

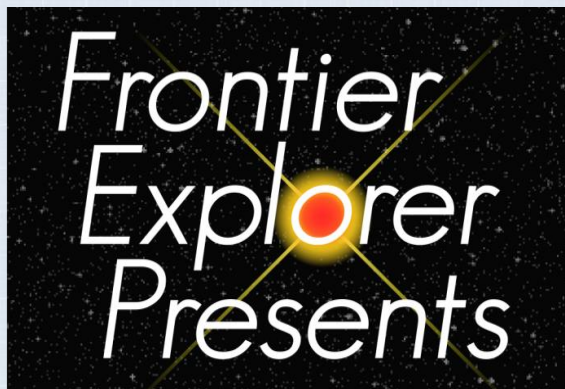
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SATHAR DESTROYER TECHNICAL MANUAL



SRM 2014



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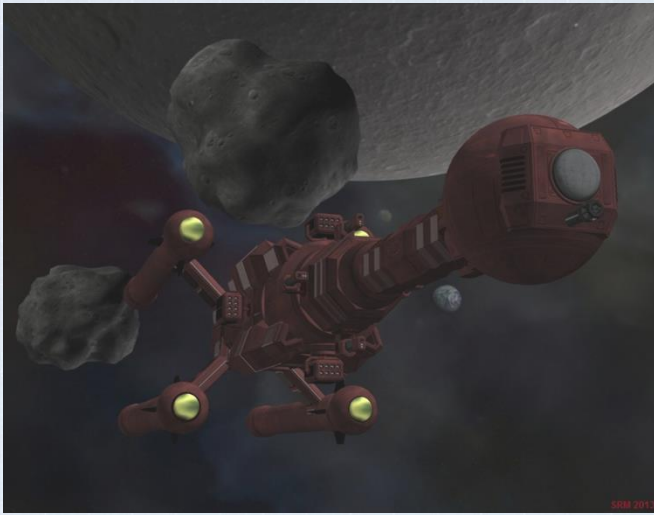
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A NOTE ABOUT THE ACCOMPANYING MAPS

There are two sets of maps that accompany this PDF download. Both sets of maps are to the same scale and were produced at 100 dpi and a scale of ½ inch = 1 meter.

The first set has a half inch grid superimposed on it to show scale and to be used with small counters such as those that came with the Star Frontiers boxed sets. These are the maps that were used to produce the reference images used in this document. These maps are intended more to be printed and used in tabletop gaming.

The second set is identical except that the grid has been removed to show the clear floor plan. These are designed to be imported into a virtual table top program that supplies its own grid.



INTRODUCTION

This is a technical write-up of the Sathar destroyer. It is intended for Referee use if he wants to have the players find a derelict destroyer or be captured as prisoners and held on-board. This write-up provides detailed information on the sathar vessel. The deck plans were designed to accompany the Sathar Military Organization article in issue 6 of the Frontier Explorer magazine. However, this write-up is completely self-contained and may be used in any way desired. I also present some ideas on the design philosophy used to allow Referees to design additional sathar ships that have the same feel to them. If you are a player in a campaign where the ship is going to be used, you should probably stop reading now.

TECHNICAL DATA

The destroyer is 143 meters long and the main body varies between 5 meters in diameter in the neck area up to 39 meters in diameter at its widest point where the shuttles are housed. The engines are offset 20 meters from the body on their support struts. The total volume of the destroyer (not counting the engines) is just over 48,000 cubic meters and it contains 25 decks.

Author's Note: The sathar destroyer as presented is about 18% larger than an "average" hull size 6 vessel from the Knight Hawks campaign rules. Since those rules were talking about UPF ships, and this size falls within the 25% spread for a given hull size that the rules state, I don't feel bad at all in adopting this size for the hull size 6 sathar destroyer.

From a board game perspective, this destroyer is the typical sathar destroyer and has the following board game statistics:

HP: 50 **ADF:** 3 **MR:** 3 **DCR:** 75

Weapons: LC LB EB RB(x4) T(x2)

Defenses: RH MS(x2) ICM(x5)

The full Knight Hawks data for the ship is:

Hull Size: 6

HP: 50

ADF: 3

MR: 3

DCR: 75

Engines: 3 Class B Atomic Engines

Fuel Carried: 6 pellets per engine

Life Support Capacity:

Head Section: 35 (16 berths)

Body Section: 1000 (600 berths)

Tail Section: 25 (12 berths)

Computer Level: 5 **FP:** 222

Computer Programs: Drive 5 (64 FP), Life Support –

Head Section 1 (3 FP), Life Support – Body Section 1 (4 FP), Life Support – Tail Section 1 (2 FP),

Astrogation 4 (24 FP), Alarm 4 (8 FP), Computer Lockout 5 (16 FP), Damage Control 4 (16 FP), Skin Sensors 1 (1 FP), Laser Cannon 1 (3 FP), Laser Battery 1 (4 FP), Electron Battery 2 (6 FP), Rocket Battery 2 (6 FP), Torpedo 1 (3 FP), ICM 3 (12 FP), Robot Management 4 (16 FP), Maintenance 2 (4 FP), Communication 2 (6 FP), Information Storage 3 (8 FP), Computer Security 4 (16 FP)

Ship's Vehicles: 4 small Sathar Launches, 2 workpods

Other Equipment: Skin Sensors, Camera System, Videocom radio (x2), Subspace Radio (x2), Intercom with 5 master panels and 100 speaker/mikes (one per room), Radar (x2), Energy Sensors, White Noise Broadcaster.

Weapons: LC LB EB RB(x4) T(x2)

Defenses: RH MS(x2) ICM(x5)

SHIP DESIGN

The Sathar destroyer is, in addition to being a warship, a troop transport. It is capable of transporting a Sathar "battalion" consisting of 552 sathar, the shuttles needed to get them to a planet's surface, a small contingent of support creatures, and the crews, technicians, and engineers needed to fly and care for the shuttles and creatures.

The destroyer is comprised of three different sections, the head, the main body, and the tail (See the ship diagram on page 6). Each of these sections is independent of the others and there are no connecting passageways between

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them inside the ship. Each section of the ship has its own airlock and bays for a small number of small (3 sathar) launches.

To the Sathar mindset, the three sections of the ship each have a unique and independent function and do not need to communicate or interact with each other. The strict regimented training and caste system of Sathar society further isolates the members of the different sections. The design of the ship reflects this isolation and segregation by duty, having the various parts of the ship independent of each other. The sections are connected via comm systems but even those are used only for the most basic communication needed for the operation of the ship.

THE HEAD

This is the ball at the front of the Sathar ship. It contains about half of the ship's crew including the pilot, the astrogator, and gunners to operate the ship's beam weapons. It is separated from the body of the ship by a 13 meter long "neck" that contains life support equipment and various other components of the ship's machinery. There are 5 decks in this section of the ship.

THE BODY

Most of the ship's volume is contained in the body. This section of the ship is mostly occupied by the ground troops and their support staff. There is a small portion of the ship's crew here as well which are responsible for life support and the ship's ICM and Masking Screen defenses. This section contains 15 decks.

THE TAIL

The tail of the ship houses the engineering section for the ship as well as the ship's rocket weapons. This section is where the ship's engine struts connect to the ship and is separated from the body by a 9 meter long "waist" that, like the "neck", is filled with life support and other machinery. There are 5 decks in this section of the ship.

NOTES ABOUT SHIP FEATURES

This is an alien vessel designed specifically for that race. Unlike UPF ships, which need to be able to accommodate members of all Frontier races, this ship is designed for the sathar. There are some unique features of this ship that should be pointed out. Since they apply throughout the ship, they are presented early. Keep them in mind as you study the deck plans below and during game-play when

you have characters on-board and moving throughout the ship.

DECK HEIGHTS

Unless otherwise stated, the ceiling height of all decks is only 1.7m. As sathar move with only 1 meter of their body raised and sometimes rise up to a height of 1.5 meters, no additional clearance is needed. A dralasite would have no problems walking through the halls of the sathar vessel. A vrusk might have to watch its antenna occasionally. But humans, and especially yazirians, will have to move at a crouch or bent over. This low ceiling height imposes a penalty on members of the taller races. An activity that requires a RS or DEX check, or skills based off those characteristics receives a negative modifier when on-board the sathar vessel. Vrusk receive a -5% modifier and humans and yazirians receive a -10% modifier. The low ceiling also restricts humans and yazirians to 75% of their normal movement rate.

ALIEN TECHNOLOGY

The technology used on this ship is quite alien in nature. It is designed to be used by sathar appendages – strong lifting pads on the lower tentacles and small thin tentacle-like fingers on the upper tentacles.

The referee should enforce the -20% modifier for working with alien technology as the characters move through the ship. In some case, the referee may rule that the technology or controls are simply incomprehensible. However, in the end, how that applies is up to the referee and the kind of game they want to run.

POOL BEDS

The pool beds are found all over the ship and are the sleeping accommodations for the upper and middle caste sathar on the ship. They also double as acceleration couches for off duty sathar. Each bed is about 2m deep and basically forms a large rounded bowl with steep sides. The upper lip of the pool area is about 0.75 meters above the floor and the pool beds are inset into the floor of the decks they are found on. When sealed it is impossible to tell if there is a sathar inside as the covers are opaque. They are designed to be opened and closed from both inside and outside as needed. They are similar to the pool beds described on the sathar ships in the module SFKH3 – Face of the Enemy.

At one end of the pool bed, but external to the bed itself is a computer terminal. This terminal can be used by the sathar in the pool bed when the cover is open. There is a

shallow portion of the pool ped at that end where the sathar would typically lay its head when sleeping and which can be used to comfortably support the upper body when using the terminal. Each of the computer terminals provide access to the ship's Communication and Information Storage programs to allow the sathar to access entertainment and educational data and programming. In addition, each computer allows access to whatever computer functions the sathar in that pool bed need for monitoring systems related to their regular duties. For example, the pool beds of the life support technicians allow access to the Life Support program to monitor and take emergency actions related to the life support system in their section of the ship.

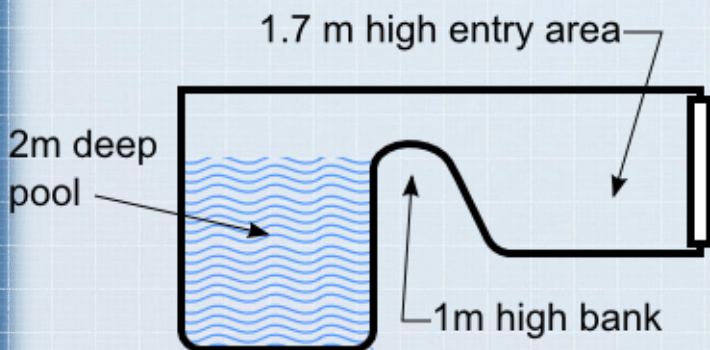
COMMUNAL POOLS

Like the pool beds, the communal pools are two meters in depth. The entrance area is level with the floor in the adjacent halls or rooms but rises quickly to the edge of the pool which is 1 meter in height above the deck level at the entrance leaving 0.7 meters of clearance between the top of the lip and the deck ceiling. The interior wall of the pool then drops off to the full pool depth of 2 meters. See the image below for a schematic cross section of how the pool is laid out. The sathar enter and exit the pool by slithering up and over this "bank".

These pools are the common areas of the ship and provide a place for the sathar to exercise and converse with one another. While there are computer terminals and collapsible tables in some areas of the ship for activities not suited for water, this is the main area where the sathar go to relax and spend leisure time.

Each pool has a cover that descends from the ceiling to seal the pool in times of high or zero gee maneuvers to prevent the water in the pool from escaping. The cover is flush against the ceiling when not in use and seals against the walls and lip of the pool when engaged.

In the pools on decks 12, 13, 14 & 16, these covers have



dozens to hundreds of breathing masks built into them as the sathar in the pools on these decks remain in the water during maneuvers. These masks fit around the head of the sathar and seal against the body to keep the air in place. As the cover descends, the sathar all swim up and insert their heads into the masks with their bodies still submerged in the fluid. They will remain there until the cover is lifted. The pools on the other decks do not have breathing masks as these pools are not intended to be occupied during maneuvers.

CHAIRS/ACCELERATION COUCHES

Each computer terminal or duty station is equipped with a standard sathar acceleration couch. These chairs are designed specifically for the sathar anatomy and allow the sathar to work at the terminal even during high gee maneuvers if needed.

NO SHARP CORNERS

Everything in the ship is smooth and rounded. There are no sharp corners or strongly acute angles anywhere. The corners of rooms are rounded. The joints between the floor and walls and ceiling and walls are rounded. There is no opportunity to poke yourself on a sharp angle on this ship. This should feel very different from typical UPF vessels and could be described in many different ways such as looking "organic", "melted", "rounded", etc. All of the space taken up by the rounded corners and edges is used for machinery and conduits between the decks to route life support, power, computer connections, etc.

ACCESS BETWEEN DECKS

The different parts of the ship use different methods to move between the various decks in that section. The head and tail of the ship simply have a pair of helical ramps running between decks. The body of the ship uses a very large elevator.

HELICAL RAMPS

These ramps have a 1.2 meter ceiling height and run upward at a 15 degree slope. They take two complete revolutions (about 12.5m total travel distance) to travel between the decks. The ramp passage is only a meter wide and must be traversed single file. With the exception of moving up to the bridge areas and down to the life support decks in these sections, the sathar typically use the port ramp to ascend levels and the starboard ramp to descend, treating them as one way streets to avoid collisions between decks. There is only dim illumination in the ramps and the tight turn radius

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means you won't see someone coming until they are right on top of you. On the maps, the arrows indicate the up direction.

As these ramps are designed specifically for the sathar and are very small, the Frontier races would have a difficult time traversing them. Even dralasites would have a hard time moving through these passages unless they modify their body configuration. Humans and yazirians could crawl up or down on their bellies, but vrusk have almost no chance of moving through them as they are simply too small and narrow for a vrusk's legs to fit through.

MAIN BODY ELEVATOR

In the main body, the decks are connected by a massive single elevator. The elevator is capable of transporting 16 sathar comfortably or 32 packed in tight (i.e. tails and bodies on top of each other) at a single time. The ceiling height in the elevator is 3m to accommodate some of the larger creatures and bio-constructs that are transported through the ship via the elevator.

The elevator travels at the rate of 2 decks per turn when traveling between decks. Inside the elevator there are eight sets of doors. The ones that open depend on the level being accessed. Surprisingly similar to human elevators, between each set of doors, there is a row of 14 buttons corresponding to the 14 decks accessed by the elevator.

DOORS

NORMAL INTERIOR DOORS

Unless otherwise stated, all doors on the ship are a self-sealing sliding door. Under normal operations, these doors open and close by sliding into the wall panels on either side at the push of one of the contact plates located to the left and right of the door. These plates are present on both sides of the door. These doors automatically close after six seconds (one turn). If propped or jammed open, they will trigger an alarm on the bridge and engineering sections of the ship.

In the event of unexpected decompression, these doors automatically close and seal. They cannot be opened until the pressure differential on either side is removed. If the ship is fully decompressed, these doors open and close normally. The doors have 100 structure points.

PRESSURE DOORS

The doors on the airlocks and connecting the shuttle, launch, and workpod bays are full pressure doors. These require three turns to move through (arrive at the door on turn 1, wait on turn 2 for it to cycle, move through the door on turn 3). Like the normal doors, they will automatically close after six seconds and trigger an alarm if propped open. These doors have 200 structure points.

EXTERIOR HULL BAY DOORS

The external doors for the launch and workpod bays are basically hull sections that can swing out away from the ship to allow these vehicles to exit. These doors are controlled from the bridge and engineering and do not automatically close. When closed they are pressure tight and will hold the air in the bays.

The shuttle bay external doors are designed to lock flush against the outer hull of the shuttle to form the air tight seal. When the shuttle is absent from the bay, there is no way to seal the bay against the vacuum of space. These doors swing outward to allow the shuttle clearance to leave the ship and then swing back into place once the shuttle is docked to lock it into position and seal the room.

All external doors have 300 structure points.

