

While **Tod** is still endlessly approaching the event horizon, **Emily** dies embittered in the previous eon. **Dianne** has been mentally co-opted by **bodiless alien beings** (!) who soon decide that exploring **physical** existence is far more satisfying than galactic conquest. Unable to cope with her obsessive consumption of egg yolk and perrier, **Barry** flees New York for New Amsterdam, accidentally distracting **Abraham Lincoln's** bodyguards while passing through. **Holly** bursts into **Jerry's** conapt, where she discovers...



mine for the needed dilithium. Gamemasters can make this situation an entire sub-adventure or merely another complication for the players to deal with.

Planetary Background

Essai once enjoyed a very advanced society. While humans were just discovering America on Terra, the Essaiaans were on the verge of a breakthrough in warp drive theory. Unmanned probes sent to neighboring stars, however, revealed that one of those stars was on the verge of going super-nova. Rather than flee their home, the Essaiaans elected to embark on an extensive program of system re-engineering. Over a period of fifty years, every planet, satellite, or major asteroid was broken up and the rubble used to construct the enormous barrier which shielded the system from the blast of radiation which destroyed every other system for light-years around.

Essai is now barren of material resources. The struggle to erect the barrier saved the planet from certain destruction, but at the cost of bankrupting the world economy, draining available resources, and inevitably plunging the inhabitants into a dark age which they are only now beginning to come out of. Unfortunately for the Essaiaans, having limited understanding and resources to work with, they are only able to pick through the bones of their once-advanced technology. Unless they are given help to break out of their impoverished system they will inevitably be thrown back to barbarism within another century.

Essai's Political Situation

The monarch of Essai, Sai-ume, united the planet twenty years ago after his city-state discovered an old military base with stored weapons and offensive technological devices. With these at his disposal, his army was able to sweep the other stagnating governments away and put all under his rule. This subjugation actually had the effect of helping Essai regain some of its lost technology since the planet's scarce resources were no longer being squandered in petty wars and could be used for a central purpose. Under Sai-ume's guidance, several of the orbital ship-

yards and a number of sub-light vessels have been put back in service. Since his coronation, however, several resistance groups have sprung up opposing Sai-ume's absolute and somewhat ruthless authority. Some areas of Essai are under rebel control (mostly in the desert or mountain regions) and Sai-ume has been forced to send armies mainly armed with projectile weapons (rifles, machine guns, and so forth) to combat them since the newer laser technology of his space vessels and other advanced weapons are still not fully understood and are quite scarce. Energy weapons such as the disruptors the Klingons carry and devices like the transporter would prove extremely useful to Sai-ume in his campaign against rebels.

The Essaian Warp Cruiser

The Essaian cruiser resembles a squat *D7* with low-slung cylindrical nacelles and less-pronounced command pod. It is designed for a crew of 50, so there should be no problem supporting the Klingons. Originally constructed as a prototype during Essai's active space exploration program, the ship was mothballed just prior to its trial voyage so its engineers could work on the Barrier Project when the threat of the super-nova was discovered. The cruiser sat in parking orbit for over 600 standard years undisturbed. Now that the Essaiaans are rediscovering their orbital facilities they treat the warp cruiser as just another derelict, unaware of its interstellar potential. Even if they were aware of its capabilities, the Essaiaans lack the technical competence to refurbish the ship without assistance from a more knowledgeable race.

Gamemaster's Notes

This scenario is linear in design, keeping the players on a set track toward a set goal. As such making incorrect decisions in some areas can be disastrous for the player-characters involved. Usually common sense and a deep instinct for self-preservation will suffice to show where these areas can be found. The scenario is designed for beginning Klingon players who may still feel a bit uncertain about the way these characters can be played differently from Federation characters. Some

Klingonesque activities are suggested below:

Someone is bound to be devious enough to suggest rigging the *K'vinta's* command boom with a timed self-destruct system that would activate as the refurbished Essaian cruiser entered warp toward the Empire. The boom's computer contains a great deal of information that ultimately could be used by the Essaians against the Empire. In addition, any agreements made by the Klingons for trade or contact would be worthless after the Klingons escaped. If the Imperial High Command decides the Essaian System is valuable enough to contact (a distinct possibility considering the dilithium in the Barrier and Essai's hidden position) the contact force will most likely be an invasion fleet.

