

# *Visitors to White Light*

This is designed as a follow on to “Warriors of the White Light” by Douglas Niles. Referees should have Star Frontiers Knight Hawks and Alpha Dawn rules.

The encounters will take place on spaceships and give the characters opportunities to use their spaceship skills but, they will also need their fundamental skills.

**If you plan to be a player of this adventure, stop reading here!**

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## *Alpha Section 1: Adventure Briefing*

This adventure can be played with two to ten player characters (PC's). All PC's should already have 1<sup>st</sup> level spaceship skills (piloting, astrogation, engineering or gunnery [energy or rocket]).

The PC's are to be serving in or enlist in the naval (space) militia of the planet Clarion (White Light). Members of the naval militia are called Royal Marines and are sworn to serve the royal crown of Clarion.

This adventure presents three scenarios that are to be encountered by the Royal Marines. The playing time of each scenario is about 30 minutes to one hour. They need to be played in order.

## *Alpha Section 2: The Scenarios*

**Scenario 1: Missing Miner 49er!** A report has been received of a missing mining ship. It was last reported in the vicinity of an asteroid tagged #49. The Marines will have their first encounter with the Cylons – a Raider heavy fighter.

**Scenario 2: Floating Alien Derelict** An unknown spacecraft has been detected floating into the White Light system. It measures 550 meters by 180 meters. This enormous craft must be investigated to determine if it is a threat to Clarion. This requires the Marines to board the Basestar and conduct an investigation.

**Scenario 3: Visitors to White Light** The Alien spacecraft has become active and is making a course straight for Clarion. The Royal Marines are called out to put a stop to it. The Marines must stop the Basestar at all costs!

## *Alpha Section 3: Recruitment*

If the characters are not currently Royal Marines, then the GM must get them recruited some way. There are several possibilities for this, assuming that they have spaceship skills.



*Welcome to the Royal Marines*

## Option 1: Help Wanted Ad

*“Openings! Prime positions for qualified individuals with knowledge of spaceships. Good pay and benefits as well as food, lodging and medical expenses paid for. Don’t miss this opportunity for adventure! Serve the Crown of Clarion! Interested parties please contact Starport Box 65020, Clarion Station, White Light”*

## Option 1: Recruiter

Another way is for the characters to be paid a visit by a guest. Junior Lieutenant Hathaway is a recruiter for the Royal Marines. He was referred to them by one of the character’s family members or a previous employer. They are looking for the best of the best!

You can crew one of the Assault Scouts. There is always something to do – stop smugglers, combat pirates, fight the Sathar. The characters may even be asked to join the Frontier Expeditionary Force! The FEF supports UPF Spacefleet in exploring new systems, contacting new sentient species and fighting the Sathar!

## Alpha Section 3: Royal Marine Organization

The Royal Marines have about 350 personnel and six ships (five Assault Scouts and one Frigate see below). Only 60 Marines are actual crew members, with the rest being support person; such as technicians, programmers, boarding parties and station police.

The hierarchy of rank for the Royal Marines is below:

**Commander.** The Commander is the highest ranking officer of the Royal Marines and usually a member of Royalty. There is only one position.

**Captain.** There are only four officers holding this position: the captain of the Leo and three staff positions.

**Lieutenant.** The officers in command of the Assault Scouts and the main weapons onboard the Leo hold this position. There are staff positions holding this rank as well.

**Junior Lieutenant.** Most of the Marines that are skilled spacers hold this rank. Those Marines that lead parties also hold this rank.

**Midshipman.** These are the rookie officers within the Royal Marines. They are not allowed to command enlisted personnel. This is the rank the characters start with upon first entering the Royal Marines.

Promotions are left to the GM but, performance is an important factor. Promotion to the rank of Lieutenant may be fairly rapid, if the character’s actions demonstrate their ability to lead and be responsible. The rank of Captain is only achieved with a stellar record and after decades of services.