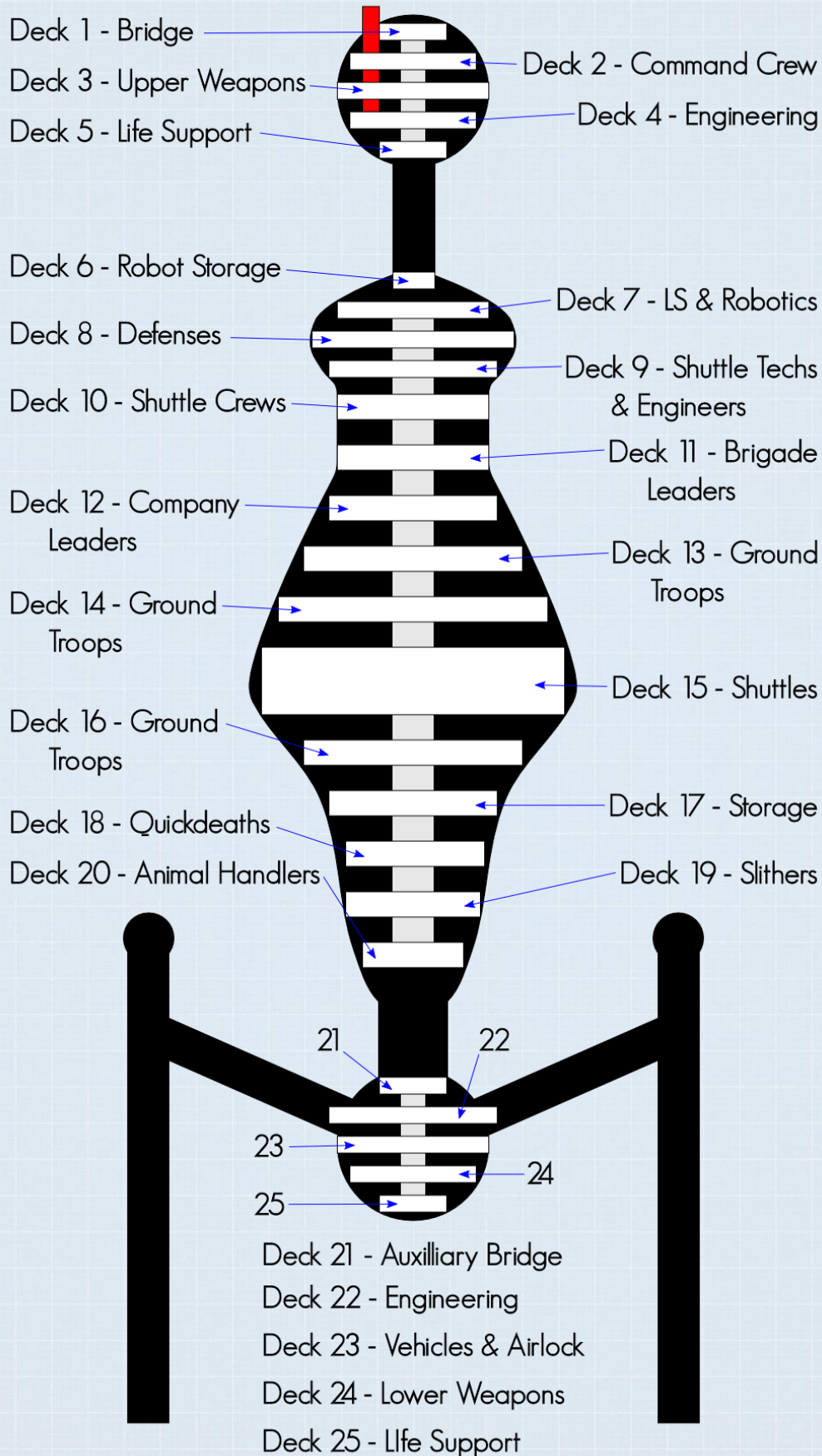
LIFE SUPPORT

The sathar food on board consists of primarily of a nutrient "soup" that is pumped to all of the pool beds and into feeding troughs along the edges of the communal pools. Some of this nutrient soup is mixed directly with the water in the pool beds and community pools.

In addition to the soup, the sathar's menu also includes a variety of small animals. For the large community pools inhabited by the lower caste sathar, this mostly consists of small larval creatures that are (typically) dead and released directly into the water for the sathar to gather and eat as they swim in the pools.

For the middle caste sathar that have the individual pool beds, the "meat" portion of their diet consists of the same small larval creatures as well as small eel-like creature that can be up to 30 cm in length plus other creatures reminiscent of aquatic insects and shrimp. These creatures have short gestation and maturation periods and are grown on board the ship inside the life support equipment before being served up to the sathar as part of their diet.

DECK ARRANGEMENT



DECK PLANS

The ship's silhouette cross section on page 6 shows the arrangement of all the decks in the ship. Each individual deck is described in the sections below going in order from the top of the ship to the tail.

The maps in the text are designed for reference only and are not all to the same scale. The grids on each map are 1 meter per square. Full scale maps, both with and without the grids, at 50 pixels per meter and 100 pixels per inch are included with the download of this brief and are also available on the Frontier Explorer website.

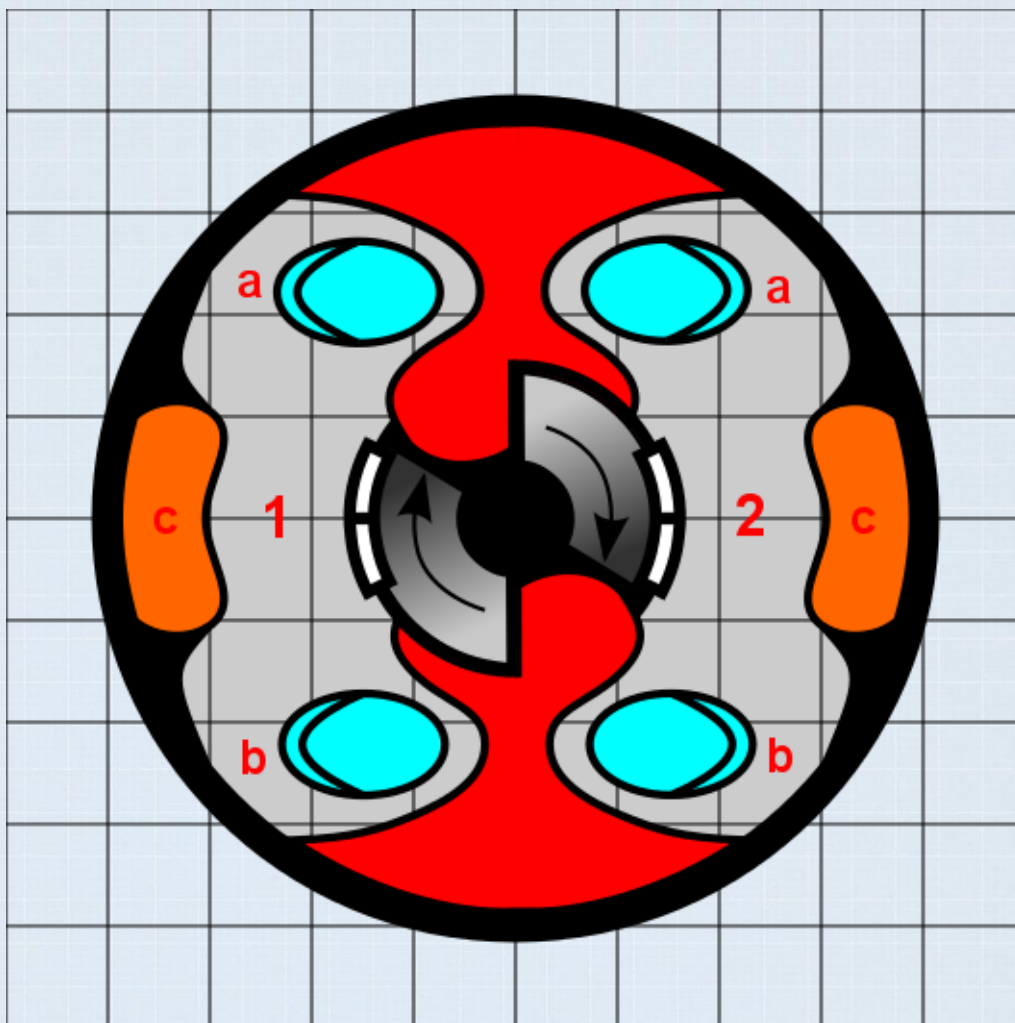
HEAD SECTION

The head section of the ship is the characteristic ball at the bow of sathar vessels. In the destroyer, the head section houses the command crew, the energy weapon gunners and a small contingent of engineers and technicians.

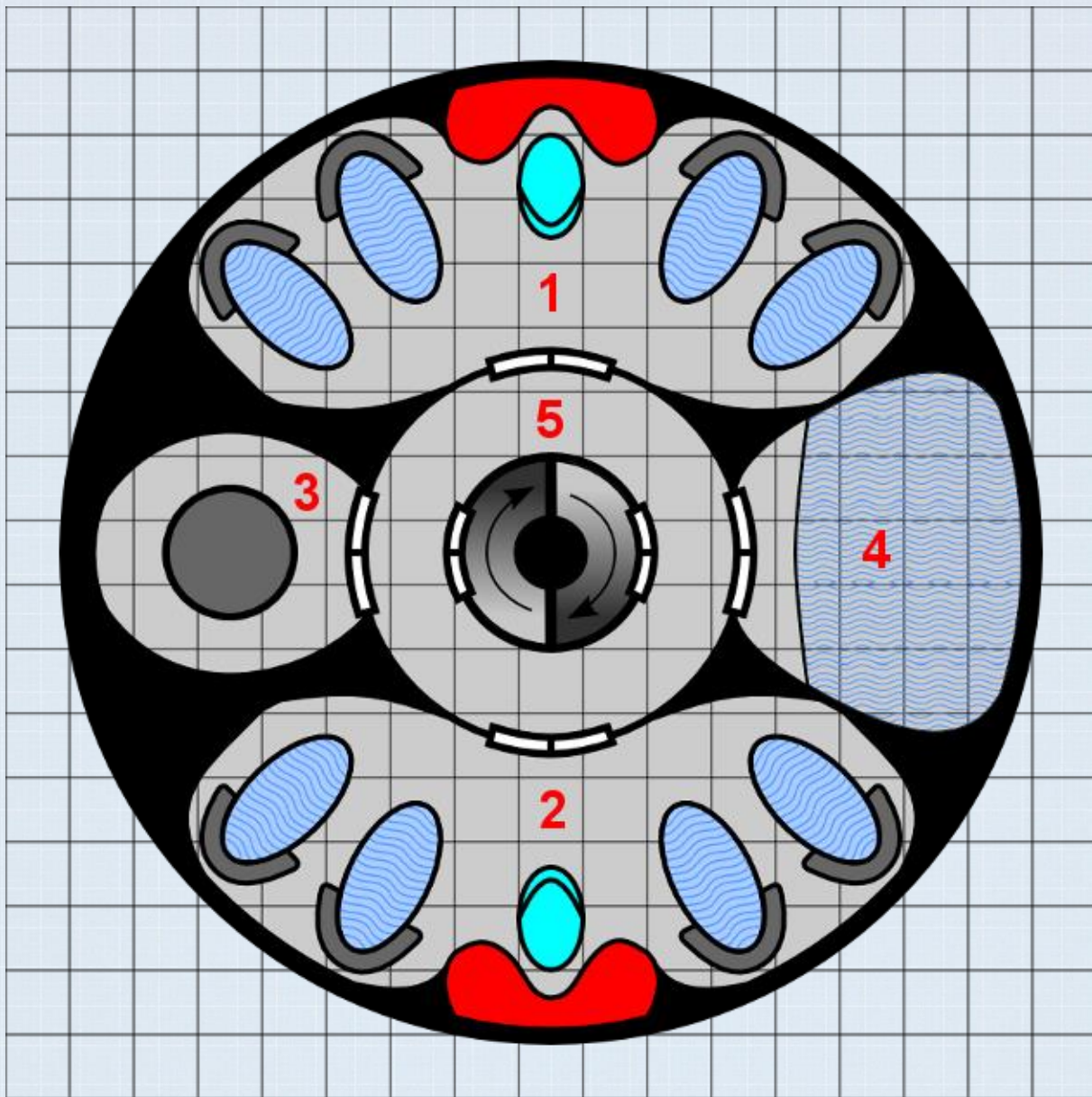
DECK 1 – BRIDGE

Similar to UPF vessels, the main controls for a sathar vessel are located in the bow of the ship. This deck houses the main controls for the Destroyer. The computer terminals and system displays for the stations on this deck effectively cut the deck in half making access to the other half impossible on the deck itself. To get from one half to the other, you must descend to the deck below, go around to the other ramp and then come back up. This typically takes 3 turns for a sathar but can be accomplished in half that if they are in a hurry.

- 1) **Pilot and Engineer Controls** – This room is accessed via the port ramp from the deck below. It holds duty stations for the ship's pilot/captain and chief engineer.
 - a. **Pilot's Station** – This station controls provides the piloting controls for the ship as well as access to all the ship information.



- b. **Engineer's Station** – This station provides engineering controls for the ship as well as access to monitor the status of all ships systems.
 - c. **Spacesuit Lockers** – This storage cabinet contains four sathar spacesuits, one each for sathar manning these stations and their off-duty counterparts.
- 2) **Astrogation and Communications**
 - a. **Astrogator's Station** – This station provides access to all the astrogation instruments and data to navigate the ship.
 - b. **Communications/sensors station** – This station provides controls for the ships communication facilities (videocom and subspace radios) and sensors (radar, energy sensors, skin sensors, and camera system) as well as the ship's white noise broadcaster.
 - c. **Spacesuit Lockers** – This storage cabinet contains four sathar spacesuits, one each for sathar manning these stations and their off-duty counterparts.



DECK 2 – COMMAND CREW DECK

This deck holds the living quarters and community slime pool for the two command crews of the ship. There is also access to the Laser Cannon for servicing and repairs.

- 1) **“A” Crew Quarters** – This room contains a computer terminal with acceleration chair and four pool beds. These beds are for the pilot, engineer, astrogator, and sensor specialist that make up one of the command crews for the destroyer. The computer terminal provides access to the ships Information Storage and Communications program to provide entertainment and instruction for the crew that use this room.
- 2) **“B” Crew Quarters** – This room is identical to area 1 and is used by the second command crew.
- 3) **Laser Cannon Access** – This area is designed to provide access to the laser cannon (which runs from just below deck 3 through this deck and exits the ship just to the side of deck 1) for servicing and repairs.
- 4) **Community Pool** – This is the community pool for use by the command crew and other sathar they are conversing with. It is capable of holding up to 8 sathar comfortably. The cover to this pool does not contain breathing masks and the pool cannot be occupied during high and zero gee maneuvers.
- 5) **Hallway** – This hallway is a little over a meter wide and runs all the way around the central ramp shaft. Doors open from the ramps on the port and starboard side.