It would not be out of the realm of possibility for some of the Klingons to side with Sai-ume and some to side with the rebels. This would allow for some pretty nasty infighting and one side or the other would most certainly be eliminated before the Klingons were able to escape the system. If you are not too attached to your character this might be an interesting situation.

Some GMs may want to fight out the beginning battle in which the *K'vinta* is damaged. This is totally acceptable but the Gamemaster must keep a tight rein on the damage inflicted on the Klingons for the scenario to begin.

If the rebels take Essai, the GM may wish to have some of the space forces of Sai-ume remain loyal to him and attempt to cause trouble with the dilithium mining mission to the barrier or even against the repaired warp cruiser. If the Klingons are forced to retreat to the hills as they found themselves on the losing side of the war, another adventure could be conducted with them being the leaders of a new rebel force bent on reaching orbit and attempting escape.

Essai is an interesting place. Because of the barrier which protects it, the system's star is not visible from the worlds of the Klingons, Romulans, or the Federation. It is also situated so near the site of a supernova that no one would ever suspect that it could support life. As such it would make an excellent 'Pitcairn's Island' in which to hide a secret base or pirate organization.

World Lo

System Name: Essai Home System
Number of Class M Planets: 1
World Name: Essai
Position in System: 1
Number of Satellites: 0
Planetary Gravity: .9G
Planetary Size:

Diameter—11,553 km
Equatorial Circumference—
36,276 km

Total Surface Area—
459,200,000 sq. km
Percent Land Mass—31%
Total Land Area—
142,352,000 sq. km

Planetary Conditions:
Length of Day—22 hours
Atmospheric Density—Terrestrial
General Climate—

Warm Temperature

Mineral Content:

Normal Metals—27%
Special Metals—None
Radioactives—3%
Gem Stones—5%
Industrial Crystals—None

Civilization Log

Technological Index: 677452

Socio-Political Index: 55

Ro-Sai (See MAPS on page 34)

1. Sai-ume's Palace: The structure is 120 meters by 60 meters and is two stories high. Inside, the main feature is an enormous hall, with Sai-ume's desk sitting at one end. The hall is lined by 30 large pillars spaced at two meter intervals. The palace's wings contain kitchens, bedrooms, and so forth. In front of the structure is a large fountain which is no longer operational. The palace is surrounded by a 150 meter square wall which stands three meters high. Surrounding that is the Royal Park, access to which is denied to the public. The palace and grounds are patrolled by 30 Palace Guards under normal circumstances.

2. Military Justice and Detention Center: This structure stands three stories tall and measures 360 by 135 meters. Within are the courts, cells, and other facilities used to process political and military prisoners. It is here that the Klingons are detained after arriving in Ro-Sai.

3. Air Traffic Control: Used to direct the air and space traffic coming into Ro-Sai's spaceport. It is from this building that the homing beacon was

A PLUGGIE!

I'M IN LOVE WITH
A **PLUGGIE!** NO
WONDER YOU
HAVEN'T BEEN
AT THE OFFICE!



JERRY, CORTEX-STIM
IS FORBIDDEN--IT'S
ILLEGAL AND VERY,
VERY DANGEROUS!



NATURALLY I'M
AFRAID! YOU CAN
BECOME DELUSIONAL,
TRIGGER A TRUE
PSYCHOSIS!



YOU **THINK**
IT'S REALITY!

SAY, I KNOW
EXACTLY WHO I
AM AND WHAT
I WANT TO DO!
THIS IS
ESCAPISM!
IT'S A NEW
BEGINNING.



THERE'LL BE
DANCING IN
THE STREETS,
HOLLY!



TO BE CONTINUED

SENSOR READINGS

by G. D. Swick
and David Bischoff

It's a science fiction planet.

