

Recovered Logs: Distant Suns

Ruben Rivera

A Star Frontiers and Spelljammer tribute page.

Star Frontiers

A new age of renaissance was the promise that faster than light travel made. What we discovered was that we were not alone. Others lived among the stars with the [Humans](#), including the [Dralasites](#), [Vrusk](#) and [Yazirians](#). Together, alliances were made, and as one, we reached out for the secrets of the universe. Then they came--coming from nowhere yet everywhere: a hideous evil race called the Sathar, threatening to destroy all life that they encountered. War was raged across known space repeatedly. Yet between genocidal wars the allied races were still able to expand their minds and their borders. As huge armadas battled for supremacy, planets became battlegrounds where corporate warfare took on a new lethal meaning. Corporate raiders were mercenaries--not lawyers. Forced corporate takeovers were measured in credits and bodies. Giant warships circled hundreds of planets in dozens of star systems while corporations, cyber punks, street gangs, slavers, tech thieves, speed tribes, pirates, VR prostitutes and yellow faced hot wired junkies battled for control of planets below.

Chapter 1: Mega Corporations

**HURRY!!! HURRY!!!
HURRY!!!**

(a dral appears on screen)

"We're being sued and have to liquidate our entire inventory..."

(cammera pans back revealing a huge warehouse filled with weapons)

"before the plaintiff's attorneys realize we left the system."

"Our legal misfortune is your gain!!!

So hurry to GOBI'S DISCOUNT (and used) ARMS"

(dral picks up a blaster)

"Look at GDA's inventory of quality used weapon,

NEVER FIRED AND ONLY DROPPED ONCE!"

(Gobi the dral turns to side cammera for close up)


"Look at this blaster...perfect in every detail, except...oh look at this nasty scratch were the serial number use to be."

(back to overhead full screen shot)

"We got muskets, knives, used Rocket launchers, Recoil rifles, and gernades

FOR WHAT EVER YOU PARA-MILITARY NEEDS. SO HURRY DOWN TO GDA AND
GET YOUR GREAT DEAL BEFORE ITS ALL IMPOUNDED,

HEY, REMEMBER TO TELL THEM CRAZY GOBI SENT YA!!!!"

Synthetic Tears Corporation  is a robotics and software company trying to build a bridge between Sentient and drone robots.

Gypsy Moon Corporation

Chapter 2: **Mongoose Class Long Range Fighter**

Type: Fighter

Class: Mongoose Class

Length: 10 meters

Width: 2 meters

Manufacturer: Citadel or Daikyu Military Arms and Space Works; Augusta, Sanctuary Space.

Owner: Sanctuarian Defense League (Leased)

Hull Displacement: 1 Hulls

Hull Points: 8

ADF: 5

MR: 5

DCR: 30

Commissioned: 2/89

Crew: 1/2

First Class: 0

Journey Class 0

Hatches: 1

Drives:

Number: 2

Type : 2 Augustan Firestorm Type 1 (A)

Fuel : 2 Pellets in use, 2 in reserve

Jumps: 0

Life Support:

Main: 2

Back up: 2

Weapons:

Laser Piston (360 degree turret)

Assault Rocket x 3

External Weapons Pod (360 degree turret):

Vehicle Machine Guns x 2 (800rds)

Vehicle Heavy Lasers x 2 (Unlimited power)

Hard points (For atmos. bomb and missile weapons)

Defenses:

Reflective Hull

Space armor shell

Infrared jammer

Atmosphere capable

Atmosphere Def.: (All have unlimited power)

Albedo Screen

Inertia Screen

Sonic Screen

Gauss Screen

Infrared jammer

Long Range Detectors:

Radar: 300,000 km range

Energy Sensors: 200,000 km range

Skin Sensors

Portholes

Camera Systems

Jamming Equipment:

White Broadcast Noise generator

Communication and Detection Equipment:

Subspace radio

Videocom radio

Intercom

Computer: "ORACLE"

Defense: 2

Weapons: 2

Computer Lockout: 2

Damage Control: 2

Navigation: 2

Guidance/Analysis: 2

Bureaucracy: 2 (Coord. other prog.)