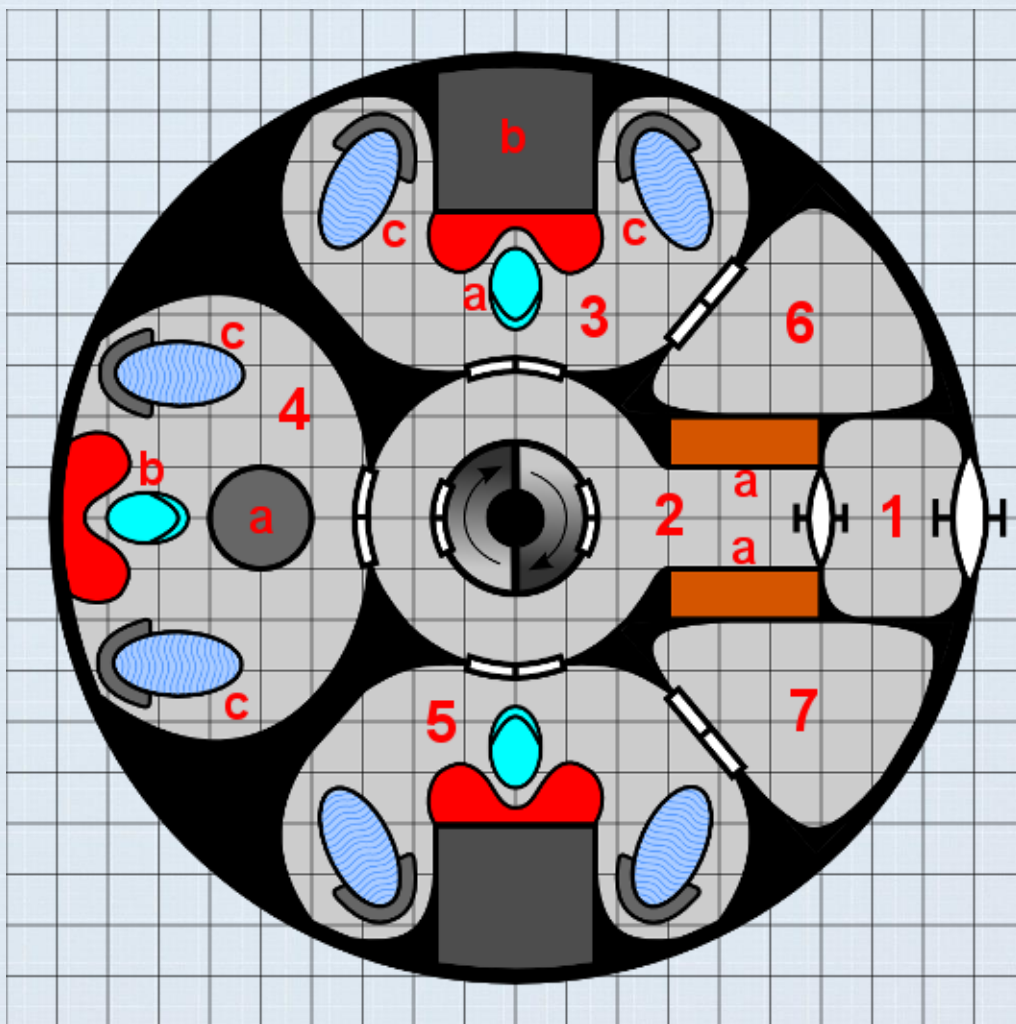
DECK 3 – UPPER WEAPONS DECK

This deck houses the controls and crews for the ships energy weapons, the robotics storage, and the airlock for the head section of the ship.

- 1) **Airlock** – This is the airlock for the head of the ship. It is capable of holding up to six sathar at a time.
- 2) **Hallway** – This hallway runs around the central ramp shaft and is 1.5 meters wide.
 - a. **Spacesuit lockers** – Each of these cabinets holds six sathar spacesuits
- 3) **Laser Battery Controls** – This room holds the controls for the destroyer's Laser Battery and accommodations for the gunners that operate the Laser Battery.
 - a. **Weapon Control Terminal** – Immediately inside the door is the computer terminal and acceleration couch for operating the Laser Battery. This terminal serves as both the weapon control and the education and entertainment console for the gunners. It has access to the ship's Laser Battery, Information Storage, and Communications programs.
 - b. **Laser Battery** – The weapon control terminal is mounted flush with the laser battery proper.
 - c. **Crew Pool Beds** – On either side of the Laser Battery are the two pool beds for A and B crew Laser Battery gunners.
- 4) **Laser Cannon Controls** – This room holds the controls for the ship's laser cannon as well as the crew accommodations for its operators.
 - a. **Laser Cannon** – This column running through the center of the room right inside the door is part of the body of the Laser Cannon's lasing tube. The cannon's machinery lies just

below the floor of this room and the lasing tube extends from there up through deck 2 and out of the body of the ship alongside deck 1.

- b. **Laser Cannon Controls** – This terminal is similar in operation to the one in area 3a except that it controls the ship's Laser Cannon.
- c. **Crew Pool Beds** – On either side of the Laser Cannon Controls are the two pool beds for A and B crew Laser Cannon gunners.
- 5) **Electron Battery Controls** – This room is identical to area 3 but holds the ship's Electron Battery and controls.
- 6) **Robot Storage** – This room contains storage and charging stations for 8 full-sized sathar maintenance robots.
- 7) **Robot Storage and Lab** – This room contains storage and charging stations for 8 small sathar maintenance robots as well as a small work area for robot maintenance. There is the equivalent of a sathar robocom kit in the tools and supplies in this room.



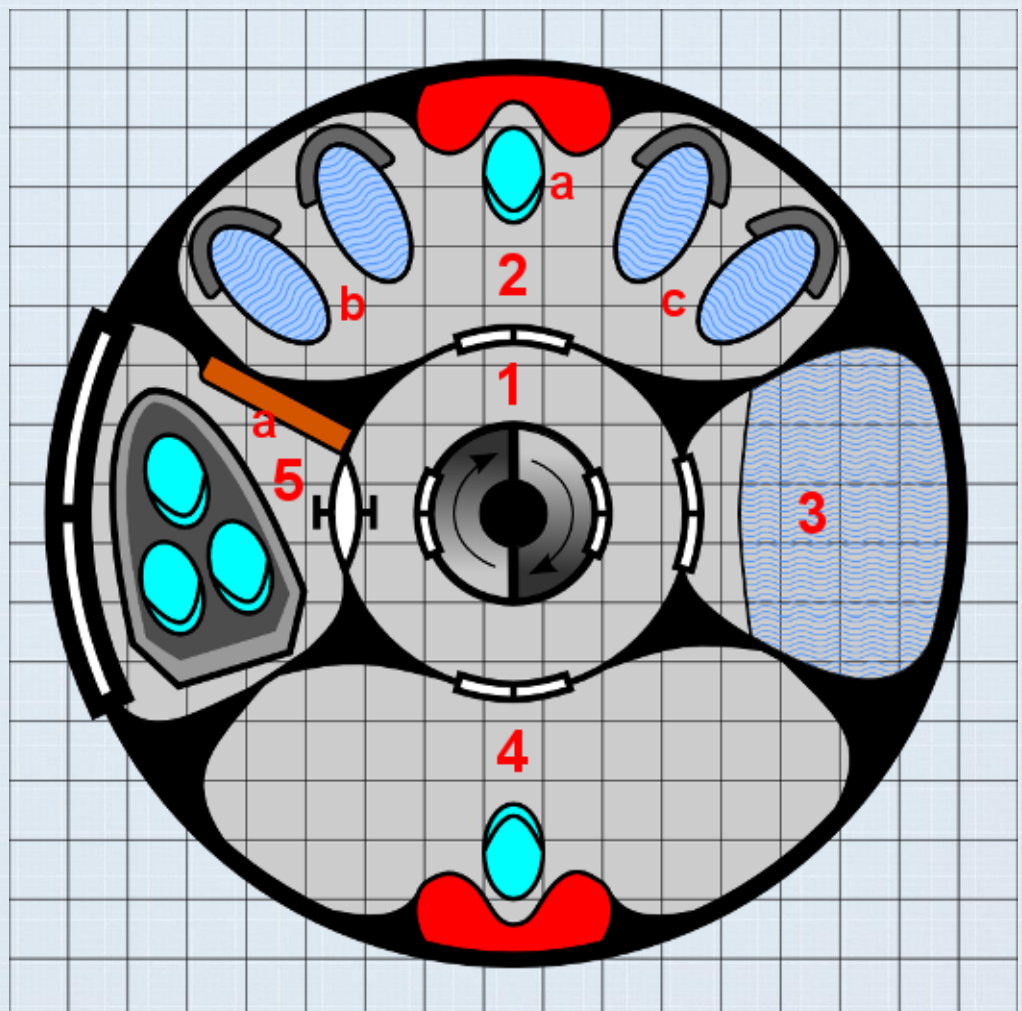
DECK 4 – UPPER ENGINEERING DECK

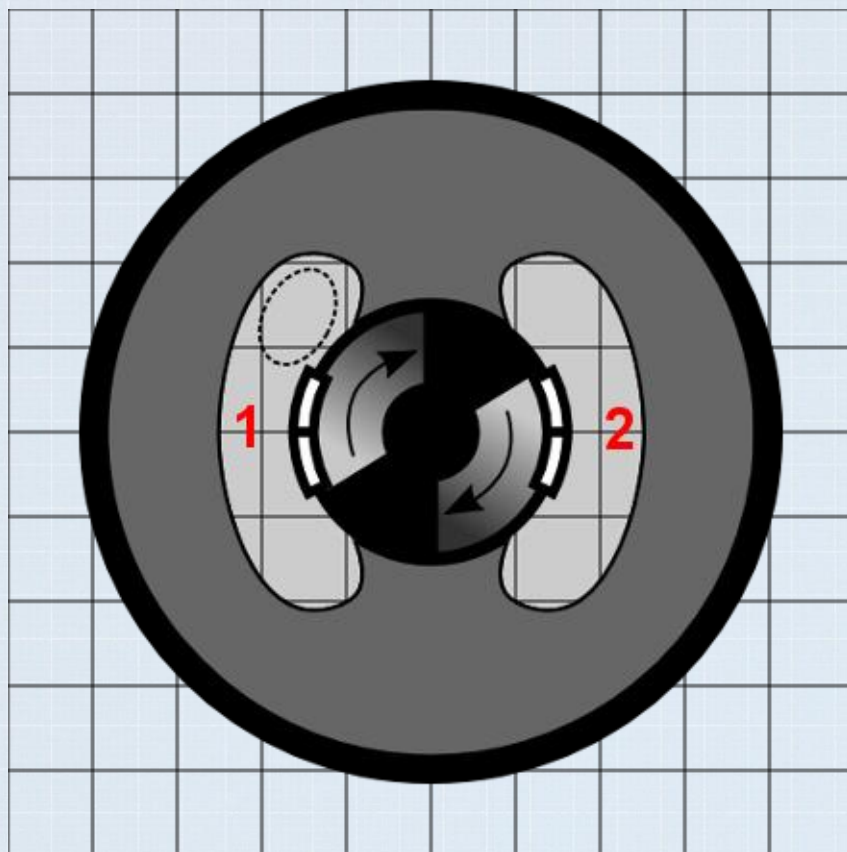
The upper Engineering deck holds berths for the engineers and life support techs, a small machine shop, and a small launch bay.

- 1) **Hall** - This hallway runs around the central ramp shaft and is 1.5 meters wide.
- 2) **Crew Berths** – This room houses the pool beds for the upper section engineers and life support techs.
 - a. **Computer Terminal** – The computer terminal provides access to the ships Information Storage and Communications program to provide entertainment and instruction for the crew that use this room. It also provides limited access to the Alarm, Damage Control, and Life Support programs for monitoring.
 - b. **Engineer Berths** – To the left of the computer terminal are the pool beds that server as the berths and acceleration couches for the A and B crew engineers that work this section of the ship.
 - c. **Life Support Technician Berths** – To the right of the computer terminal are the pool beds that server as the berths and acceleration couches for the A and B crew life support technicians that work this section of the ship.
- 3) **Community Pool** – This is the community pool for use by the gunners and engineers in this section of the ship. It is capable of holding up to 8 sathar comfortably. The cover to this pool does not contain breathing masks and the pool cannot be occupied during high and zero gee maneuvers.
- 4) **Engineering** – This is the upper section's engineering space. It contains a small machine shop (to port) and working area (to starboard) for repairing

machinery and manufacturing spare parts. It can also be used as an extra area for working on the ship's robots. This room contains the equivalent of two techkits and a robocom kit and grants a +5% bonus to any repair skills performed. Directly across for the door a computer terminal is situated against the outer hull acting to partition the room into two sections. This terminal provides full access to the ship's Alarm, Damage Control, Robot Management, and Life Support programs.

- 5) **Launch Bay** – This bay contains the small launch for the head section of the ship. The launch is capable of carrying 3 sathar at a time. It can be used to shuttle between different parts of the ship or to other ships or stations nearby. The doors can be opened by command from the bridge (deck 1) or engineering room (room 4) and take 5 turns to open or close completely.
 - a. **Spacesuit locker** – This locker holds 4 sathar spacesuits.





BODY SECTION

This section of the ship represents the bulk of the ship's volume. It houses all the ground troops transported by the destroyer along with their support staff, creatures, and drop shuttles. It also houses a small portion of the ship's crew including the defenses operators and engineers for the body section of the ship.

DECK 6 – ROBOT STORAGE DECK

This deck holds storage and recharging areas for a dozen full-sized sathar maintenance robots. While sathar can access this deck via the ramps, they typically do not do so as the deck can be quite crowded with robots and is not really designed for sathar occupation. Only the robots typically come up here.

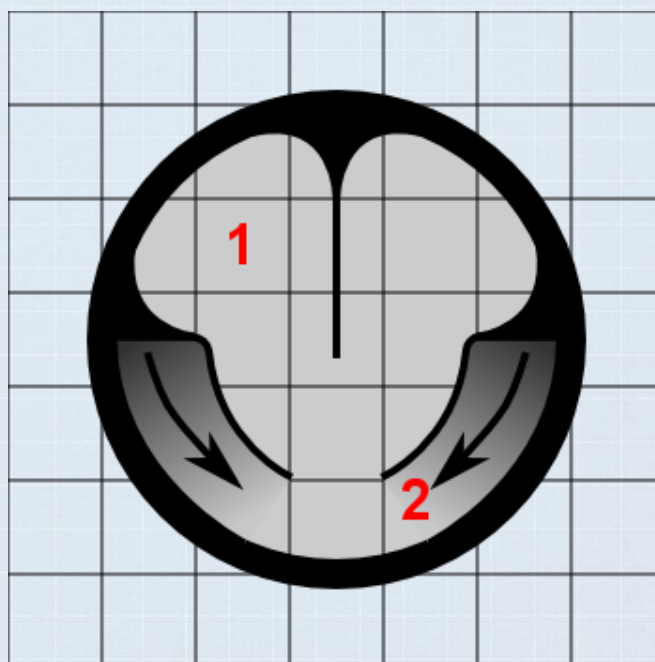
1) **Robot Storage Area** – This area can hold up to 12 standard sathar maintenance robots packed in very tightly. The walls and partition contain docking stations to allow the robots to recharge.

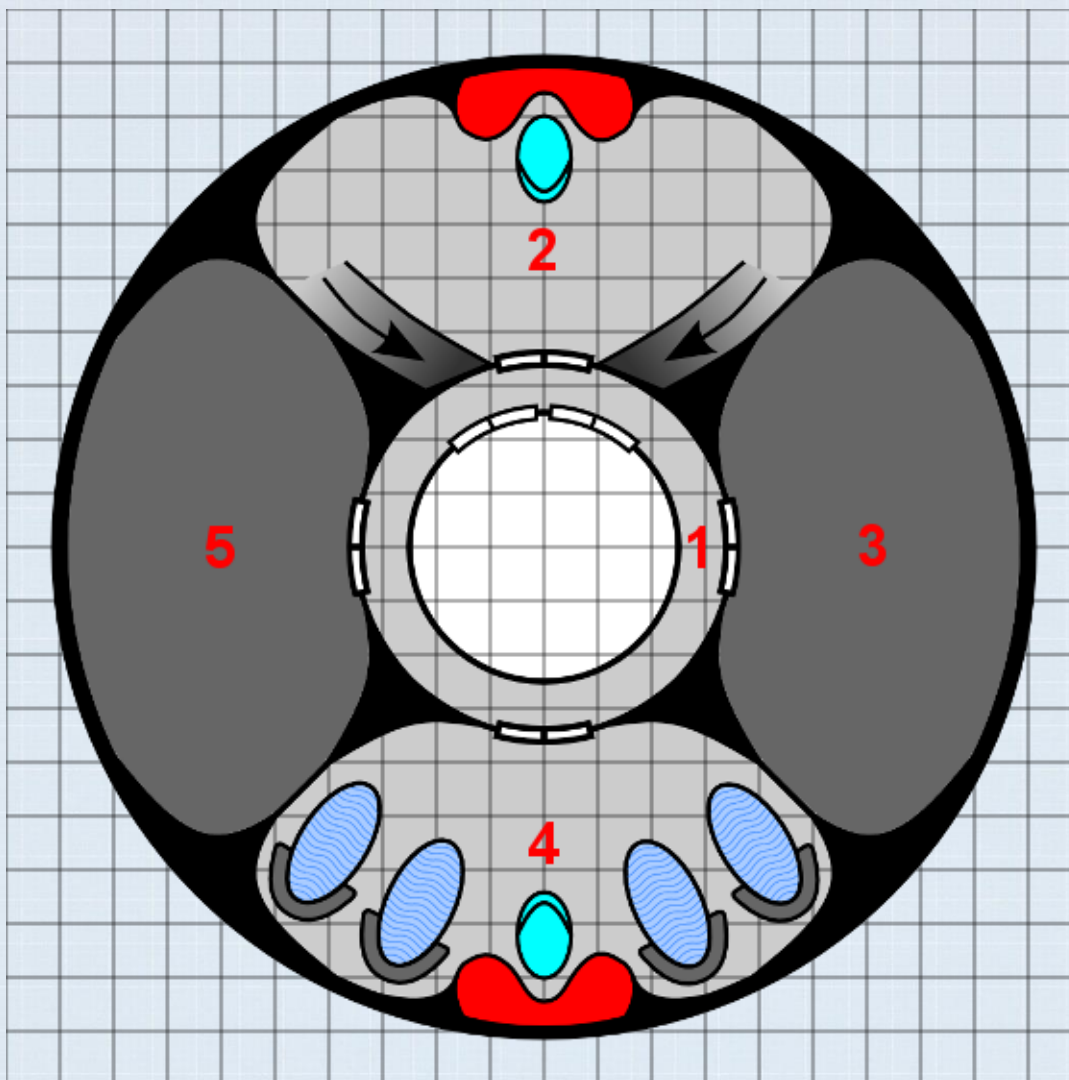
2) **Access Ramps** – These ramps come up from Robotics area (room 2) on deck 7 below. The ramps rise at a 15 degree slope and are about 12 meters long from bottom to top and trace out a roughly S-shape through the intervening space in the decks.