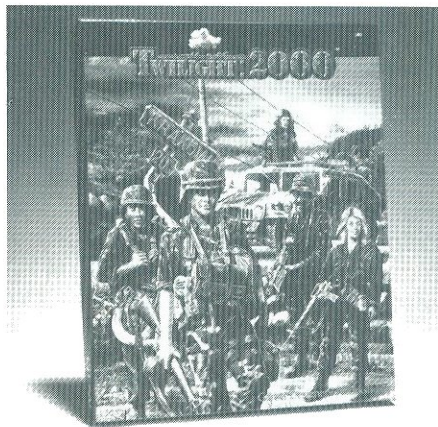
Modern popular culture is laced with SF influences. From *ET* games to Buck Rogers squirt guns to prayers to the heavens to 'Beam me up Scotty!', our everyday lives are influenced by the ventures of yesterday and today into pure Imagination.

This column will examine the by-products of this SF fascination—in books, games, politics, kitchen sinks.

So put on a *Jefferson Starship* laser disk, pour yourself a nice bowl of *Frankenberry* cereal, tell the kids to turn down *Masters of the Universe* on the boob tube, and take note!

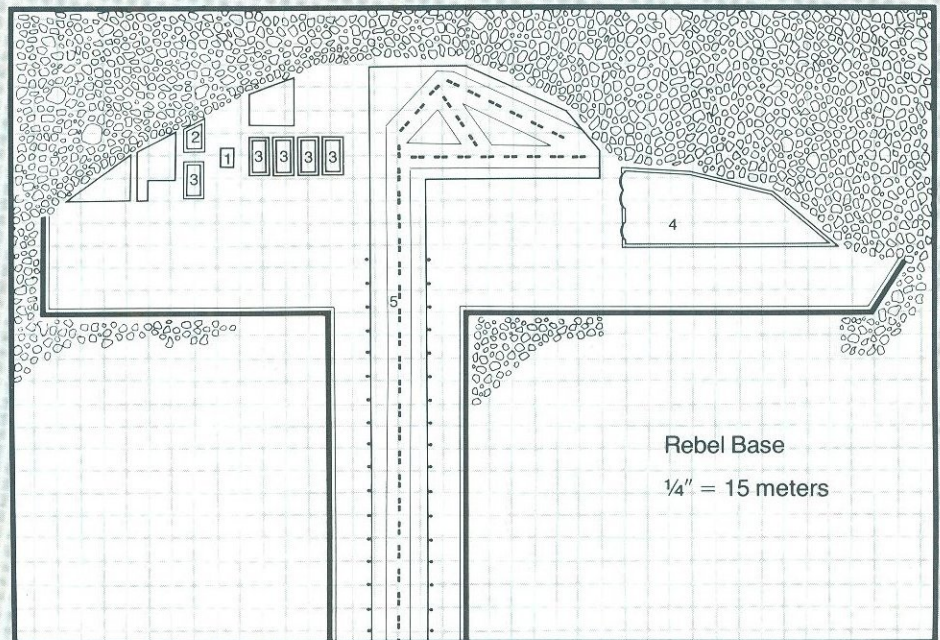
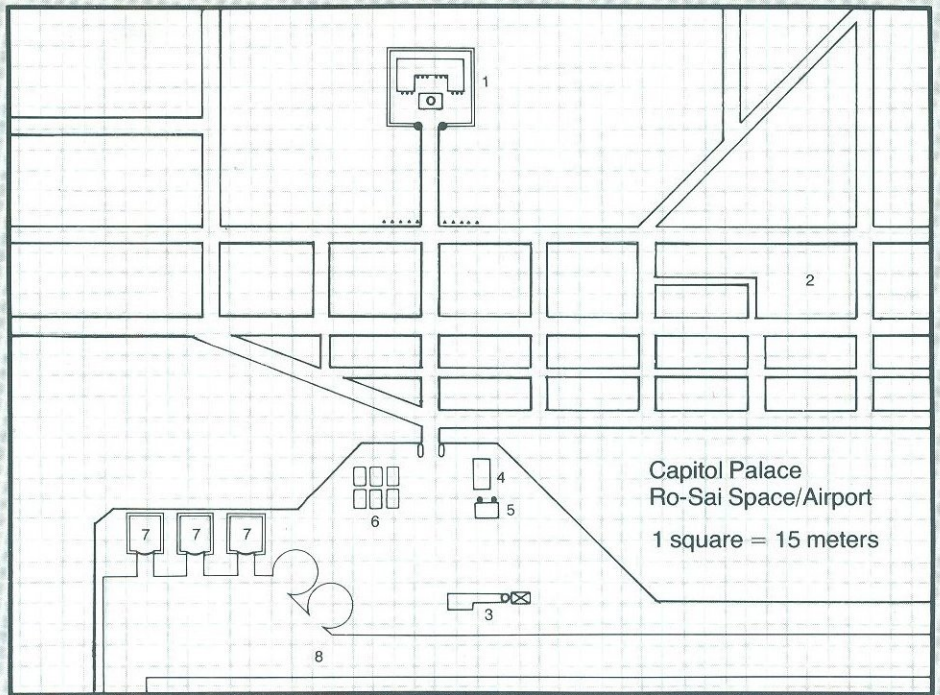
★★★