## Alpha Section 4: Life in the Royal Marine

**Barracks.** Members of the Royal Marines live on the residence deck of Clarion Station. There is also a Dining Hall provided in this area or the Marines can provide their own meals. Characters with spaceship skills receive a private cabin (10’ by 10’) with a kitchenette. Other personnel, such as technicians and those assigned to boarding parties receive a billet that has a kitchen, living room and two bedrooms. Each bedroom has a bunk bed.

**Boot Camp.** After enlisting in the Royal Marines and arriving at Clarion Station, the new recruits are run through a brief training course. This will last for twenty days and teaches the fundamentals of the militia, their routines and standard procedures for dealing with different issues that may arise.

**Assignments.** After completion of Boot Camp, the characters will be assigned to the CMS Swallow. They will be assigned as a boarding party and crew. Their captain will be Lieutenant Rollie McMickels and Junior Lieutenant Lisa Maybo is the pilot. The duty schedule will vary but, normally it is four days on patrol followed by two days off.

**Pay.** Determine each character's pay based on the NPC wages table. Junior Lieutenants earn an extra 50 credits daily. Lieutenants earn an extra 75 credits daily. Payday is every tenday.

## Table of Organization

CMS Leo	Captain Rogena Delrooca (H/F)	Officers: 6 Crew: 28 Boarding Party: 15
CMS Wasp	Lieutenant Vincent Shirrah (H/M)	Officers: 3 Crew: 2 Boarding Party: 6
CMS Falcon	Lieutenant Kriz'k Qill (V/F)	Officers: 2 Crew: 2 Boarding Party: 6
CMS Osprey	<b><i>Assigned to the Frontier Expeditionary Force</i></b>	
CMS Flitter	Lieutenant Urugg Meebe (Y/M)	Officers: 2 Crew: 2 Boarding Party: 6
CMS Swallow	Lieutenant Rollie McMickels (H/M)	Officers: 2 Crew: 2 Boarding Party: <b><i>vacant</i></b>

Lieutenant Meebe was formally the second in command of the Leo. He was transferred to the Flitter to provide him command opportunity after the previous Lieutenant did not reenlist.

Lieutenant McMickels was formally the Rocketry Weapons Officer onboard the Falcon. He was promoted through the ranks and given command of the Swallow. The boarding party onboard the Swallow was lost when they boarded a derelict craft and it jumped into the Void.

CMS Leo, Frigate – HP 40, ADF/MR 4/3, DCR 70; WEA – LC, LB, Tx2, RBx4 DEF – RH, ICMx4, Decoyx1

Misc: Energy Sensor, WNB

Pilot 4, Astro 3, Engin 4, Rockt 2, Energ 2

CMS Wasp, Assault Scout – HP 15, ADF/MR 5/4, DCR 50; WEA – LB, ARx4 DEF – RH

Misc: none

Pilot 3, Astro 1, Engin 2, Rockt 2, Energ 3

CMS Falcon, Assault Scout – HP 15, ADF/MR 5/4, DCR 50; WEA – LB, ARx4 DEF – RH

Misc: WNB

Pilot 3, Astro 1, Engin 1, Rockt 1, Energ 1

CMS Flitter, Assault Scout – HP 15, ADF/MR 5/4, DCR 50; WEA – LB, ARx4 DEF – RH

Misc: WNB

Pilot 3, Astro 1, Engin 1, Rockt 1, Energ 1

CMS Swallow, Assault Scout – HP 15, ADF/MR 5/4, DCR 50; WEA – LB, ARx4 DEF – RH

Misc: WNB

Pilot 2, Astro 1, Engin 1, Rockt 2, Energ 1

CMS Osprey, Assault Scout – ***Assigned to the Frontier Expeditionary Force***

## Explanation table

HP = Hull Points  
ADF = Acceleration/Deceleration Factor  
MR = Maneuver Rating  
DCR = Damage Control Rating

WEA = Weapons  
DEF = Defenses  
Misc = Miscellaneous equipment  
(table for specific weapons and defenses are in the rulebook)

### **Bravo Section: Missing Miner 49er**

This is the first scenario for this adventure. The characters should have finished their introduction to the Royal Marines and been assigned to the CMS Swallow as midshipmen. Lieutenant McMickels will assign them to the boarding party. Those characters that have spaceship skills should be allowed some time to operate different aspects of the ship-board equipment, as it pertains to their skills, ex: pilots can fly the Swallow, those with Energy Weapons skill can man the laser battery, etc.