DECK 5 – UPPER LIFE SUPPORT DECK

This deck houses the interfaces and accesses for the upper section's life support machinery. While much of the section's life support machinery and storage areas are located between the decks and in the neck of the ship, this deck provides controls for monitoring the life support system as well as access to various bits of machinery for repairs and access to storage areas to refill supplies.

- 1) **Port Access Area** – This area provides access to controls and readouts to monitor the state of the life support system's pumps and other machinery. The main pumps are located in this area to facilitate easy access for repairs and maintenance. There is also an access tunnel in the floor of this room (dashed circle) that provides access to the machinery in the neck of the ship for repairs and inspection as needed.
- 2) **Starboard Access Area** – This area provides access to controls and readouts to monitor the state of the life support system's supplies of food and water. It is also where life support refills are added to the upper sections supplies. Various valves and doors open up to provide access to the storage tanks for the live animals and other nutrients that make up the sathar life support system.





DECK 7 – LIFE SUPPORT & ROBOTICS DECK

This deck houses the life support control machinery and robotics lab for the main body of the ship as well as the berths for the life support and robotics techs.

- 1) **Hallway** – The hallway running around the central elevator is 1 m wide
- 2) **Robotics Lab and Storage** – Directly across from the door is a computer terminal that provides access to the ship's Damage Control and Robot Management programs. The bases of the ramps leading up to deck 6 are located in this room to the right and left of the entrance. Under the ramps is storage for 8 half size maintenance robots. The room also contains a complete robotics workshop (+5 to robotics skills) and has the equivalent of 2 robocom kits in pieces about the room.
- 3) **Life Support (food)** – This room houses the controls for monitoring and regulating the food and nutrient

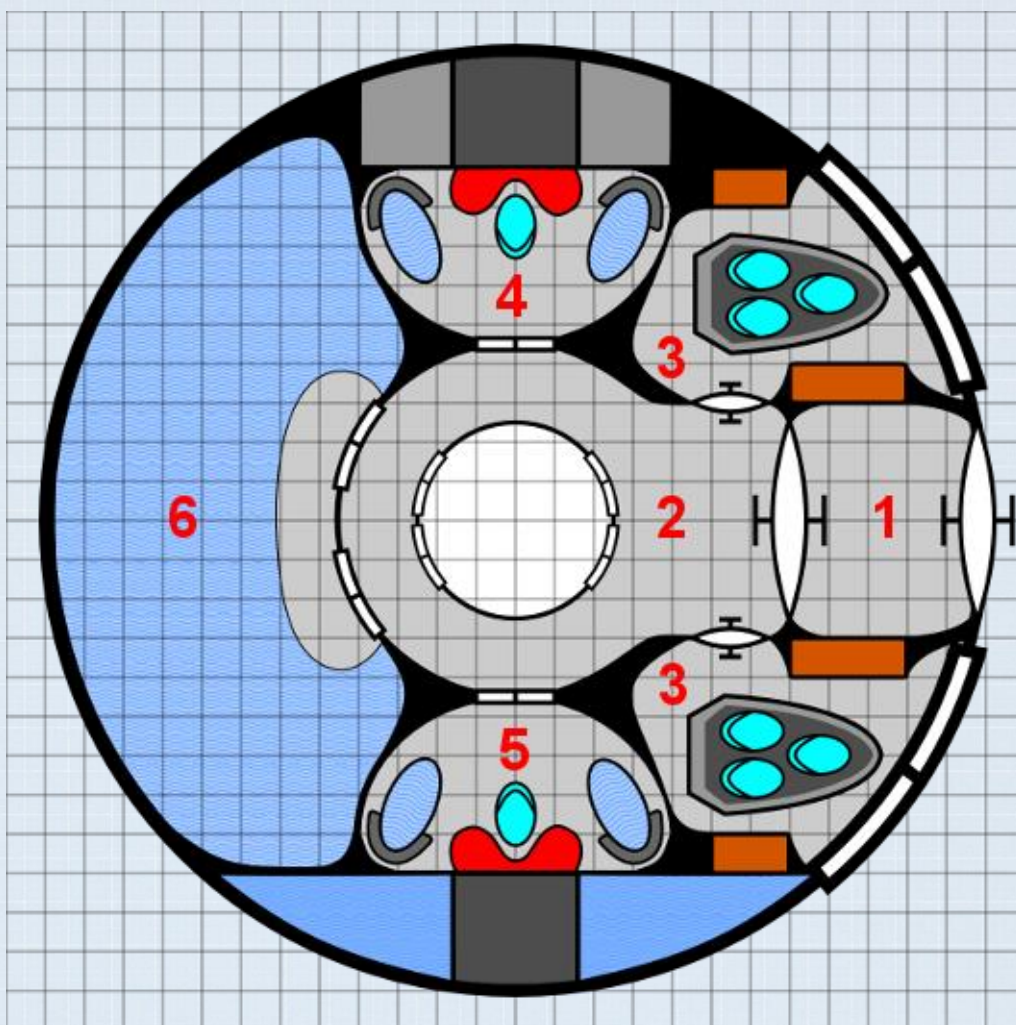
supply to the various pool beds and communal pools. It also provides access to refill these food supplies. The controls here allow access to the main body's Life Support Program.

- 4) **Crew Quarters** – This room contains four pool beds and a computer terminal. The beds are for the A & B crew roboticist and life support technicians. The terminal provides access to the ships Communications and Information Storage programs for education and entertainment as well as access to the Robot Management, Damage Control, and Life Support programs for monitoring the state of the ship.
- 5) **Life Support (machinery)** – This room houses the main pumps and filters for circulating the water and air supplies throughout the main body of the ship. The room provides access to these parts to allow for maintenance and repair. The controls here allow access to the main body's Life Support Program.

DECK 8 – DEFENSES, VEHICLES, & AIRLOCK DECK

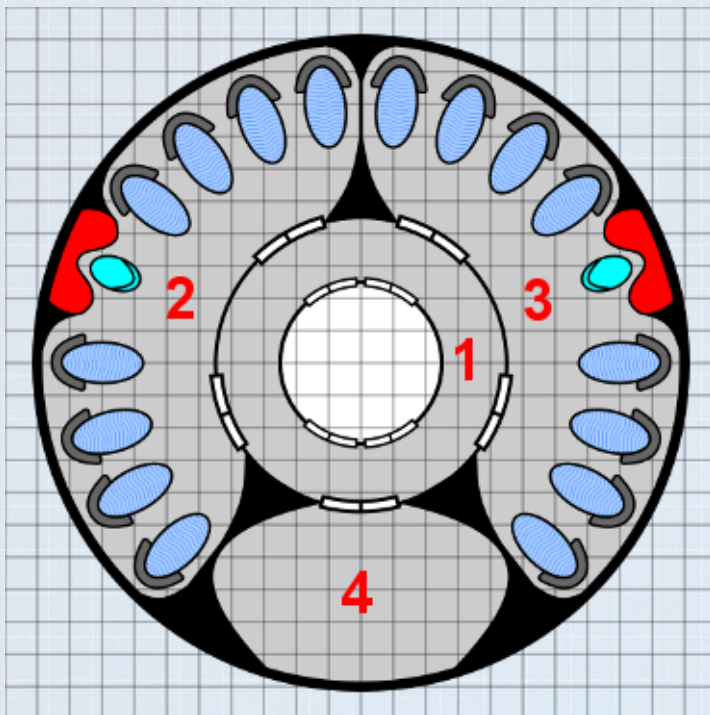
This deck contains the airlock for the body of the ship. It also houses the ship's defensive systems, a pair of launches, and the community slime pool for the ship's crew and the shuttle techs and engineers.

- 1) **Airlock** – This is the large main airlock for the ship. The doors of the airlock are 5 meters wide and 3 meters tall. The airlock room itself also has a 3m tall ceiling unlike the rest of the ship. This is to accommodate the large attack creatures that are brought into the ship through this airlock such as cybodrags and slithers. The airlock is capable of holding up to 20 sathar at a single time, a pair of large attack creatures (e.g. quickdeaths) and their handlers, or a single giant attack creature and its handler. Typically, however, when creatures are being brought on-board it is done in a pressured environment and the airlock simply serves as a passageway.
- 2) **Hallway** – The section of this hallway between the airlock and the closest set of elevator doors has a 3m tall ceiling to accommodate the large creatures. However, it quickly drops down to the typical 1.7m high ceiling in the 2m wide ring around the elevator to prevent the larger creatures from going down those passages.
- 3) **Launch Bay** – Each of these two bays holds a small, three sathar launch. There are also lockers here that contain a total of 10 sathar space suits in each bay.
- 4) **ICM Controls** – This room houses the ICM controls and the berths for the systems operators. Directly inside this door to the room are a computer and an acceleration couch that are the controls for the ships ICM battery. The computer provides access to the ship's Information Storage and Communication



programs for entertainment and education of the crew members berthed here as well as access to the ICM control program for operation of the ICM battery. To the left and right of the computer console are the pool beds for the A & B crew ICM operators. The ICM battery and salvos are located directly through the bulkhead at the back of the room and are not accessible from this room. All reloads must be performed externally using the ship's workpods.

- 5) **Masking Screen Controls** – This room is identical to the ICM control room except that it provides control of the ship's Masking Screen system.
- 6) **Community Pool** – The large pool in this room serves as the community pool for the various members of the ship's crew in this section of the ship. It is used by the roboticists and life support techs from deck 7, the weapon's crews from this deck, the shuttle techs and engineers on deck 9, the shuttle crews on deck 10 and the animal handlers on deck 20. It is capable of holding up to 40 sathar at a time.



DECK 9 – SHUTTLE TECHNICIANS & ENGINEERS CREW DECK

This deck holds the berths for the sathar that maintain the shuttles and assist in repairs to the main body of the ship. It also contains a small engineering tool shop capable of fabricating and repairing small parts.

- 1) **Hallway** – The circular hallway on this level that surrounds the central elevator shaft is 2 meters wide to allow for the transport of larger machine pieces to and from the machine shop as needed for repairs.
- 2) **Technician Berths** – This room houses eight pool beds and a computer terminal. The pool beds are the accommodations for the technicians that assist the engineers in maintaining and servicing the eight drop shuttles on deck 15. These technicians also assist in maintaining the destroyer itself as needed. The computer terminal provides access to the ships Information Storage and Communications programs as well as access to the Damage Control program and monitoring of the shuttles and bay doors on level 15.
- 3) **Engineer Berths** – A mirror image of room 2, this area houses the berths for the shuttle engineers. These sathar are responsible for maintaining the shuttles and fixing any battle or other damage they may sustain as well as refueling and reprovisioning them. These engineers also assist the main ship's engineers (in the head and tail sections) to maintain and repair the body of the ship, with the assistance of the technicians (room 2). In addition to the Damage

Control, Information Storage, and Communication program, this computer terminal provides access to the ship's Robot Management program to allow the engineers to direct the ship's robots for repair work.

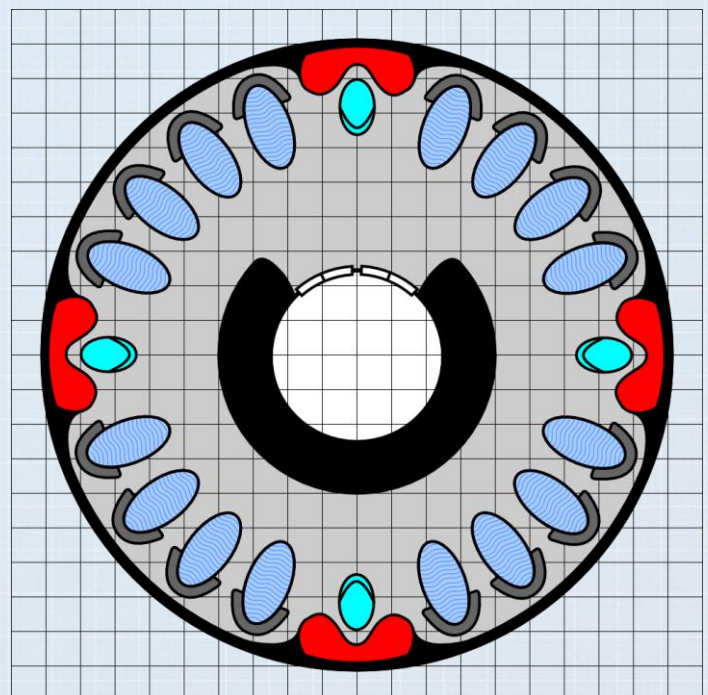
- 4) **Machine shop** – This is an engineering machine shop containing a lathe, drill press, milling machine, additive CNC, and other tools necessary to repair and fabricate small parts for the ship's systems. It contains the equivalent of two techkits and provides a +5% bonus to all repair skills performed in the room.

DECK 10 – SHUTTLE CREW DECK

This deck consists of a single large room arranged around the central elevator shaft. With the exception of the door area, the central elevator shaft is surrounded by machinery and piping separated from the rest of the room via bulkheads and access panels.

The room itself contains four of the typical sathar computer terminals and acceleration couches and sixteen pool beds. These pool beds are the accommodations for the shuttle crew that pilot the shuttles on deck 15. Each shuttle has a pilot and copilot that are responsible for flying the shuttle, landing it, and docking with the destroyer upon return.