Things could be worse—and they probably will be. In *Twilight: 2000* (\$16.00), players assume the roles of NATO personnel trapped in Poland during the Third World War, follow-



ing a series of tactical nuclear exchanges. This unusual post-holocaust role-playing game from Game Designers' Workshop tied for Best Role Playing Game of 1984 at the Origins National Game Convention's annual awards ceremony. Player characters must get back to their own lines in a no-man's land where yesterday's allies may be today's enemies. Game Designers' Workshop, P.O. Box 1646, Bloomington, IL 61701.

And the winner of the swimsuit competition is—Despite the long legs, these beauties aren't contestants in an alien Miss Universe con-



transmitted for the Klingons to beam

4. Essaian Space Projects Headquarters: This five story building houses the administrative offices for the various orbital and system facilities of Essai.

5. Space Research Building: Houses various laboratories and equipment which the Essaians are studying and trying to get to work.

6. Barracks: Six buildings, each housing 50 base security troops.

7. Hangars: These are 75 by 60 meter structures used to shelter various air and space vehicles.

8. Runway: Supplemented by the

two nearby VTOL pads, the runway handles all known types of Essaian air and spacecraft that are landing-capable. It is 4500 meters long.

The Rebel Base

1. H'Ravhe's Office: This is where the rebel leader spends most of his time. The building is one large room with map tables, charts, etc. There are a number of hidden panels in the walls where H'Ravhe posts guards if he feels it is necessary.

2. Rebel Headquarters: Used for administration and supply for the base.

3. Barracks: Each houses 100 rebel troops.

4. Ground Vehicle Storage: Used to store and maintain the rebel's ground vehicles and heavy equipment.

5. Runway and Apron: Designed to handle only lighter atmospheric aircraft. Apron is under a camouflage netting where the rebel aircraft are stored and repaired.

Player-Characters

The four Klingon officers provided below are for use with the above adventure when players do not wish to use their normal characters from an on-going campaign. Gamemasters should feel free to change any of the below material to fit in with their ideas on running the adventure.

Name: Kordon sutai Donatil
Rank/Title: Captain
Current Assignment: *IKS K'vinta*

Position: Commander
Race: Human Fusion Klingon
Age: 32

Sex: Male

Attributes:

STR—64 CHA—45
END—60 LUC—40
INT—66 PSI—0
DEX—61

Combat Statistics:

AP—10
To-Hit Numbers—
Modern 67
HTH 53

Bare-Hand Damage—1D10+7

Significant Skills Rating:

Astron./Astroprn.—62
Bribery—28
Computer Operation—45
Leadership—62
Marksmanship (modern)—70
Negot./Diplomacy—32
Personal Combat (unarmed)—45
Starship Combat Tac./Str.—48
Starship Helm Op.—55

Distinguishing Physical Characteristics: None

Brief Personal History: Served aboard various *D7* Class vessels in his career, all in the area of the Triangle.

Birthplace: Delta Pavonnis III in the Triangle

Personality:

Motivations/Desires/Goals: To reach the rank of Thought-Admiral and be-

come a controlling influence in the affairs of the Triangle. Kordon feels that the Essai situation might just give him the help he needs to attain that goal.

Manner: Helpful and patient, but extremely cunning. Deceptive in a most appealing way.

Special Knowledge/Powers: Small arms weapons expert.