#### *Bravo Section 1: Assignment*

At times, the Royal Marines respond to distress calls or investigate missing ships. There is a report of a mining ship, the Dora Gay, is missing. The Captain is an old Dralasite named Dat. He was last known to be in the vicinity of the asteroid belt around a large asteroid that has been termed number 49.

#### *Bravo Section 2: Procedure*

The Swallow is dispatched to the asteroid #49 to check for the Dora Gay. It is possible that the communication system went down or that the ship was struck by an asteroid. The Swallow will conduct a sweep through that area, assist where it can and report back to Clarion Station.

#### *Bravo Section 3: The Encounter*

The Dora Gay was a small mining ship (HS: 8) with two digger shuttles and a crew of ten. They were mining on asteroid #49 and placing the ore in the cargo hold to take back to Clarion Station for processing.

During this process, a Cylon Raider stumbled across one of the digger shuttles. The shuttle tried to return to the Dora Gay. The shuttle leads the Raider right to it. The Raider destroyed the shuttle and the Dora Gay but, not before the Dora Gay's gunner got a shot into it with the laser battery.



Cylon Raider

The Raider is patrolling around the asteroid looking for the remaining digger shuttle. The crew of the shuttle flew to another asteroid nearby and powered down.

The CMS Swallow will approach the asteroid belt. The Pilot or Astrogator needs to make an Intuition roll. If successful, they will notice that one of the objects on the radar is not an asteroid but, a ship. This is not moving in a random way but, with a definite flight plan. Otherwise, the characters will be surprised.

Once the characters dispatch the Raider, the crew of the digger shuttle will contact the Swallow on the subspace radio and they will come out of hiding.

Cylon Fighter – HP 42 7, ADF/MR 3/4, DCR 38; WEA – PLx2 DEF – Light Armor

#### ***Bravo Section 4: Awarding Experience Points***

If the Pilot or Astrogator is able to detect the Cylon Raider before it detects the CMS Swallow, that character should receive 1-2 experience points. Each character should receive 1 – 3 experience points based upon how they perform.

### **Charlie Section: Floating Alien Derelict**

This is the second scenario for this adventure. The PCs are to investigate a derelict spaceship.

#### ***Charlie Section 1: Situation***

There have been a few reports coming in stating sightings of an Alien derelict spaceship on the edge of the system. Royal Marine Command has assigned the CMS Swallow, as it is the closest vessel, to intercept. This derelict's trajectory puts it on course with Clarion.

The silent craft is of unknown origin. It is definitely not from the Frontier, Rim or Sathar. The silent ship is a dark grey and looks like two tops with their tips pointing at each other. It appears to have received a lot of damage but, nothing appears to be on. There are numerous laser batteries mounted on this ship. A large hangar bay can be seen.

LT. McMickels will assign one of the characters to radio this back to Clarion Station. After a radio lag of 12 minutes, the following response is received:

“Instructions: Board the unknown craft and gain control.”

#### ***Charlie Section 2: The Ship***

The Basestar has received a lot of damage (see Behind the Scenes Story). The crew is attempting to bring the ship back online. The Raider fighters are currently out on patrol. The only crew onboard is the 24 Gunners and 5 High Officers.

The Pilot will need to make a Dexterity roll to maneuver the Swallow into the



Inside a Cylon  
Basestar Hangar



hangar bay. Once inside, there is more than enough space to land. The boarding party is to disembark and find the bridge.

### *Charlie Section 3: The Encounter*

Once the boarding reaches the center pillar in the hangar bay, they will discover a door. It will open and two Cylon Warriors are on guard in the corridor.