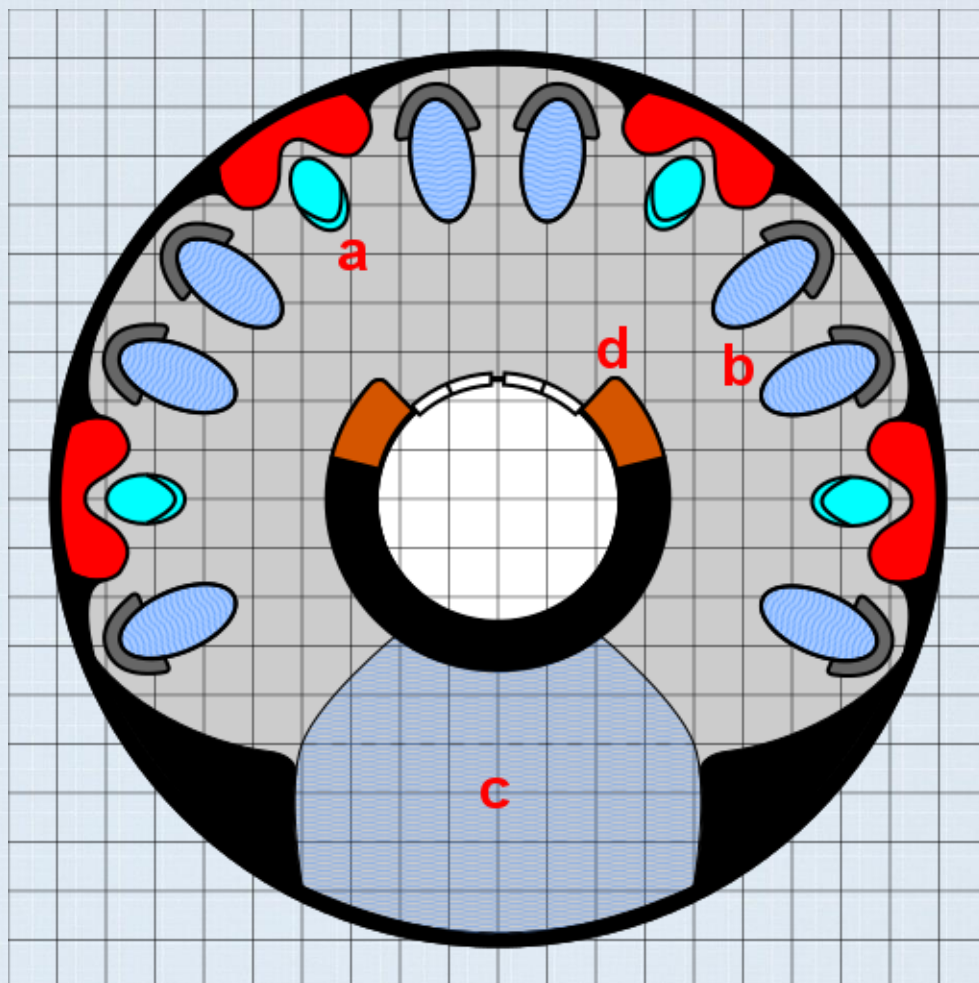
The computer terminals here are primarily just for education and entertainment and provide access to the ship's Communication and Information Storage programs. They also provide access to a few controls that allow the pilots to monitor the status of their shuttles.



DECK 11 – BATTALION COMMANDERS DECK

This deck is the crew quarters for the battalion command staff responsible for all of the sathar ground forces on the ship. It is one large room with pool beds, computers and a community pool for use by the sathar on this level and any visitors that they may have.

- a) **Computer Terminals** – These are typical computer terminals as found elsewhere on the ship. These terminals provide access to the ship's Information Storage and Communication programs to provide entertainment and educational material for the sathar on this level. They also provide access to data on the status of the sathar on levels 12, 13, 14, and 16 and the sathar attack monsters on levels 18 and 19 to allow the leaders to assess the status and readiness of all the troops under their command.
- b) **Pool Beds** – These pool beds provide accommodation for the eight sathar responsible for commanding and directing the sathar battalion housed on the destroyer. The command crew consists of a battalion commander, his executive officer, two staff members, and four guards. All are trained as soldiers but the staff members are primarily responsible for delivering orders and logistical coordination rather than fighting, while the guards serve as the personal bodyguard for the battalion commander and are focused on military skills rather than organizational duties.
- c) **Community Pool** – This community pool is capable of holding up to sixteen sathar at once and is used both for recreation by the sathar on this level and as a meeting area when the battalion leaders speak with their company commanders. It is not intended to be occupied during zero or high gee maneuvers and its cover does not contain breathing masks.
- d) **Weapons Lockers** – On either side of the doors to the central elevator shaft, there are lockers containing the drop kits for the eight sathar berthed on this level.



These kits are designed to be grabbed on the way out of the room as the sathar head to the shuttles. The sathar are capable of donning the skein suits as they move toward the shuttles without slowing themselves down. Each kit contains the following items

- Laser rifle
- Laser pistol
- 8 power clips
- Sonic Knife
- Albedo screen with power backpack
- Skein suit
- Radio
- 2 dozen grenades
- 2 tangler grenades

The guard's kits also contain the following in addition to the base contents:

- 8 additional power clips
- 4 fragmentation grenades
- Sonic sword

DECK 12 – COMPANY COMMANDERS DECK

This level houses the accommodations for the commanders of the eight companies carried by the destroyer. It consists of three large rooms, the largest contains a community pool while the other two contain pool beds and computers. The sathar on this level are a lower caste than the ship's crew and battalion commanders but are a higher caste than the main body of ground troops. As such they rate some pool beds for meals, education, and entertainment but do not have individual ones. Rather they share. When "on duty", the sathar on this level use the computers and pool beds. When "off duty", they live in the community pool.

Each company has a four sathar command staff consisting of a company commander, the executive officer and two bodyguards. Typically the company commander and executive officer trade duty cycles when on board the ship with one guard on duty with each one.

- 1) **Pool Room** – The pool room on this level takes up nearly half the deck and houses both the community pool and the weapons lockers for the sathar berthed here.
 - a. **Community pool** – This large pool is capable of

holding up to 32 sathar but typically has only 16 in it. This pool serves as both a community area for all the company commander sathar and the berthing area for all the "off duty" company commanders. This pool is designed to be used during high or zero gee maneuvers and the pool cover contains breathing masks (capable of supporting up to 40 sathar) when closed. This pool is also used as the community pool area for the sathar creature handlers berthed on deck 20.

- b. **Weapons Storage** – Along the inner rim of the pool and forming a wall between the pool area and the deck is a long row of weapons lockers. The lockers contain the drop ready packs for the company commanders. There are 32 packs here in all. Each pack contains the following:
 - Laser rifle
 - Albedo Screen
 - Skeinsuit
 - Power backpack
 - 8 power clips
 - Radio
 - Sonic Knife
 - 2 tangler grenades

In addition, the guard packs contain:

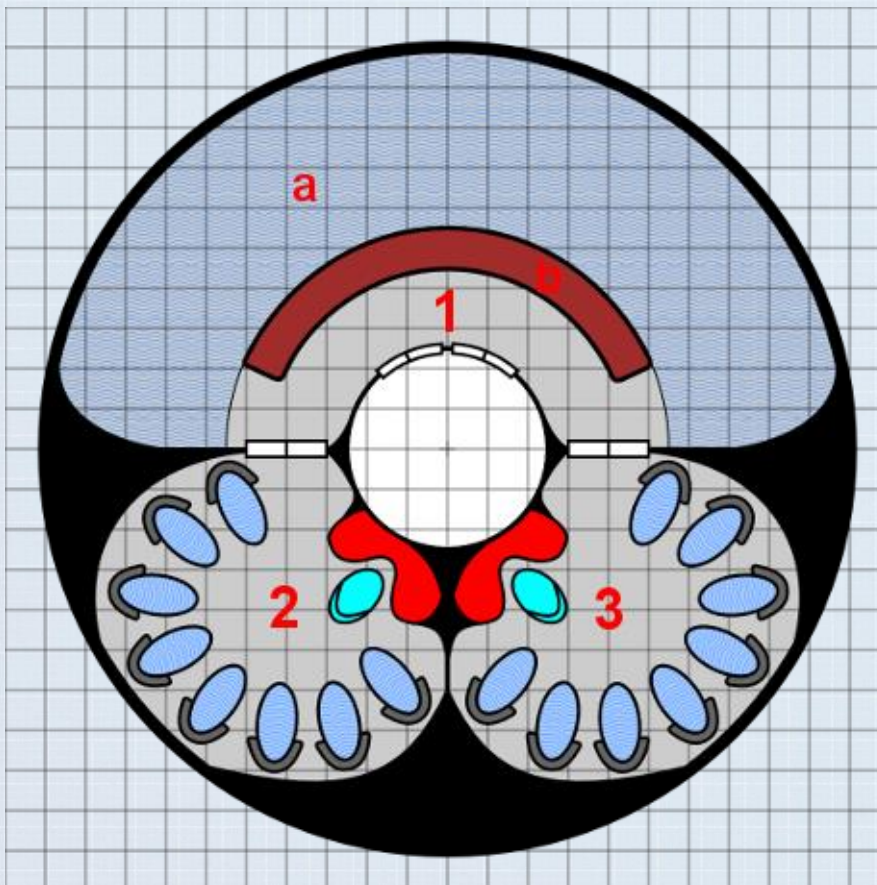
- 4 power clips
- Sonic Sword
- 2 fragmentation grenades

2) **Commander Accommodations**

A – This room contains eight pool beds and a computer terminal for use by the company commanders of the companies housed on decks 13 and 16 when they are on duty. The computer provides access to the ships Communication and Information Storage programs for education and entertainment as well as access to monitor the status of the sathar troops housed on those lower levels.

3) **Commander Accommodations**

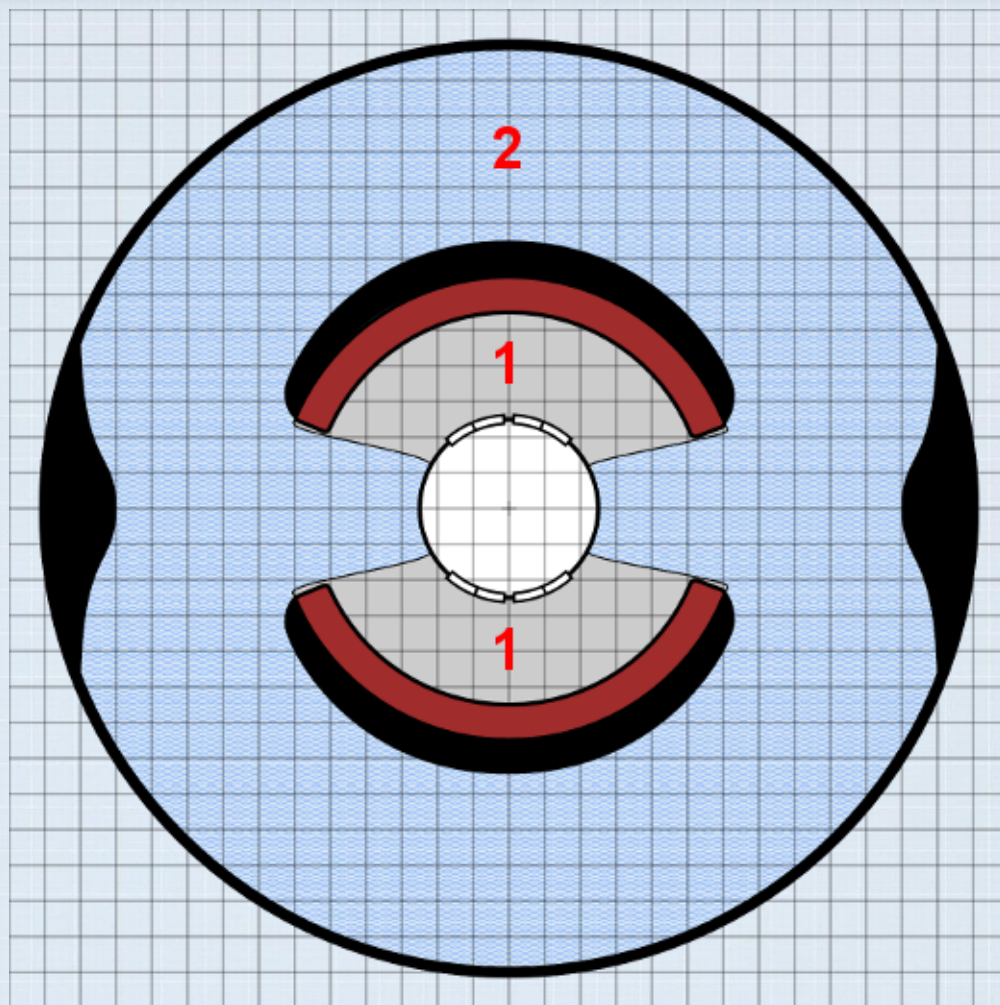
B – This room is a mirror image of room 2 and is used by the company commanders of the sathar troops on deck 14.



DECK 13 – GROUND TROOPS DECK I

This deck basically consists of a single large pool with a pair of landing platforms to allow access between the pool and the elevator. It also houses the weapons lockers containing the drop gear for the sathar berthed on this level. This level houses the A & B companies of the sathar battalion on-board the destroyer. Each company consists of 8 platoons of eight sathar soldiers. Each platoon has one of the sathar assigned as the platoon leader. This sathar is otherwise the same as all the others but carries a radio in his gear.

- 1) **Access deck** – This deck provides access between the elevator and the pool area. It has the typical 1.7m deck height as the rest of the ship with a 1 m “bank” that the sathar slither up to enter and exit the pool. Along the outer rim of the access deck, between the deck area and the pool, is machinery for maintaining the pool conditions and dispensing food and the weapons lockers for the sathar housed on this level. The lockers contain a total of 128 ready packs. Each pack contains the following:
 - Laser rifle
 - 4 power packs
 - Knife
 - 2 tangler grenades
 - Radio (platoon leader pack only – 1 of every 8 packs)
- 2) **Pool Area** – This is the large community berthing pool that takes up most of the deck. This pool supports 128 sathar. The cover of this pool has breathing masks when lowered as the sathar berthed here remain here for the entire duration of the ship’s voyage unless the ground troops have to deploy. They live, sleep, and eat directly in the pool. The pool is 2 meters deep and extends lower in the ship than the floor level of the access deck area (see pool cross section on page 4).

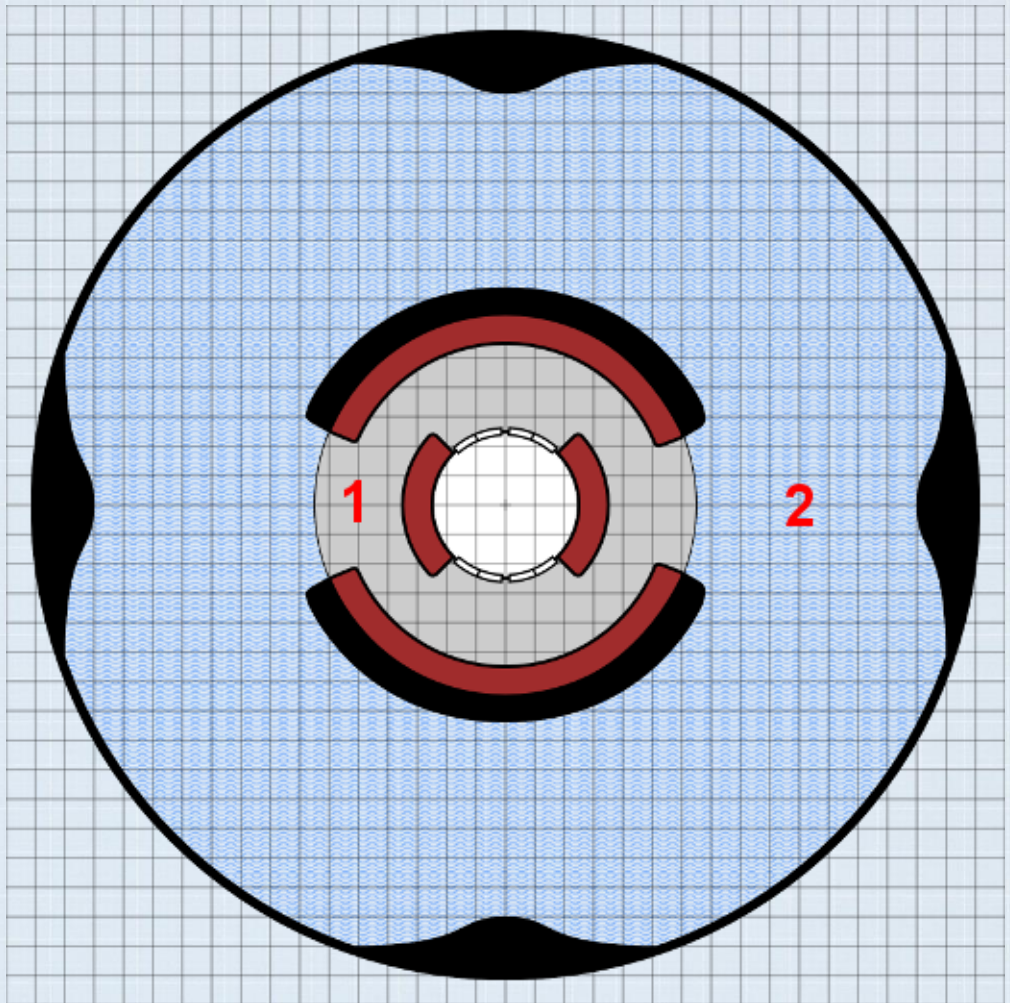


DECK 14 – GROUND TROOPS DECK II

This massive deck is the berthing for companies C, D, E, & F and holds half of the main sathar ground force on the ship.