Name: Kinga vestai Sonoth

Rank/Title: Lieutenant, J. G.

Current Assignment: *IKS K'vinta*

Position: Communications Officer

Race: Human Fusion Klingon

Age: 20

Sex: Male

Attributes:

STR—63 CHA—58
END—61 LUC—10
INT—67 PSI—25
DEX—54

Combat Statistics:

AP—9
To-Hit Numbers—
Modern 59
HTH 47

Bare-Hand Damage—1D10+7

Significant Skills Rating:

Commun. Sys. Tech.—59
Computer Operation—30
Electronics Tech.—27
Marksmanship (modern)—65
Personal Combat (unarmed)—40
Starship Comm. Proc.—55
Starship Sensors—34
Starship Services—25
Surveillance—32

Distinguishing Physical Characteristics: None

Brief Personal History: From a well thought of line in the Empire, Kinga accepted Triangle duty to get the action experience he feels is necessary for advancement.

Birthplace: Korgocht V, Quadrant Beta

Personality:

Motivations/Desires/Goals: Interested in the usual dreams of younger officers: glory, power, and fame.

Manner: Inquisitive

Special Knowledge/Powers: None

Name: Mida tai Ocapil

Rank/Title: Lieutenant Commander

Current Assignment: *IKS K'vinta*

Position: Science Officer

Race: Human Fusion Klingon

Age: 28

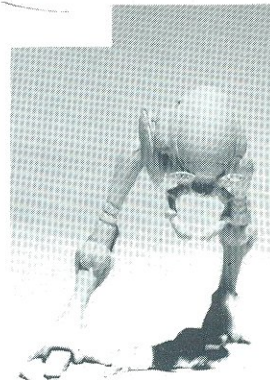
Sex: Female

Attributes:

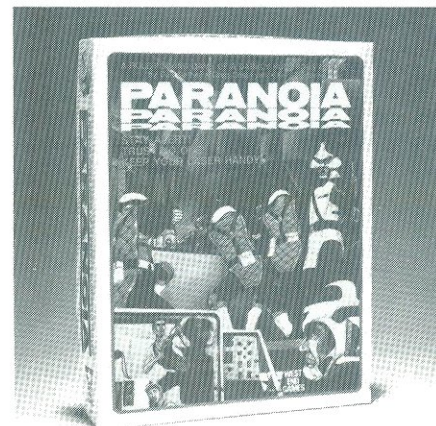
STR—50 CHA—59

Sensor Readings...

test. They are part of the *Warbots* line of metal miniatures from Grenadier Models. Two boxed sets (\$8.00 each) are currently available, providing gamers with 25mm combat robots for use with any science fiction game. Grenadier Models Inc., P.O. Box 305, Springfield, PA 19064.



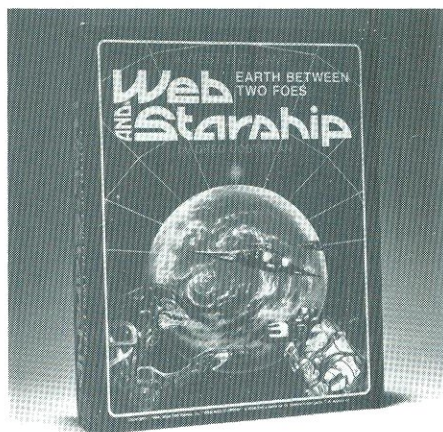
Please report to the nearest termination center—Science fiction games released by West End Games in 1984 won two awards at the 1985 Origins National Game Convention in Baltimore. *Paranoia*, a role-playing game set in "a darkly humorous future," tied with Game Designers' Workshop's *Twilight: 2000* for Best Role-



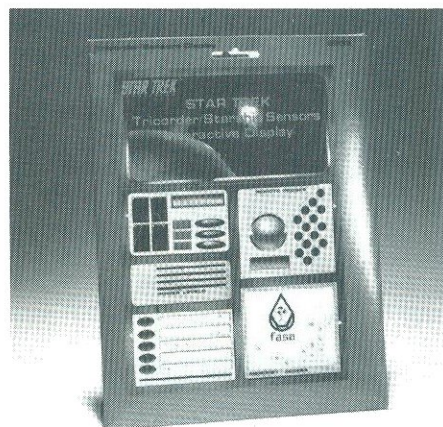
Sensor Readings...