Greetings

Two turns after the “*Centurions*” are engaged, six more will come in. The characters need to retreat back to the Swallow. If they insist on staying or start to destroy a lot of the Centurions, have six Centurions come in each turn until there are 24 Centurions in the corridor/hangar bay area. On the following turn, five Gold Centurions will appear. The characters should realize they need to retreat or face death or capture.

Upon the Swallows return to Clarion Station, they are ordered to not disembark. Two technicians, an UPF Spacefleet Intelligence officer and two Royal Marine Captains board the Swallow. Each crew member is asked to give a report and is questioned by the Intelligence officer. The technicians remove the camera files from the Swallow’s database. The characters will not be able to recover one of the Centurions but, if any character recovers a blaster or a piece of the Centurion, that is confiscated by the Intelligence officer.

### *Charlie Section 4: Awarding Experience Points*

All the characters should receive 1 – 3 experience points for surviving this mission. The character(s) that recover a blaster or a piece of a Centurion will be awarded 3 experience points each.

## **Bravo Section: Visitors to White Light**

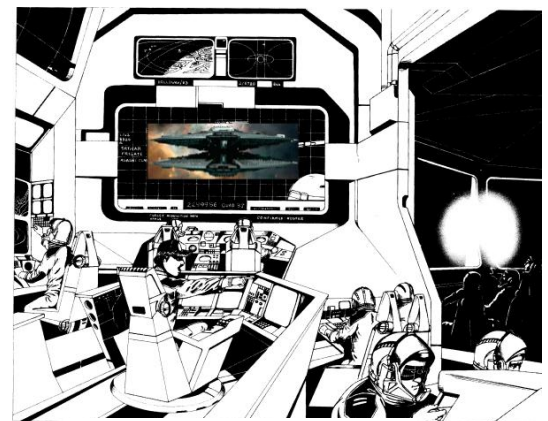
This is the final scenario for the adventure.

### *Delta Section 1: The Ships*

The scenario is between the Basestar, and the militia’s Frigate and four Assault Scouts. Complete statistics for the ships are listed below.

### *Delta Section 2: The Battle*

This scenario will be played on the space map. You will use the advanced rules, concerning the character skill modifiers.



Bridge of the CMS Leo

The public is in a panic about the unknown, alien warship heading to Clarion. The Royal Marines are the only force able to stop them. Even though the alien warship is larger than the militia and matches its firepower, the courageous men and women of the Royal Marines man their ships and head toward it. The Marines standing order “Stop the alien warship at all costs!”

The two forces enter from opposite, short edges of the map. The Basestar is travelling at 5 hexes per turn. The Raiders are deployed and are travelling at 6 hexes per turn.

The ships of the Royal Marines may be controlled by the PCs. They should be split evenly but, if there are more PCs than ships, then place two PCs on one ship but, split the pilot and engineering functions. Then Each PC receives half of the weapons & defenses. Ex: for the Swallow, one PC is the pilot and handles the assault rockets. The other PC is the engineer and handles the laser battery. The militia ships are travelling at a speed desired by the PC's, up to 5 hexes per turn.

After the ships are set up, the GM and the pilot of each ship roll initiative. The side with the highest roll moves first. The Cylons will fight until every ship is destroyed.

### *Delta Section 3: Awarding Experience Points*

All the characters should receive 1 – 3 experience points for surviving this mission. For each Raider destroyed, the attacking PCs will receive 1 experience point each. For the Basestar being destroyed, the attacking PCs will receive 2 experience points each.

For those characters that just joined the Royal Militia, they may want to continue their careers. Each character will receive a promotion for destroying the Cylon menace. There are additional adventures in the module "Warriors of the White Light".

For those characters that were previously in the Royal Militia, they will receive a promotion for destroying the Cylon menace, not to exceed the rank of Lieutenant.

If the characters have had enough of the military life, they are allowed to resign their commission. With their expanded skills, they should be able to get a job on a freighter, passenger liner or mining ship.

