

Occasionally other information may be printed on a label in non-standard format. Although technically against regulations it is not unusual to find a chemical formula, port of origin stamp mark, corporate logo or saying, ("tomorrow's products today!"), or some other hand scribbled marks ("beware the red...") crammed onto a cargo label. Note that UHP labels

are not the ONLY official information that is required to be placed on cargo, but they are one of the few "labels" that make it onto almost every container found throughout the frontier.

The value listing is a number (in credits) that indicates the value or purchase price at the point of origin (NOT destination).

The number of units is a representation of the number of INDIVIDUAL units inside the container. It should not be confused with the number of units of cargo that is described in the Knight Hawks campaign book (although many times this number might be the same).

### **HAZARD SYMBOLS**

Generic looking warning symbols are often placed on the UHP label. On "non-hazardous" cargo this symbol might be blank or a corporate logo. This to is a violation of the regulations which state that the Hazard Symbol Area MUST contain the appropriate symbol to identify any possible hazard(s) OR it must contain the UPF logo (the one on the cover of the Knight Hawks tactical operations manual aka the basic book).

Since I am a crappy ansi artist here are some basic descriptions for the various symbols (use your imagination and think of "danger signs" you have seen before such as warnings for high voltage fences, bio-hazard warnings on hospital trash cans, etc.)

SPECIAL - 3 black exclamation marks.  
TOXIC - a stylized skull and crossbones silhouette.  
OXIDIZER - a silhouette of a shape wreathed in flames.  
CORROSIVE - drops eating a hole in a block shape with wavy fume lines.  
EXPLOSIVE - a black sphere shattering and radiating debris.  
INFLAMMABLE - a line of black stylized flames.  
BIOHAZARD - three interlocking black circles.  
RADIOACTIVE - a black circle with 3 black rays radiating out.  
ELECTRICAL - a lightning bolt silhouette.  
SONIC - a satellite dish silhouette radiating rays in a cone.

### **UHP BREAKDOWN**

The following section breaks down the UHP code into it's specific parts.

First & Second Digits - NATURE OF HAZARD (& SUBCLASSIFICATION)

Code Hazard Type

0 Special Hazard - Substances that are dangerous in a manner which doesn't fit any of the other standard classes below.

Sub-code

- 0 - Safe. A UHP that starts in 000 is considered "non-hazardous"
- 1 - Psionic or Mind affecting / altering substance.
- 2 - Unknown lethal substance which appears to be Toxic, Poisonous, or Diseased. Attacks LIVING tissue(s).
- 3 - Substance is a dangerous life-form of some type.
- 4 - Unknown or Unusual dangerous mineral or metal
- 5 - Unknown or Unusual dangerous energy form.
- 6 - Unknown or Unusual dangerous chemical.
- 7 - Substance is dangerous to NON-LIVING materials only.
- 8 - Other. Consult shipper immediately for detailed instructions.

9 - Other. Consult UPF or Star Law with cargo lot number and point of origin for specific instructions.

1 Toxic Hazard - Substances in this group are poisonous.

Sub-code

- 0 - Toxic if eaten / ingested. (also injected)
- 1 - Can be absorbed through skin.
- 2 - Toxic Fumes.
- 3 - Toxic Dust.
- 4 - Avoid prolonged contact.
- 5 - Avoid ALL contact.
- 6 - Addictive drug.
- 7 - Carcinogen.
- 8 - Nerve Toxin. (avoid all contact).
- 9 - Unusual toxic effect (rarely used).

2 Oxidizing Hazard - These substances speed combustion and rusting, and should be kept from inflammable materials, delicate circuitry, etc. The sub-code indicates the degree of risk from 0 (only hazardous if combined with inflammable liquids) to 9 (causes inflammable materials to spontaneously ignite such as wood, paper, rags, etc.)

3 Corrosive Hazard - An acid, alkali, or other material with corrosive effects. The sub-code indicates the degree of acidity or alkalinity from 0 (strongly acidic) to 9 (strongly alkaline). Note that 4 is a mild acid and 5 is a mild alkaline.

4 Explosive Hazard - a substance or device that is potentially explosive.

Sub-code

- 0 - Detonated only by specific means. May be safely handled in almost all situations.
- 1 - Detonated only by applied electricity.
- 2 - Detonated by radio and / or microwaves.
- 3 - Detonation may occur if mixed with other substances.
- 4 - Detonation may occur from heat (esp. fire).
- 5 - Detonation may occur from mishandling. Observe care when handling.
- 6 - Explosion can occur from a variety of light, heat, electrical sources or by direct force.
- 7 - Detonation may occur from application of any form energy (kinetic, electric, heat, etc.)
- 8 - Detonates if exposed to air (oxygen).
- 9 - May spontaneously explode. Handle with EXTREME caution.

5 Highly Inflammable - This class indicates a substance capable of combustion (setting itself on fire).

Sub-code

- 0 - Store at temperatures below zero (0)
- 1 - 9 store in temperatures equal to or less than 10x the



Sub-code number in degrees (Celsius).

- 6 Biohazard - The substance is likely to cause illness or other medical problems.

Sub-code

- 0 - Mild irritant (avoid contact if possible, flush with water if accidental contact occurs)
- 1 - May cause allergy.
- 2 - Likely to cause allergy.
- 3 - May cause mild infection.
- 4 - Likely to cause mild infection.
- 5 - May cause serious infection.
- 6 - Likely to cause serious infection.
- 7 - May cause lethal infection.
- 8 - Likely to cause lethal infection.
- 9 - Bio-war Agent (EXTREMELY LETHAL!!!)

- 7 Radioactive - The substance is radioactive.

Sub-code

- 0 - Weak Alpha emitter (uranium ore).
- 1 - Weak Beta emitter.
- 2 - Weak Gamma (neutron) emitter.
- 0 - Moderate Alpha emitter.
- 1 - Moderate Beta emitter.
- 2 - Moderate Gamma emitter.
- 0 - Strong Alpha emitter.
- 1 - Strong Beta emitter.
- 2 - Strong Gamma emitter.
- 9 - Dangerous x-ray emitter.

- 8 Electrical - The substance may cause electric shock or damage. The sub-code ranges from 0 (may cause mild shock) to 9 (extremely high voltage).

- 9 Sonic - The substance emits sonic waves, pulses, or sounds which may be dangerous. The sub-code ranges from 0 (may cause ear aches) to 9 (dangerous sonic emissions may cause disruption of matter!).