- 1) **Access deck** – This deck provides access between the elevator and the pool area. It has the typical 1.7m deck height as the rest of the ship with a 1 m “bank” that the sathar slither up to enter and exit the pool. Along the outer rim of the access deck, between the deck area and the pool, is machinery for maintaining the pool conditions and dispensing food and the weapons lockers for the sathar housed on this level. There are 256 ready packs on this level, each containing the following:
 - Laser rifle
 - 4 power packs
 - Knife
 - 2 tangler grenades
 - Radio (platoon leader pack only – 1 of every 8 packs)

- 2) **Pool Area** – This is the large community berthing pool that takes up most of the deck. This pool supports 256 sathar. The cover of this pool has breathing masks when lowered as the sathar berthed here remain here for the entire duration of the ship's voyage unless the ground troops have to deploy. They live, sleep, and eat directly in the pool. The pool is 2 meters deep and extends lower in the ship than the floor level of the access deck area (see pool cross section on page 4).



DECK 15 – SHUTTLE DECK

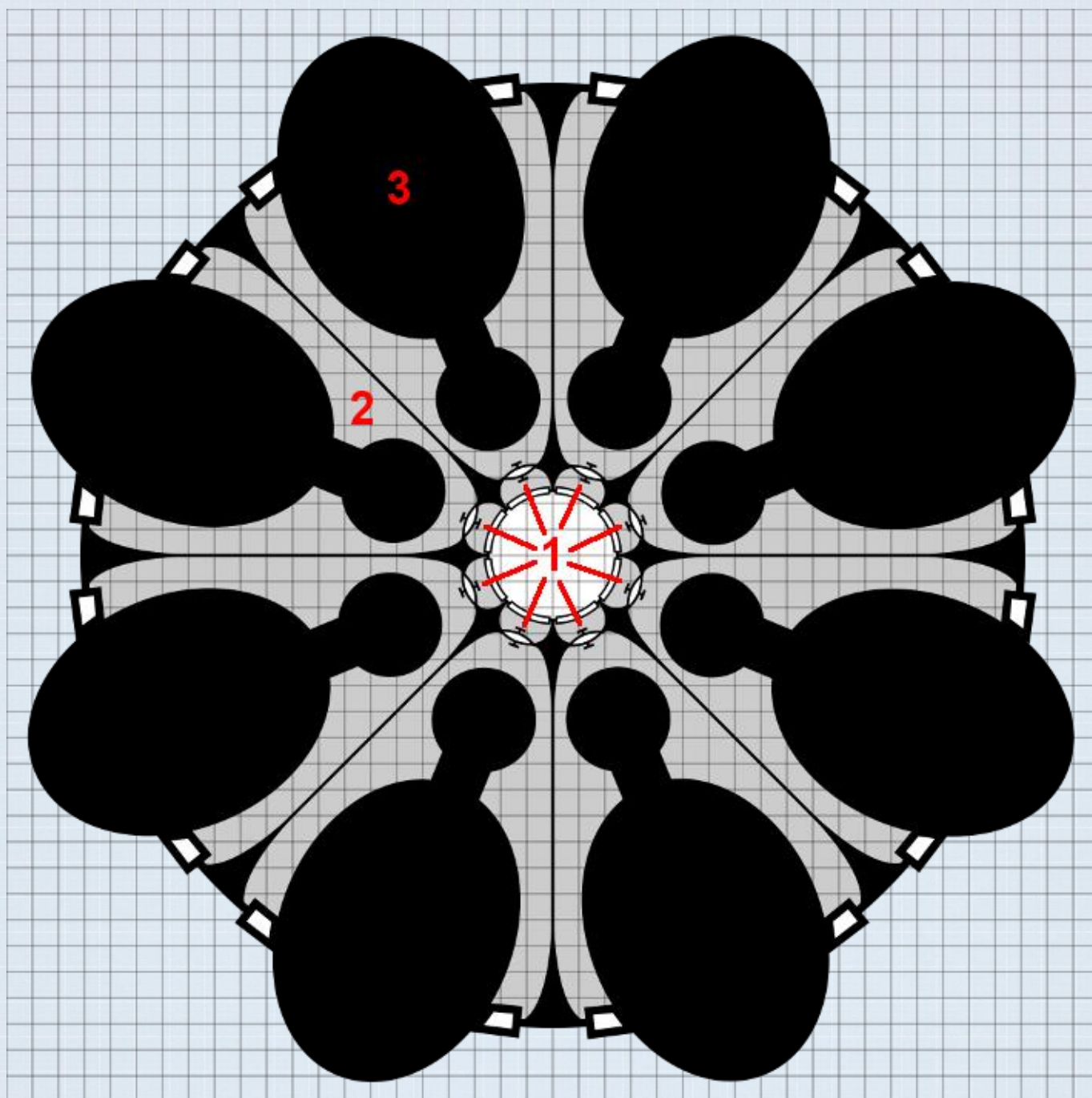
This massive deck houses the shuttles that provide transport for the sathar ground troops when they need to deploy to the surface of a planet or asteroid or to another ship or space station. The deck is highly segmented and has berths for eight shuttles, one for each of the companies on-board the destroyer.

- 1) **Shuttle Bay Access** – This small area simply provides an airtight buffer in the access to the shuttle. The elevator doors open to a small room capable of holding 2 sathar at a time with a pressure door at the other side. When the shuttle is loading or unloading, the pressure door is open and the sathar quickly traverse from the elevator into the shuttle bay proper. Once the pressure door is open (1 turn), it only takes 2 turns (12 seconds) for a full elevator of sathar (16 sathar) to move through the door into the shuttle bay. When the shuttle is not loading or is absent, the pressure door is closed and sealed. Each of these pressure doors can be opened remotely from the bridge, auxiliary bridge, any engineering station, and the battalion and company commander's computer terminals so that they are open and ready when the first sathar arrive to load onto the shuttle.

- 2) **Shuttle Bay** – This large bay holds the hull size 2 shuttle that the sathar use to land. It provides just enough room to dock the shuttle bow first and the ramps necessary for the sathar to enter and exit the shuttle. The large outer doors seal against the shuttle hull when the shuttle is docked to keep the air inside the bay. This is important as the ground troop sathar have no spacesuits and cannot enter the bay when it is in vacuum. When no shuttle is docked there is no seal and the shuttle bay is exposed to the vacuum of space.

It typically takes 5 minutes (50 turns) to completely evacuate the air from the bay before releasing the shuttle and the same amount of time to refill the bay after the shuttle is docked. However, if needed the bay doors can be opened while air is still in the bay. Doing so immediately vents the bay to space and provides some initial outward thrust to the shuttle pushing it out of the bay.

In addition to being wedge shaped as viewed from above, this deck area is also wedge shaped when



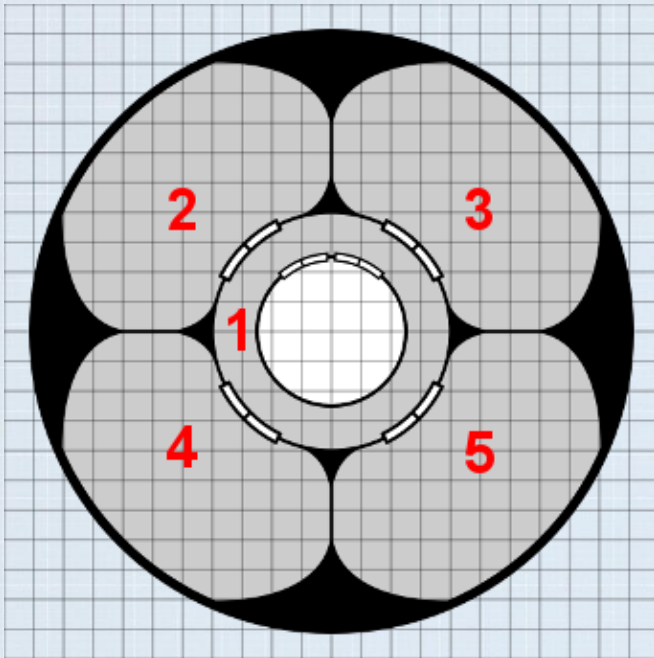
viewed from the side, basically forming a square cone with the narrow side near the elevators and the wide side at the outer edge of the ship. In the area above and below the deck area around the bow of the shuttle is storage tanks that contain enough fuel to refuel the shuttle in the bay twice. Thus each shuttle can make three trips to the surface of a planet or other object before more fuel must be acquired.

- 3) **Drop Shuttle** – These drop shuttles are lightly armored orbit to ground shuttles powered by chemical engines. They have just enough fuel to make a single drop to the surface and return to the ship. Each ship

is capable of carrying a two person shuttle crew and 76 sathar plus one giant or two large attack monsters to the surface. Typically a shuttle will carry the 64 ground troops, the four company commanders, a monster or two, and the monster handlers. Two of the shuttles will also each carry half of the battalion command staff (i.e. battalion commander or executive officer, one logistics staff, and two guards in a shuttle). As needed some of the shuttle technicians or engineers may accompany the ground troops in the remaining berths. The KH stats for the shuttle are given on page 25.

DECK 16 – GROUND TROOPS DECK III

This deck is identical to deck 13 and houses the G & H companies of the battalion. All encounters here use the same descriptions and map from deck 13.

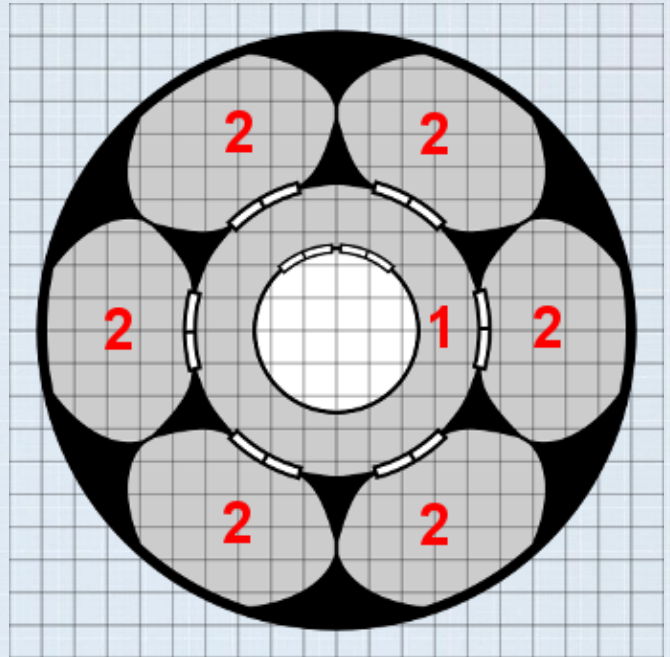


DECK 17 – STORAGE DECK

This deck consists of a central circular hallway and four large storage rooms that hold supplies for the ship and ground troops.

- 1) **Hallway** – The hallway on this deck is 1.5 meters wide and runs completely around the central elevator shaft to provide access to all of the storage areas.
- 2) **Storage Area 1** – This large storage room holds supplies for the ship such as spare parts for machinery and robots, extra tool kits, and some food for the crew and creatures on board.
- 3) **Storage Area 2** – This large storage area holds extra complete drop kits for the sathar ground troops. There is one extra kit for each sathar on board that can be used to replace the ones on the upper decks as needed.
- 4) **Storage Area 3** – This large storage area contains extra supplies for all of the drop kits but not as prepackaged kits but rather as cases of individual items that can be used to replenish depleted kits. There are enough weapons to replace the weapons from half the kits and enough power supplies and grenades to completely replenish every kit on-board the ship. There are also two extra skeinsuits and an extra screen for every kit that normally contains them.

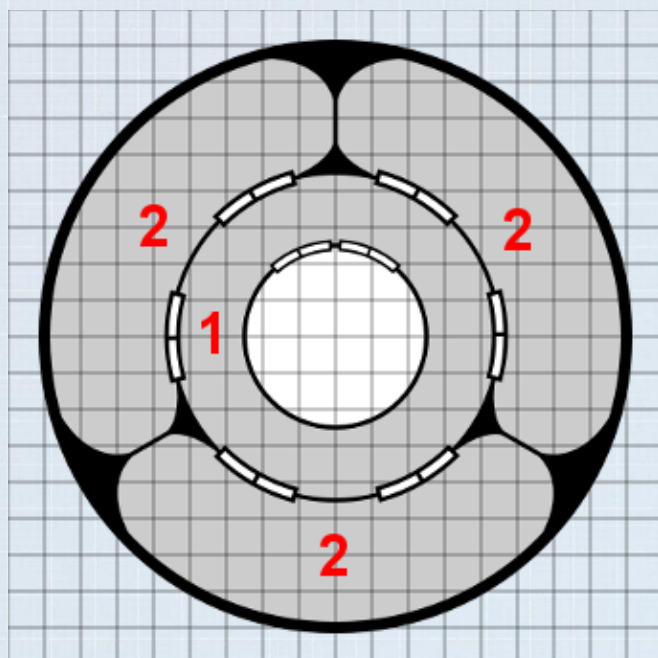
- 5) **Storage Area 4** – This large storage area contains the same contents as Storage Area 4. Between Storage Areas 2-4, plus kits stored on the upper level, there are enough supplies for the sathar on this ship to make 4-5 ground assaults.



DECK 18 – LARGE CREATURE DECK

This deck houses pens for large sathar attack monsters such as quickdeaths. The ship is capable of carrying up to six of these creatures at a time on this deck.

- 1) **Hallway** – The hallway on this deck is 2 meters wide to accommodate moving the creatures to and from their pens. Also, the deck height in this level is 2.5m tall instead of the typical 1.7m found on other decks.
- 2) **Creature Pen** – Each of these pens is designed to hold a quickdeath or similar large creature. It provides life support for the creature and is effectively an automated pen. The creatures are placed in the pen upon departure and only brought out when they will be used in an assault. If the sathar are bringing along smaller attack creatures, more than one may be housed in these pens depending on their size. The room contains attachment points that can be used to secure the creatures contained in the room via netting stored in Storage Area 1 on the deck above (deck 17, area 2) to restrain them during high gee maneuvers. When used the creatures are also sedated. In addition to holding creatures these rooms can be used to hold prisoners or slaves being transported.



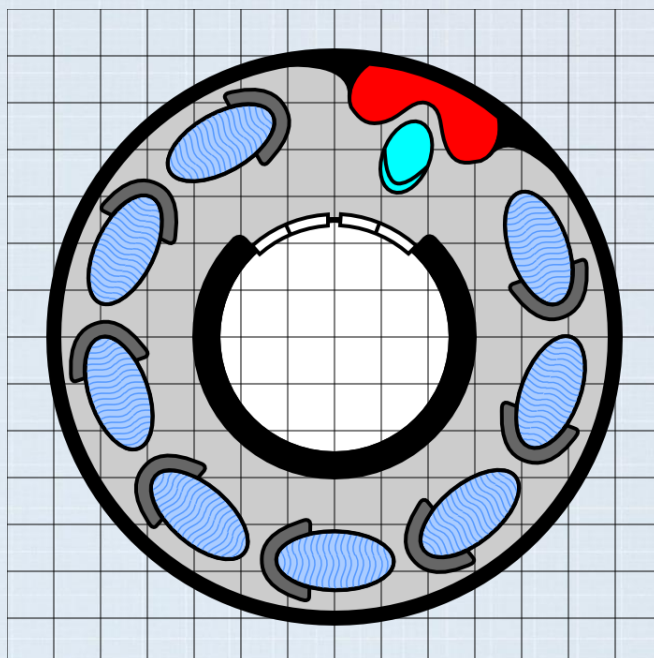
DECK 19 – GIANT CREATURE DECK

This deck houses the giant sized attack monsters, such as slithers or cybodrags, that may be accompanying the sathar ground forces. The ship is capable of carrying up to three of these creatures.