Playing Game. In *Paranoia*, players become troubleshooters for a demented computer, guarding Alpha Complex from Commies, mutants, and members of secret societies. Of course, players are the mutants and members of secret societies—and are armed with lasers—that's why they call it *Paranoia* (\$15.00).

West End's second award was for Best Science Fiction Board Game, which they won for *Web and Starship* (\$16.00). This innovative game is designed for three players, pitting two alien races against each other in intergalactic maneuver and warfare—with Earth caught in between!



Diplomatic maneuvering, limited warfare, and "three dimensional" movement are among the unusual features of this design. West End Games Inc., 251 West 30th St., New York, NY 10001.



Don't leave home without it— When you need information, do what Mr. Spock does; pull out your handy *Tricorder* (\$10.00). This game accessory from FASA Corporation allows Star Trek players to link with the mother ship, take power readings, check vital signs, and more. Now you can be certain before declaring, "He's dead, Jim." FASA Corporation, P.O. Box 6930, Chicago, IL 60680. ★

END—58 LUC—65
INT—64 PSI—23
DEX—71
Combat Statistics:
AP—11
To-Hit Numbers—
Modern 57
HTH 47
Bare-Hand Damage—1D10+4
Significant Skills Rating:
Astron./Astroph.—41
Computer Operation—77
Env. Suit Operation—31
Geology—29
Marksmanship (modern)—44
Personal Combat (unarmed)—22
Physical Chemistry—45
Planetary Ecology—62
Starship Sensors—51

Distinguishing Physical Characteristics: Very attractive
Brief Personal History: Schooled in Planetary Sciences and ordered on a Triangle patrol to discover and map potential colonies in the area.

Birthplace: Battle Station 129GDT
Personality:

Motivations/Desires/Goals: To further her career by any means necessary. The re-engineering of the Essaian System is of great interest to her, as is the vast potential for wealth from the dilithium deposits in the Barrier.

Manner: Seemingly shy and inward.
Special Knowledge/Powers: None

Name: Kenai tai Rilac
Rank/Title: Lieutenant
Current Assignment: *IKS K'vinta*
Position: Engineering Officer
Race: Human Fusion Klingon

Age: 23

Sex: Male

Attributes:

STR—58 CHA—47
END—67 LUC—57
INT—55 PSI—09
DEX—61

Combat Statistics:

AP—10
To-Hit Numbers—
Modern 57
HTH 50

Bare-Hand Damage—1D10+8

Significant Skills Rating:

Astronautics—68
Computer Tech.—48
Marksmanship (modern)—53
Mechanical Eng.—51
Personal Combat (unarmed)—49
Personal Weapon Tech.—31
Ship's Weaponry Tech.—39
Small Vessel Engineering—25

Transporter Sys. Tech.—34
Warp Drive Tech.—45

Distinguishing Physical Characteristics:—None

Brief Personal History: After being raised by the state when his line was put in disfavor by a distant relative, Thought Admiral Krador zantai Rilac, Kenai has struggled under the yoke his linename puts him under in the service. He has served all his tours in the Triangle area and is the last surviving Engineer Officer of the *K'vinta*; he had luckily been transferred to the command boom power systems center right before the battle.

Birthplace: Konnos Re-education Center, Ninth Frontier District

Personality:

Motivations/Desires/Goals: To clear his linename by performing some deed worthy of recognition by the Empire.

Manner: Inwardly fighting an inferiority complex.

