

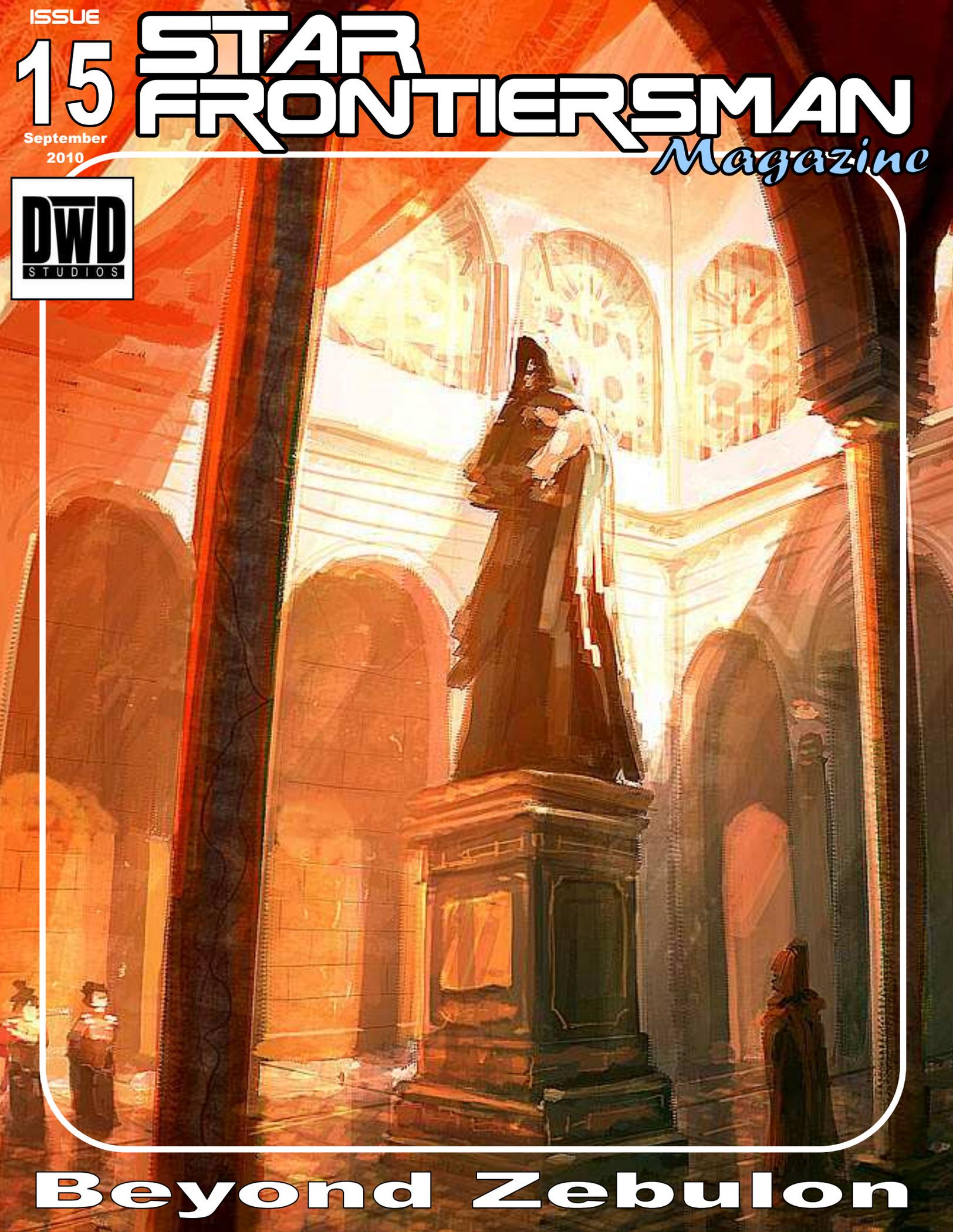
ISSUE

15

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2010

STAR FRONTIERSMAN

Magazine



Beyond Zebulon

STAR FRONTIERSMAN

Magazine

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Holistic Anti-Worm Federation, Bixby's SEU Stand's, UPF Cartographical Service, Wastrala Clan Bike Club, Interstar Weaponry, Wiggling Bros. of Zebulon & Capella! Back cover

On the cover: Gary Tonge from Vision Afar sketched this. Drop by and let him know you enjoy his work. <http://www.visionafar.com>

Art credits:

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- » Shane Tyree (pg 75)
- » Shell (pg 10, 13)
- » Wayne Peters (pg 2, 79, 81)



FOREWORD

All I can say is "what a great issue" you now hold in your hands. I'm very pleased to work with so many talented writers, artists and creative zealots! You make this magazine awesome.

We receive feedback from emails, the guestbook and social blogs that tells us we are still on track for keeping the Star Frontiers Revival alive. Each month I'm surprised to find someone new who found the Digitally Re-mastered books and magazine. Currently Bill Logan is working on a new shiny Star Frontiers site, when completed Tom Stephens and I will be working on migrating the data from the current sf.us site to the new site. New features will be available including most of the same features you are accustomed to. We will also have a complete guide to the site explaining what you can do with projects, how to link content, make a character or start an online game. My hope is that the Frontiersman that re-discovered SF get involved in our communities.