- 1) **Hallway** – The central hallway here is 2m wide to allow creatures to be moved in and out of their pens. The ceilings on this deck are 3.5m high instead of the typical 1.7 to allow clearance for the larger creatures.
- 2) **Creature Pens** – Each of these pens is barely large enough to hold a giant sized creature (i.e. a slither or cybodragon). Typically, the destroyer carries slithers and cybodrags are left to the larger ships that have more room as controlling and penning a cybodragon on this deck is a really tight squeeze. If the ship isn't carrying giant sized creatures, these pens can hold two large creatures or many smaller ones. Like the pens on deck 18, these are completely self-contained. These rooms also contain tie-down points to restrain the creatures inside during high gee maneuvers and can be used to transport prisoners as well.

DECK 20 – CREATURE HANDLERS CREW DECK

This small deck just below the creature decks houses the berths for the creature handlers that are responsible for the care of the attack creatures on the decks above and who handle moving the creatures on to and off the ship and between their pens and the shuttles. These handlers ride with the shuttles down to the surface to control the release of the animals during combat.



The deck is effectively one large room arranged around the central elevator shaft. There are eight pool beds and a standard computer terminal. The computer provides access to the ship's Communications and Information Storage programs for education and entertainment as well as providing access to the Life Support program for monitoring the state of the creatures on decks 18 and 19. The sathar on this level share the community pools on decks 8 and 12 with the sathar housed there.

TAIL SECTION

The tail section of the ship houses the main engineering section that maintains the ship's engines. It also contains an auxiliary bridge, the ship's workpods, and the ship's rocket weapons.

DECK 21 – AUXILIARY BRIDGE

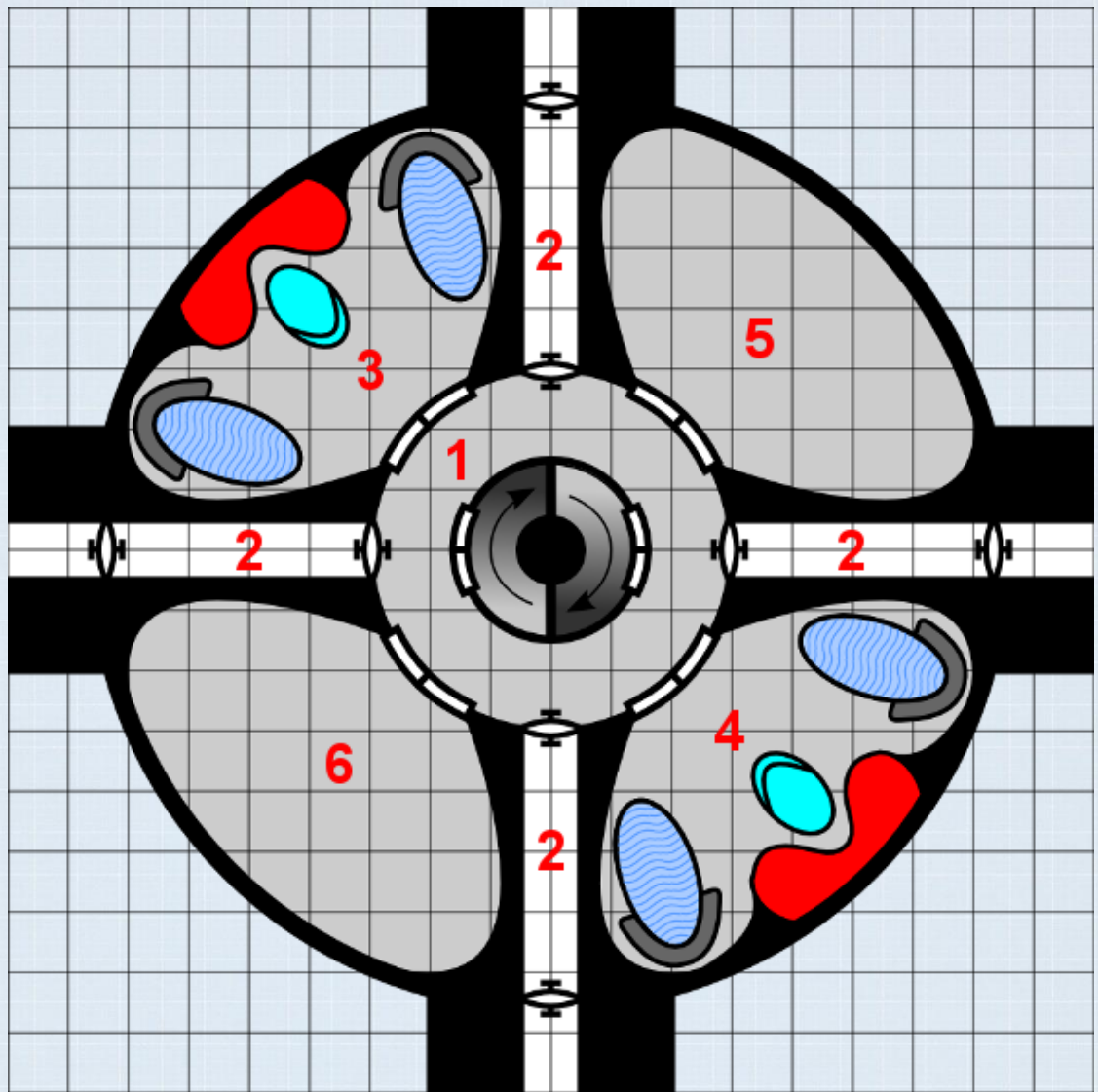
This is a complete backup bridge for the ship but located in the aft section. Physically and functionally, it is identical to the main bridge (Deck 1). For encounters on this deck use the deck 1 map.

Unlike the main bridge, however, this section of the ship doesn't have a dedicated command crew. The engineers stationed in this section have basic skills and can get the ship home in a pinch but are not really trained to handle the ship in combat. If the main bridge area suffers serious damage but the command crew is alive, they can transport down to this section of the ship via launches or along the hull of the ship and take control of the ship from here if necessary.

DECK 22 – LOWER ENGINEERING DECK

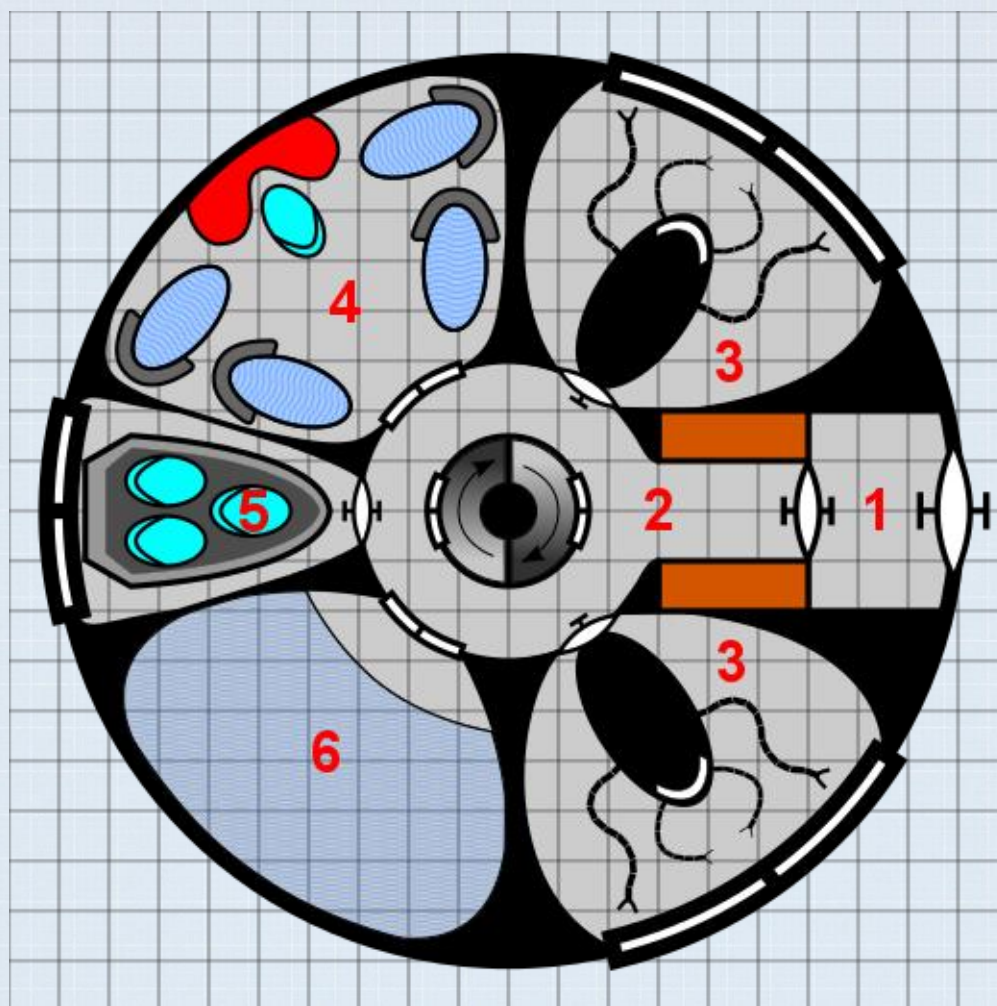
This deck houses the engineers responsible for maintain the ship's engines and the tail section of the ship. It also contains the engine access tubes, a machine shop, and storage.

- 1) **Hallway** – The hallway on this deck is 2 meters wide to allow for movement of machinery around the deck.
- 2) **Engine Access** – These tunnels provide access to each of the four engines on the destroyer. Each tunnel is a meter wide and 1.7 meters tall. Normally the area beyond the pressure doors are evacuated and in vacuum so as to prevent any flow of heat or radiation from the engines to the main portion of the ship. When an engineer has to enter the engine compartment, air is temporarily released into the corridor. The pressure doors form an airlock. In addition, there are explosive charges built into the engine struts just beyond the second pressure door. These charges allow the engine to be jettisoned in case of overload. Jettisoned engines drift away from the ship at the rate of 100 meters per minute.
- 3) **Chief Engineer Berth** – This room contains two pool beds and a computer terminal. The pool beds are for the chief engineers from the A and B crews. The computer terminal provides access to the ship's Communication and Information Storage programs for entertainment and education. It also provides access to the ship's Drive, Damage Control, and



Robot Management programs to assist in monitoring, maintaining, and repairing the ship.

- 4) **Assistant Engineer Berth** – This room is identical in appearance to the Chief Engineers' Berth (area 3). It provides berths for the assistant engineers for the A and B crews. The computer terminal here provides the same access as the computer in area 3.
- 5) **Machine Shop/Robotics Lab** – This room houses a machine shop and robotics lab for maintaining and repairing the machinery and robots in this section of the ship. It provides a +5% bonus for all Engineering, Technician, and Robotics skill checks related to diagnosing and repairing machinery or robots. It contains the equivalent of a Techkit and Robocom kit.
- 6) **Engineering Storage** – This room contains various stores and parts used to maintain and repair the ship. It also contains storage and recharging areas for 4 full-sized and 4 half-sized sathar maintenance robots.



DECK 23 – VEHICLES & AIRLOCK DECK

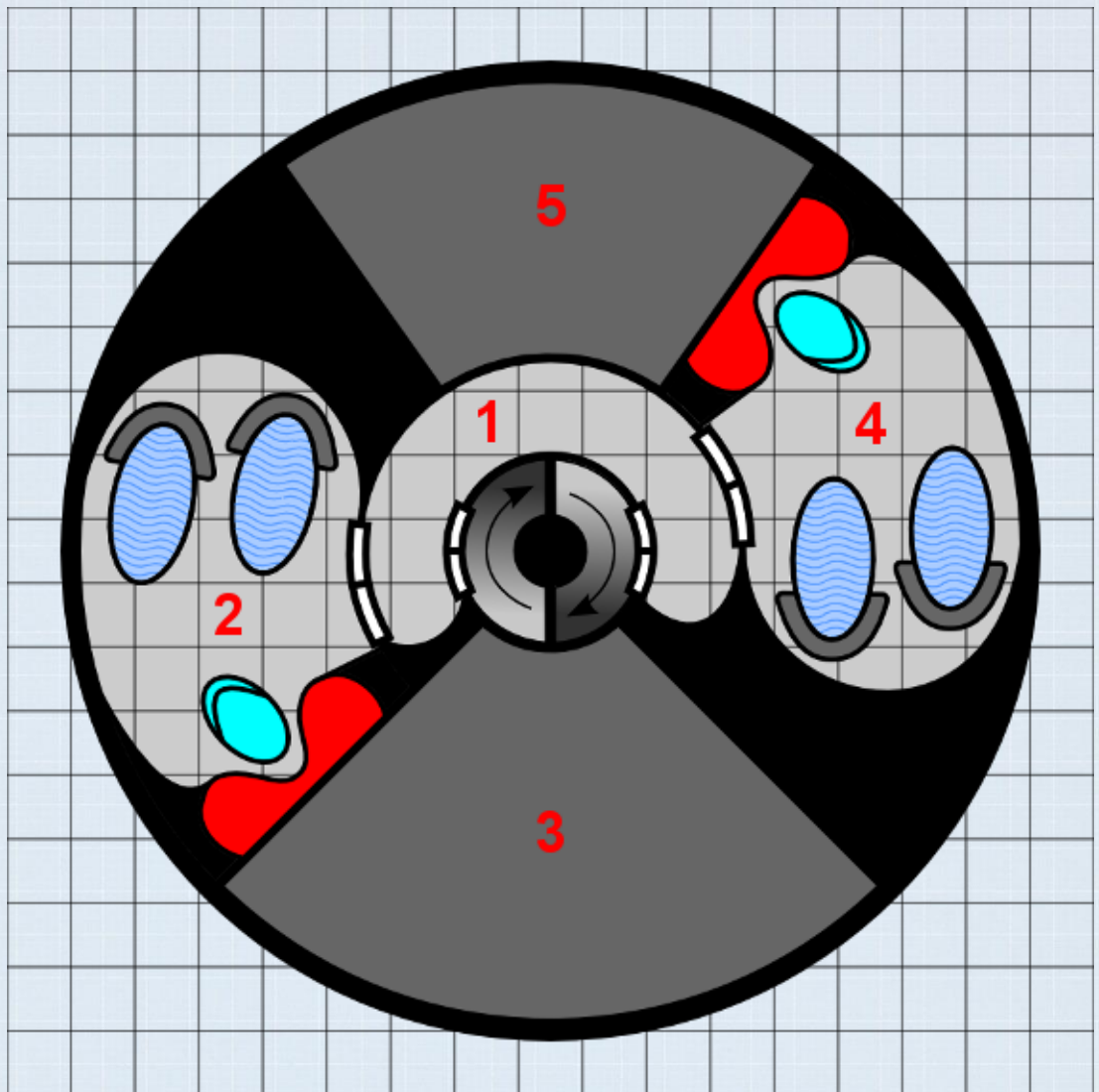
This deck contains the airlock and ship's vehicles for the tail section of the ship. It also has berths for the life support engineers and the community pool for the crew in this section of the ship.

- 1) **Airlock** – This airlock provides access to the tail section of the destroyer. It can accommodate up to six sathar at a time.
- 2) **Hallway** – This hallway is 2 meters in width to allow movement of material around and into the ship. Near the interior pressure door of the airlock is a pair of spacesuit lockers on either side of the door. Each locker holds 6 sathar spacesuits, one for each of the sathar in this section of the ship.
- 3) **Workpod Bay** – Each of these bays contain a workpod for working on the exterior of the ship. The pressure door connecting this bay with the hallway opens into the hallway and the entrance hatch of the workpod is right inside the door. The outer bay doors of this ship bay seal completely allowing the bay to be filled with air when closed. It takes five turns (30 seconds) to open or close the outer bay doors.
- 4) **Life Support Technicians Berths** – This room contains pool bed berths for 4 life support technicians, two each for the A and B crews. It also contains a computer terminal that provides access to the ships Life Support Program for the tail section of the ship and the ship's Communication and Information Storage Programs for education and entertainment.
- 5) **Launch Bay** – This small bay contain a small 3 sathar launch that allows the crew on this deck to move between the ship and other ships and stations or the other sections of the ship itself. Like the workpod bays, the outer doors take 30 seconds to open or close and form an airtight seal allowing the bay to hold air when the doors are closed.
- 6) **Community Pool** – This room houses the community pool for the sathar on this level. Up to 12 sathar can be in the pool at any one time in comfort. This pool does not have breathing masks in its cover and cannot be inhabited during zero or high gee maneuvers.

