Sather on the Prowl

Author: Jason Combs
System: Star Frontiers
Type: Hook
Category: Science Fiction
Requirements: Small group of characters with starship skills

Synopsis: A pair of Sather destroyer has entered the Dixon's Star system. They have been preying on freighters and mining ships on the edge of the system. They have destroyed all ships that they have encountered so, the UPF, Pan Galactic Corp and Laco's World believes that pirates are in the area.

Breakdown

UPF - The UPFS Triumph is in the system at Laco Station taking on supplies.

PGC - PGCS Endeavor is on maneuvers in system, due to increased piracy. The PGCS Venom and Stynger are assigned to Laco's Station.

Streel – SCS Grudge is transiting through Dixon's Star.

The UPF has recruited PGC and Streel assets to assist with the Sather threat at hand. The Sather are out numbered but, they can outgun the Corporate Ships and the Minelayer. This will be a deadly fight with no mercy. The Sather will retreat after one destroyer is destroyed. The UPF will not retreat. If they fail, the Sather can then attack Laco's World.

~ This gives those personnel that work for UPF, PGC or Streel to engage in a minor skirmish. If the party is non-affiliated then have them passing through Laco's World when a call goes out for additional crew members.

SAV Fang & Claw (Sather Destroyer)
HS: 6   HP: 50
ADF: 3 MR: 2 DCR: 75 Crew: 50
Armament: LC, LB, Tx2, RBx6
Defenses: RH, MSx2, ICMx4

UPFS Triumph (UPF Minelayer)
HS: 7   HP: 50 (Ion Engines)
ADF: 1 MR: 2 DCR: 75 Crew: 40
Armament: Mx20, Sx4, LBx2
Defenses: RH, ICMx4

"SCS Grudge" Stock Freighter (1, Raider)

Hull Size: 6 Hull Points: 30 Propulsion: Star
ADF: 3 MR: 3 DCR: 38
Crew: 6
Passengers: 6
Weapons: laser battery
Defenses: reflective hull
Cargo Capacity: 6

"PGCS Endeavor" Nova Class Privateer
HS: 5, HP: 25
ADF: 2, MR: 2, DCR: 35 Crew: 25
Armaments: LC, LB, RB
Defenses: RH

"PGCS Venom" and "PGCS Stynger" Thruster Class Privateer

HS: 2 HP: 10 Powerplant: twin sub-Solar/Ion A
ADF: 4 MR: 4 DCR: 26 Crew: 7
Armament: ARx2
Defense: RH