Special Knowledge/Powers: Extremely lucky

Non-Player Characters

Name: Sai-ume

Rank/Title: King of Essai

Current Assignment: None

Position: Monarch

Race: Human

Age: 53

Sex: Male

Attributes:

STR—60 CHA—63
END—54 LUC—51
INT—73 PSI—37
DEX—55

Combat Statistics:

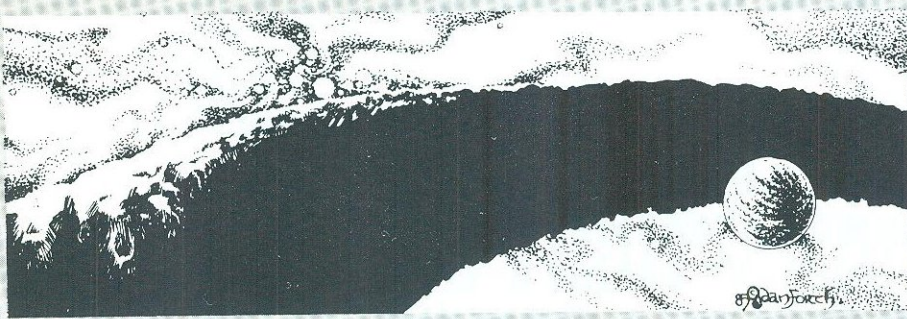
AP—9
To-Hit Numbers—
Modern 28
HTH 62

Bare-Hand Damage—1D10+9

Significant Skills Rating:

Administration—76
Leadership—71
Personal Combat (machine gun)—60
Personal Combat (sword)—73
Personal Combat (unarmed)—69
Psychology (Essaian)—53
Social Sciences—
Essaian Culture/History—42
Essaian Law—83
Streetwise—51

Distinguishing Physical Characteristics: Large and powerfully built, Sai-ume is slowly losing his warrior abilities through large amounts of



food and easy living.

Brief Personal History: Once the ruler of the city-state that has now become Essai's capital, he unified the entire planet with newly-discovered war machines placed in underground storage over 600 years ago.

Birthplace: Essai

Personality:

Motivations/Desires/Goals: Sai-ume's rule is now being challenged by resistance fighters who are using some of his captured military technology against him. He is worried that if the resistance continues much longer, the populace will be encouraged to revolt against his harsh control. Sai-ume is now becoming desperate for something that will enable him to eliminate the rebels and has ordered the palace archeologists to step up their search for more lost knowledge of the past.

Manner: Normally cold and insensitive, Sai-ume does not care for the life or health of others, and has been known to personally behead anyone who offends him. He is capable of acting very congenial and polite if the situation warrants it although this is just an act to insure he gets his way.

Special Knowledge/Powers: None.

Name: H'Ravhe

Rank/Title: None

Current Assignment: None

Position: Essaian Rebel Leader

Race: Human

Age: 34

Sex: Male

Attributes:

STR—71	CHA—64
END—67	LUC—68
INT—85	PSI—03
DEX—65	

Combat Statistics:

AP—10

To-Hit Numbers—

MG, Rifle—74

HTH—71

Bare-Hand Damage—1D10+10

Significant Skills Rating:

Administration—50

Leadership—82

Personal Combat (MGs, Rifle)—84

Personal Combat (Unarmed)—77

Small Unit Tactics—56

Planetary Survival (Essaian)—43

Streetwise—72

Distinguishing Physical Characteristics:—None

Brief Personal History: H'Ravhe's past is largely unknown. He wandered into the rebel camp several years ago and joined the resistance. His combat skill was of extraordinary use and he quickly rose in power. When he was firmly entrenched as the rebel's leader H'Ravhe began to unite the fragmented resistance groups and raid Sai-ume's armories to outfit them with modern weapons. He is highly respected by his followers and commands through trust and loyalty.

Birthplace: Essai

Personality:

Motivations/Desires/Goals: Quiet and withdrawn, H'Ravhe is determined to end Sai-ume's reign. Though he never talks about it, his parents and sister were brutally tortured and killed by the dictator, and he is obsessed with the desire to see Sai-ume die just as horribly.

Manner: H'Ravhe is an honorable man. He values life and will preserve it whenever possible.

Special Knowledge/Powers: H'Ravhe has many spies and supporters in the forces of Sai-ume.

Standard Essaian Guard:

STR—65	END—65
INT—50	DEX—60
LUC—50	PSI—20
CHA—45	

Combat Statistics:

To Hit, MG, Rifle—50

To Hit, HTH 50 Bare Hand

Damage—1D10+7

AP-7

Significant Skills:

Personal Combat (MG, Rifle)—40

Personal Combat (Unarmed)—40

"SONIC" CURIOSITY

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