DECK 24 – LOWER WEAPONS DECK

This deck houses the ship's Rocket Battery and Torpedoes as well as the crew that man the weapons during battle.

- 1) **Hallway** – The hallway on this deck is only 1.5 meters wide and does not run completely around the central ramp as in other decks.
- 2) **Torpedo Control** – This room houses the pool beds for the Torpedo gunners for the A & B crew. It also has the computer terminal that controls the launching and firing of the Torpedoes. The computer provides access to the Torpedo program for firing the weapon as well as the ship's Information Storage and Communication programs for education and entertainment.
- 3) **Torpedo Launcher and Magazine** – This is the ship's torpedo launcher and magazine holding the two torpedoes. There is no access to this machinery from inside the ship. Reloading the weapon must be done from the outside using the ship's workpods. The machinery of the launcher and the magazine extends above and below the deck into the space between decks.
- 4) **Rocket Battery Control** – This room is identical to the Torpedo control room except that it provides control for the ship's Rocket Battery and berths for the Rocket Battery gunners. The computer provides access to the ship's Rocket Battery program for aiming and firing the battery and access to the ship's



Communication and Information Storage programs for education and entertainment.

- 5) **Rocket Battery Launcher and Magazine** – This is the ship's Rocket Battery launcher and rocket magazine. Like the Torpedo launcher, there is no access from inside the ship and reloads are accomplished externally using the ship's workpods. The machinery of the launcher and the magazine extends above and below the deck into the space between decks.

DECK 25 – LOWER LIFE SUPPORT DECK

This deck is identical in construction to the Upper Life Support Deck (deck 5) with the exception that there is no access tunnel in the floor of area 1 as this is the bottom deck of the ship. All other functions and areas are as described for deck 5. Encounters on this deck should use the deck 5 map.

ADDITIONAL SHIP EQUIPMENT

In addition to the ship itself, there are various smaller craft and equipment mentioned in the descriptions above but lacking full details. The data on these vessels and equipment are given in the following sections

LAUNCHES

The destroyer only carries small launches. Each launch has room for three sathar, a pilot and two passengers. The chairs in the launches are similar in design to the acceleration couches throughout the destroyer but are not rated for high gee maneuvers as the launches are only capable of small bursts of thrust and are effectively in zero gee during their entire operation.

Each launch consists of a single room containing the three chairs and piloting controls. Access to the launch is through a small (1m diameter) door in the side of the launch that the sathar slither through to enter the launch. This door opens directly into the main cabin of the launch. If opened during flight, the cabin will be exposed to vacuum. The launch contains life support capability to provide air for three sathar for 16 hours. The life support system does not provide food or water.

For game purposes, treat the launch like the UPF launches described on page 29 of the Knight Hawks Campaign Book.

WORKPODS

Similar to the UPF workpods, the sathar workpods are designed to execute repairs on the hull of the ship and reload its weapon and defensive systems.

Relative to the UPF workpods, which are spherical in nature, the Sathar workpod is more of an ovid, with four long tentacle like arms, each of which is controlled by one of the sathar's own tentacles. The interior space of a sathar workpod is relatively cramped, consisting of 1 meter diameter cavity that is about 3.5 meters long. A sathar using the workpod crawls in and inserts its tentacles into four smaller cavities that allow it to control the external manipulator arms. The motion of the workpod is controlled via sensors in the aft part of the cavity that are guided by the sathar's tail.

It is practically impossible for a Vrusk to enter one of these workpods. The other core races could squeeze in but controlling the pod is out of the question as they are not anatomically suited to manipulate the design.

For game purposes, treat the workpods like the UPF workpods described on page 30 of the Knight Hawks Campaign Book.

DROP SHUTTLES

The drop shuttles follow the standard Sathar design philosophy and consist of a round head section and an ovid body. Unlike the larger ships, they do not have a tail section.

The head of the shuttle contains the ship's piloting controls and acceleration and control couches for the shuttle's pilot and co-pilot. It is self-contained and isolated from the body of the ship. It contains a basic life support system that will provide food, air, and water for the pilots for up to 8 days.

The body of the shuttles contains several decks crammed with acceleration couches. It has a total capacity of 76 sathar plus one giant or two large creatures. There are no creature comforts here, just the bare minimum to protect those making the drop from the stresses of reentry and liftoff (if they survive the battle). The life support system of the body of the shuttle contains enough air to sustain a full passenger compliment for 16 hours. It provides no food or water.

The shuttle is designed to land tail first on four landing legs that extend out from the body of the ship during final decent. Once on the ground, doors open in the side of the ship and the sathar exit via ramps that extend downward. The entire passenger compliment can exit the ship in just under two minutes once the doors are opened. Once the sathar are out, the creatures can be removed from the ship in another minute if time is of the essence. Otherwise more time is typically taken.

Each shuttle contains enough fuel to make a single trip to the surface and back to orbit. It must be refueled onboard its mother ship before making another landing. This refueling can be accomplished in ten minutes if needed but typically is done slower.

Knight Hawks board game statistics for the shuttle are as follows:

HP: 10 **ADF:** 1 **MR:** 3 **DCR:** 0

Weapons: None

Defenses: RH

ROBOTS

There are two different types of robots onboard the Sathar Destroyer. Both of which are maintenance robots that can

perform limited repair work under the guidance of the ship's engineers and technicians. The robots can be controlled via verbal commands from the sathar or through the ship's Robot Management program.

"CRAB I" WORKBOT

The Crab I is a small half sized robot that is the sathar equivalent of a "tin can" robot (see Frontier Explorer, issue 3 p 28). This small robot has 4 legs and two arms ending in small manipulators that somewhat reminiscent of claws, hence the name. The torso of the Crab I is basically a box that is segmented into two sections. One section holds the functional equivalent of a Techkit and the other is capable of 0.1 cubic meters of storage to carry parts for repair.

The Crab I is capable of getting into small areas between decks that even the sathar cannot reach. It is also capable of walking on the hull of the ship as the ends of its feet contain small electromagnets that can be activated as needed. The Crab I is fully capable of moving both inside and outside of the ship under high and zero gee maneuvers.

The Crab I is only a level 2 robot and is controlled via the ship's Robot Management program and each of the Crab I robots on board can be controlled by any terminal that has access to that program.

The Crab I is not programmed for aggression but can defend itself using its manipulators which do 2d10 points of damage.

Level: 2

Movement: 30m/turn

RS/IM: 50/5

STA: 60

Attack: 50%

Damage: 2d10

Programs: Self Defense, Maintenance, Computer Link

"SNAKE I" WORKBOT

The Snake I workbot is a rough sathar anthropomorphic robot that vaguely resembles a sathar in overall shape. The upper body of the Snake I is similar to a sathar in that it has a head, two small, fine manipulator tentacles, and two larger, heavily lifting tentacles. The lower body is not as long as a sathar's full tail, only about 1 meter long compared to the 2.5 meters of a living sathar. The body uses tracked movement instead of slithering.

The Snake I is a full sized robot that can access any areas that the sathar can access. It has manipulator nearly

identical to those of the sathar and can use any tool or weapon that a sathar can use. Its lower body is divided into two compartments, one holding the equivalent of a techkit and the other capable of carrying up to 0.5 cubic meters of materials.

The Snake I is capable of walking on the hull of the ship as treads of its tracks contain small electromagnets that can be activated as needed. The Snake I is fully capable of moving both inside and outside of the ship under high and zero gee maneuvers.

The Snake I is a level 4 robot and can be controlled via either direct verbal commands from the sathar engineers or the ship's Robot Management program. Each of the Snake I robots on board can be controlled by any terminal that has access to that program.

The Snake I is not programmed for aggression but can defend itself using its manipulators. The small manipulators do 2d10 points of damage, while the larger heavy lift manipulators are treated like heavy duty arms and do 6d10 points of damage. The Snake I gets two attacks per round, one with each set of manipulators.

Level: 4

Movement: 60m/turn

RS/IM: 70/7

STA: 100

Attack: 70%

Damage: 2d10 small arms / 6d10 large arms

Programs: Self Defense, Maintenance, Computer Link

LIFE ONBOARD

Time onboard is divided into two 11 hours shifts. Approximately half of the crew and officer staff is on duty during each shift. While on duty, the sathar go about their regular tasks and spend time learning. When off duty, they typically rest and sleep or spend time in the recreations pools. However, life and tasks onboard the destroyer varies greatly depending on the caste and role of the sathar.

GROUND TROOPS

The lower caste ground troops are little more than mindless cannon fodder. They spend the majority of their time in large writhing masses in the communal pools that are their world except when they disembark in the shuttles for ground action. These sathar are typically young and have been raised for a single purpose: to fight. They have received training in their weapons and can follow basic orders but have little to no original thoughts or

ideas. The platoon leaders are little better than their comrades but have been identified as having slightly higher intelligence and thus have been promoted to lead their platoon. These platoon leaders have also been provided with basic tactical training.

The company commanders have a slightly better life. While on duty (11 hours out of the 22 hour day), they have access to a pool bed that they share with their off duty counterpart. Most of their time is spent in the community room where they discuss tactics and strategies with their fellow company commanders and study and learn about known foes and their tactics and strategies. Much time is spent in simulation and "battle games" where they control simulated companies in contests against simulated foes. They simulate both sathar vs. sathar engagements as well as sathar vs. foes from the Frontier. Many times the port commanders will battle against the starboard commanders. Except when disembarking for actual battle, most of the company commanders' time is spent learning and practicing tactics and scheming for position relative to the other commanders on board.

The battalion commanders have their own individual pool beds and interact with the ship's crew. They oversee the company commanders' training and work to keep the entire brigade. They spend much of their time training the junior officers but also devote significant time to learning of their own. They study tactics and strategy both for their own troops and of foes they may potentially face. They also spend some of their time studying the ship and its systems. These sathar are of a higher class than the other ground troops and in the same class as the ship's crew. They have the opportunity to move out of the ground troops and into the naval corps if they can prove they have the skills and so spend much time learning the requisites to acquire spaceship skills.

AUXILIARY TROOPS

The shuttle crews, shuttle engineers and technicians, and animal handlers occupy a unique role in the ship as they are neither directly attached to the ground troops or to the ship's crew. Like the battalion commanders, they are in the same caste as the majority of the ship's crew.

The shuttle crews and engineers spend their on duty time monitoring and maintaining their respective shuttles. The pilots also spend a portion of their day in landing simulations to maintain and hone their ability to land troops in both safe and "hot" zones. Unless recently

returned from battle, there is little to do maintenance-wise and these sathar devote their time to improving their skills in the hopes of moving on from the small shuttles to the larger sathar naval vessels.

The animal handlers spend a portion of their time in the care and feeding of their charges. They also work with the company commanders in their battle simulations. Any extra time is spent studying to improve existing or acquire new skills.

SHIP'S CREW

For the most part, the ship's crew is from the same caste as the brigade commanders and auxiliary troops. The exception to this is the pilots and astrogators. These sathar are of a slightly higher sub-caste and rate slightly better accommodations and rations as well as having command authority over all the other sathar on the ship.

The sathar in the ship crew spend their on duty time monitoring, maintaining, and running their respective systems. Any spare time on-duty and free time off duty are spent in training, education, and scheming. Like the shuttle pilots, the ship's crew members are constantly trying to improve their skills so that they can rate berths on the larger vessels of the sathar fleet or even stations in



the sathar home systems. The scheming takes the form of competition among themselves for prestige on board the ship as well as scheming together to improve the prestige of their ship relative to the other ships in the fleet.

NOTES ON SATHAR MILITARY ORGANIZATION

The troops on board a Sathar Destroyer embody the three smallest divisions of the sathar military hierarchy.

The smallest functional unit is the platoon. This consists of eight lower caste sathar. One of these sathar is designated as the platoon leader. This leader receives orders from the company commander and directs the members of the platoon in their assignments. The sathar that compose these lower units are born and bred to be cannon fodder. They receive minimal training in their weapons and virtually no training outside of military matters. They are raised to be soldiers and have no other vocation. They also have no possibility for upward mobility in the sathar social hierarchy.

The next larger unit is the company. A company consists of eight platoons for a total of 64 troops. In addition to the 64 lower caste ground troops, the company is commanded by four lower middle caste sathar: the company commander, executive officer, and two body guards/logistics officers. These officers have basic training in tactics but little training in strategy. They



receive orders from the battalion commanders and direct their squads in carrying out their orders. The sathar drop shuttles are designed to carry one company of troops down to the surface. The total company size when at full strength is 68 sathar.

The next level up in the command structure is the sathar battalion. This consists of eight companies and is commanded over by a group of middle caste sathar: the battalion commander, executive officer, two logistics/staff officers, and four body guards. These sathar are highly trained in tactics and have some strategic training as well. They command the entire ground force contingent on board the destroyer which totals 552 sathar.

FINAL THOUGHTS

The Sathar Destroyer is a dangerous warship that is capable of inflicting severe damage on unarmed and unescorted civilian ships and stations. It is also able to project a sizeable amount of ground force to threaten outposts, small stations, and small cities.

These ships could be tasked with capturing merchant vessels for high value cargo or information, capturing passenger liners for prisoners, or raids on scientific outposts. They could even be used to attempt to capture Spacefleet vessels as the crew capacity of the destroyer is large enough to pose a serious threat to any ship that they can attempt to board.

The appearance of a pair of Sathar Destroyers in a star system when Spacefleet and/or the militia are occupied elsewhere should be a serious cause for alarm for both merchant ships and surface dwellers alike.

HELP SUPPORT THE FRONTIER EXPLORER

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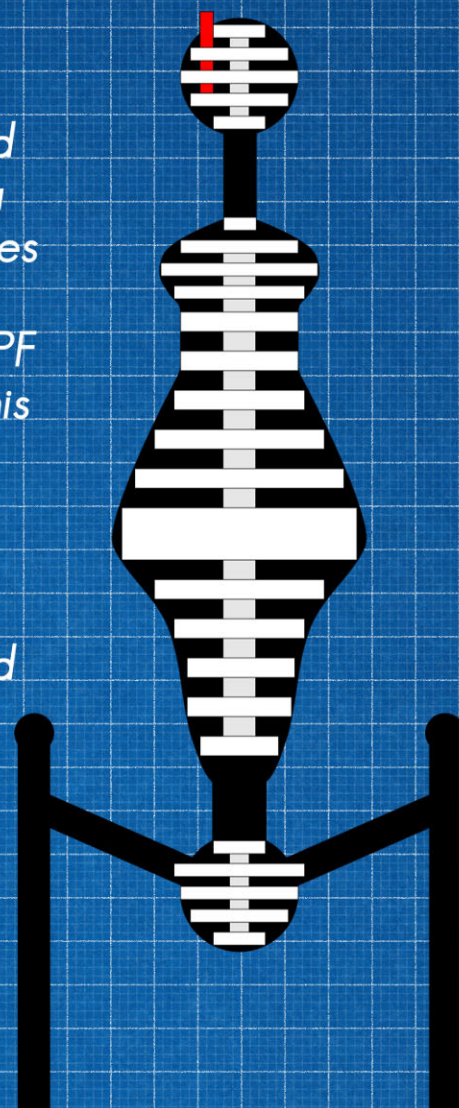
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Whether you donate or not, we hope you enjoyed this special issue, along with the regular issues, and can find a use for the material in your games. Keep exploring!

The Sathar!

They have repeatedly invaded the Frontier and their deadly red ships have always remained a mystery. Rumors abound that top secret UPF files exist giving details on sathar ship interiors and details of the sathar culture and military. No UPF official has ever admitted to the existence of this information.

Now, the Frontier Explorer presents to citizens of the Frontier the deck plans of a sathar destroyer. The plans were recently declassified from Starfleet records and represent data obtained from a undetonated derelict ship found drifting since the First Sathar War. These plans reveal the true alienness of these creatures and underscore the terror that these ships should instill in all Frontier citizens.



The Frontier Explorer Presents

SATHAR DESTROYER TECHNICAL MANUAL

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