Communication: 2

Life Support: 2

Install. security: 2

Computer Security: 2

Alarm: 2

Information Storage: 2

Alien\Contaminated Info. Storage: 2

Equipment:

Micro Fusion Reactor: Backup energy source (Ejectable), 2 pellets

Atomoprobe x 1 (3 Max. capable)

Communication/Recon/Spy Probe x 2

Landing Drone

Research Probe

Escape pod cockpit

Solar cell - Deployable backup energy source

Biological, Nuclear and Kinetic weapons capable (Rocket, probe or drone)

Emergency Bouy - Subspace radio, beacon, flight recorder and log. released automatically upon ships destruction.

Note: If both life support and the three back ups (p.14) are used one after the other, life support can last for 80 hours, additionally with spacesuit life support (20 hours) and the maximum additional life support for the suits (2 x 20 hours) give the maximum survivability at 140 hours for two or 220 for one. In addition escape pod life support can be used at-will providing an additional 220 hours for one person or 110 hour for two. Life support may be recharged by coming in contact with oxygen/hydrogen atmosphere.

Chapter 3: **Loki Class Assault Scout**

Type: Assault Scout

Class: Loki Class

Length: 65 meters

Width: 10 meters

Manufacturer: Citadel or Daikyu Military Arms and Space Works; Augusta, Sanctuary Space.

Owner: Sanctuarian Defense League (Leased)

Hull Displacement: 3 Hulls

Hull Points: 15

ADF: 5

MR: 5

DCR: 50

Commissioned: Classified

Crew: 6/12 w/ Marines

First Class: 3

Journey Class 12

Hatches: 1

Drives:

Number: 4

Type : 4 Augustan Firestorm Type 1 (A)

Fuel : 4 Pellets in use, 8 in reserve

Jumps: 3

Life Support:

Main: 12

Back up: 12

Weapons:

Laser Battery

Assault Rocket x 3

External Weapons Pod (360 degree turret):

Vehicle Machine Guns x 2 (800rds)

Vehicle Heavy Lasers x 2 (Unlimited power)

Hard points (For atmos. bomb and missile weapons)

Defenses:

Reflective Hull

Space armor shell

Infrared jammer

Atmosphere capable

Atmosphere Def.: (All have unlimited power)

Albedo Screen

Inertia Screen

Sonic Screen

Gauss Screen

Infrared jammer

Long Range Detectors:

Radar: 300,000 km range, 2 separate batteries

Energy Sensors: 200,000 km range, 2 separate batteries

Skin Sensors: 2 separate batteries

Portholes

Camera Systems: 2 separate batteries

Jamming Equipment:

White Broadcast Noise generator

Communication and Detection Equipment:

Subspace radio: 2 separate batteries

Videocom radio: 2 separate batteries

Intercom

Monitor, selective

Computer: 2 separate Mains "ORACLE"

Defense: 6

Weapons: 6

Computer Lockout: 6

Damage Control: 6

Navigation: 6

Guidance/Analysis: 6

Bureaucracy: 6 (Coord. other prog.)

Communication: 6

Life Support: 6

Install. security: 6

Computer Security: 6

Analysis: 6

Alarm: 6

Language: 6

Information Storage: 6

Alien\Contaminated Info. Storage: 6

Equipment:

Fusion Reactor: Back up energy source (Ejectable), 3 pellets

Cargo Arm: For 3 Hull ship

Laboratory

Atomoprobe x 1 (3 Max. capable)

Communication/Recon/Spy Probe x 2

Landing Drone

Research Probe

Astro. Equipment

Launch

Workpod

Freezer and reviver for storage class travelers

Solar cell - Deployable backup energy source

Standard Personal Weapons Locker, full

REPEL Combat Robots, Combat robots used to repel boarding parties. Each is equipped with a jetpacks to allow for superior movement during zero-G combat. Linked to main computer, to coordinate resistance.

Auto Defense Weapons pod on each level (Auto pistols x 2, Laser pistols x 2) (Unlimited power and 400 rounds)

(100 structural pts. Albedo Screen, Gauss Screen, Sonic and Inertia Screen)

Biological, Nuclear and Kinetic weapons locker (Rocket, probe or drone capable)

Emergency Bouy - Subspace radio, beacon, flight recorder and log. released automatically upon ships destruction.

"FORGE" Material manufacturing plant

Underwater silent electrical turbine engine

Lunar Armoured Huts: Base camps for moon or planetside operations. For full or zero atmo. Type V para, space armor shell, plus 500 pts, months of food and oxygen. Plus solar collectors.

Chapter 4: Equipment

The Tangler Grapnel Hook

Sand Shark Dune Buggy