## **Cylons**

Type:	Cylon Warrior	Cylon High Officer
Number:	Varies	Varies
Move:	Slow	Slow
IM/RS:	5 / 45	6 / 55
STA:	100	100
ATT:	60%	70%
DAM:	2D10 or by Blaster Pistol	2D10 or by Blaster Pistol
Skills:	Pilot 1, Astro. 1, Eng. 1, Energ Wea 1, Rockt Wea 1, M 1	Pilot 2, Astro. 2, Eng. 1, Energ Wea 2, Rockt Wea 1, M 1
Special Defense:	Laser Resistant (1/2 damage), Immune to vacuum, Infravision	Laser Resistant (1/2 damage), Immune to vacuum, Multi Optics vision

## Cylon Warrior:



Cylon Warrior

The Cylon Warriors, or “Centurions” are the common Cylons seen in the silver chrome suits. They have only one brain and they have specific programmed skills. The warrior Cylons have some limited ability to solve problems and do independent actions but for the most part simply follow instructions.

**Size:** 6.5 feet (2 meters) tall

**Weight:** 550 lbs (250 kg)

**Equipment:** Blaster Pistol (5D10 per shot, 800 ft (244 m) range, 4 shots per SEU-Clip)

## Cylon High Officer:

A small number of Cylon warriors become Cylon High Officers. These Cylons have two brains and act as leaders and administrators within the Cylon Empire. They look virtually identical to normal Cylons but their armor is **gold** chrome instead of silver chrome. The High Officers are far more intelligent and able to solve problems that the Warrior Cylons cannot.

**Size:** 6.5 feet (2 meters) tall

**Weight:** 550 lbs (250 kg)

**Equipment:** Blaster Pistol (5D10 per shot, 800 ft (244 m) range, 4 shots per SEU-Clip)

The following is the current organization and capabilities for the Cylon Basestar. The Basestar suffered from additional breakdowns to its maneuvering and thruster jets as well as its remaining disruptor cannon. The characters should have been able to destroy one of the Raiders in “Missing Miner 49er” The remaining Cylon ships should be able to be dispatched by the Royal Marines.

**GM: At this stage, the Frontier only needs to know of the Cylons. In the event that the characters are about to capture a Cylon or Cylon ship, have it self-destruct. This is to keep up the mystery, the fear and the anticipation concerning this new race and new adversary.**

1 Base Star – HP 460 65, ADF/MR 2 1/2 1, DCR 200; WEA – DCx2, LBx40 5 DEF – Heavy Armor  
3 Fighters – HP 12, ADF/MR 3/4, DCR 38; WEA – PLx2, HBRx2 DEF – Light Armor

## NPCs

Lieutenant Rollie McMickels (H/M) RW: 80, M: 60, PS: 4, IM: 6, RS: 60, STA: 55, Rockt Wea 2

Junior Lieutenant Lisa Maybo (H/F) RW: 50, M: 45, PS: 2, IM: 4, RS: 45, STA: 45, Pilot 2  
She carries an Electrostunner



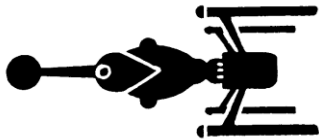
## Explanations of abilities and skills

RW = Ranged Weapon attack score  
M = Melee score  
PS = Punching score  
IM = Initiative modifier  
RS = Reaction Speed  
STA = Stamina score

Pilot = Piloting skill  
Astro = Astrogation skill  
Engin = Engineering skill  
Rockt = Rocketry weapon skill  
Ener = Energy weapon skill  
# = the skill level when it follows one of the above

## Behind the Scenes Story

The story begins in a system far away. It is a small system with a few planets and an asteroid belt. There is a Sathar fleet in the system, on maneuvers. Onboard the SAV Miscreant, a radar technician picks up a radar contact...



Sathar Heavy Cruiser

*"Ssssir, we have an unknown craft bearing 090 at 3 million kilometers." states the radar technician.*

*"It's not the UPF or a Frontier ship?" questions the Admiral.*

*"No, Sir. Itsss almost 600 meters in length. It is either a Battleship or a large freighter."  
"What is its heading?"*

*"It's heading straight for us, Sir!"*

*"Sound General Quarters! Launch all Fighters and have the Destroyers engage!" shouts the Admiral.*

*As the klaxons ring in the background, fleet slam on metal as the crew goes to their combat stations. The Fleet begins to maneuver and heads toward this new, unknown visitor.*

As the Basestar closes, it launches all Raiders. They engage the Sathar fighters and Destroyers but, suffer over 50% losses. All the fighters and two Destroyers are floating hulks in space. The Raiders then are ordered to peel off. They stay at the edge of the battlespace, heading toward the Assault Carrier.

The Basestar closes the distance with the last Destroyer and levels a barrage with its disrupter cannons from a distance. In a flash...it explodes.

The Sathar Light Cruiser launches toward the Basestar at flank speed. It begins to score hits with its electron and proton batteries from a distance, as they out-range the Cylon weapons. But, the Basestar's heavy armor absorbs the scores and keeps advancing on the Light Cruiser. It scores hits again with its electron and proton batteries as well as its disrupter cannon. The Basestar then returns fire with its salvo – inflicting 80% damage in a matter of minutes.

The crew of the Light Cruiser, and that of the entire fleet, is in shock. The crew battles the fires and attempts to bring some of the weapon systems and maneuvering jets back on line. The Basestar levels a second volley on the disable cruiser as it passes...heading for the remainder of the fleet.

The Admiral orders the helmsman full ahead at flank speed. He wants to get the SAV Miscreant within 30,000 kilometers to bring the torpedoes and rocket batteries to bear. Both ships trade fire and are severely damaged.

At the same time, the remaining six Raiders swoop in on the Assault Carrier. Its rocket batteries destroy two Raiders and damages a third before they can engage. They score major hits on the Assault Carrier. Its flight deck is aflame; ammunition for the rocket batteries is out as well as some of its defensive screens.

The Heavy Cruiser closes with the Basestar to 40,000 kilometers and launches its torpedoes – two hits! The Basestar has taken critical damage but, it is able to get a disruptor cannon and three laser batteries to fire.

BLAM! A flash of light, like a super nova, blossoms where the SAV Miscreant once was. The Basestar then turns and dispatches the remaining ship within minutes.



Sathar Assault Carrier

In the span of 18 minutes, the Sathar fleet is rendered to salvage and a new race is discovered...to the detriment of all.

## **Sathar**

~~1 Heavy Cruiser~~ – HP 80 25, ADF/MR 2/1, DCR 120; WEA – DC, LBx2, PB, EB, Sx2, Tx4, RBx8 DEF – RH, ES, PS, SS, ICMx8

~~1 Light Cruiser~~ – HP 70 15, ADF/MR 3/2, DCR 100; WEA – DC, LB, PB, EB, Tx4, RBx6 DEF – RH, ES, SS, ICMx8

~~1 Assault Carrier~~ – HP 75 35, ADF/MR 2/1, DCR 150; WEA – LB, PB, RBx8 DEF – RH, MSx4, ICMx10

~~3 Destroyers~~ – HP 50, ADF/MR 3/3, DCR 75; WEA – LC, LBx2, EB, RBx4 DEF – RH, MSx2, ICMx5

~~4 Fighters~~ – HP 8, ADF/MR 5/5, DCR 30; WEA – ARx3 DEF – RH

## **Cylons**

~~1 Base Star~~ – HP 460 435 65, ADF/MR 2/2, DCR 200; WEA – DCx2 1, LBx40 5 DEF – Heavy Armor

~~30 42 6 3 Fighters~~ – HP 12, ADF/MR 3/4, DCR 38; WEA – PLx2, HBRx2 DEF – Light Armor

### *Credits:*

*Battlestar Galactica Technical Manuel - <http://www.tecr.com/galactica/index.html>*

*Star Frontiersman # 22*

*“Warriors of the White Light” Douglas Niles*

*Star Frontiers Knight Hawks and Alpha Dawn box sets*