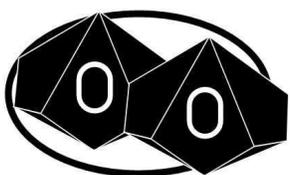
I would like to thank Tom Stephens a.k.a. Terl Obar for his work on this issue and the Star Frontiersman wiki at the Star Frontiers Network site. We are attempting to link the sf.us, sfman.com and sf.info sites together via RSS to keep you informed in the SF Internet Frontier.

I hope you find something useful contained within as a Referee or Player.

Raise your dice hand high!
Larry Moore
lmoore@dwdstudios.com

FRONTIER NEWS

D00 SYSTEM



The **d00 System™** is a role-playing game system that is simple and modular.

The core rules are divorced from a particular setting in a way that Referee's, contributors and publishers

can produce their own setting books (though a default setting is provided for every DwD game such as FrontierSpace or FantasyRealms).

Details are to be thought-provoking but at the same time sketchy enough for you – the player – to fill in all the necessary gaps with your own brand of imagination. Lists of abilities, skills, gear, and other things are to be categorical in their comprehensiveness, not exhaustive and finite. Complexity can be added but must be added in well-tested, very modular optional systems (because gaming tastes and settings may vary).

It is our belief that realism and fun can be balanced, and if done properly will result in a great game that we'll look back at twenty years from now and remember as fondly as the old classics.

“Imagination is to be given wings and a rocket pack, not told it can't fly”

About DwD

After several years of digitally re-mastering our favorite science-fiction game and publishing fifteen issues of the free online magazine, the *Star Frontiersman*, we decided it was time to put our creative juices together and make games, thus DwD Studios was born.

Our first product, **FontierSpace** is a sci-fi RGP based on the d00 System™ and has proven to be an exercise in fun! As of September we are nearly ready for the public playtest.

STAR FRONTIERSMAN WIKI

Volunteers Needed!

The Star Frontiersman magazine is on-line in wiki format on the Star Frontiers Network Wiki and we need you're help adding articles. Come join the fun and help us make this great resource available to the public.

<http://starfrontiers.info/wiki>

- Star Frontiersman Wiki Staff

D100 TABLES

DwD Studios has created a d100 table tool that allows the creator to weight results and add full descriptions. The final result is an attractive table suitable for publication.

Here are a few of the tables created by site members.

- » [Random Ship Ownership Table](#)
- » [Wicked Poisons](#)
- » [Sci-Fi Drama Cards](#)

SPOTLIGHT WORLD: STAR FRONTIERS

World vs. Hero is a single game engine that allows players to easily experience any published campaign setting regardless of its original system. It's great fun moving from world to world so effortlessly, using the richness and variety of each place and its inhabitants without the toil of learning new rules every time!

Thanks to the efforts of Bill Logan and DwD Studios, a Star Frontiers revival began in 2007 with a “re-mastering” of the original, publicly-available rules. The classic rules and character races were clarified and neaten up, and the layout was updated to today's publishing standards, but the integrity of every original concept remained untouched. True Star Frontiers action was made available for free in a snazzy new package!

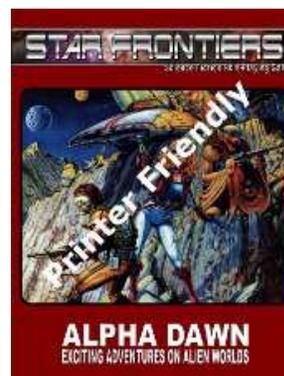
Fortunately, Bill's generosity didn't end there. Since the re-mastering, he and a number of talented writers and artists have contributed all-new expansion material for the game through their own publication, Star Frontiersman Magazine.

Read the full article; <http://tinyurl.com/worldVShero>

REMASTERED ALPHA DAWN

A printer friendly version is available at the Star Frontiersman site.

(<http://starfrontiersman.com/downloads/remastered>)



ARCHETYPES

By Thomas Verreault
jedion357

Author's Note: the following archetypes were developed from the Zebulon's Guide taking advantage of peculiarities of the Zeb's races. As with any archetype you do not have to use the specified race. The advice on development, character concept and equipment can be applied to any race.

Archetypes were a very popular series in the Star Frontiersman and I've long wished to see more of them. While recently reviewing Zebulon's Guide for setting material I happened to reread the racial descriptions and decided to promote the Zeb's races with their own archetypes. It's been long enough since the Star Frontiersman had an archetype article and the Zeb's races are overdue for consideration as well.

a team she is provides crucial technical support, able to decipher puzzles, codes or intercepted communication in time to prevent surprises to the team. In this role she equips with adequate defensive and light offensive measures. She prefers to load up on communications and computer support gear.

A lover of puzzles the crypto-analyst is likely to carry hard copy plasti-paper reference books on dangerous research assignments in hazardous environments. This osakar usually follows a tech background (PSA) and excels in computer and technician skill to operate equipment and research data.

OSAKAR LINGUIST

You are a virtuoso with languages. Due to your unique mouth structure, no language is beyond your ability to speak. You've honed your skills and surpassed your teachers adding more languages to your repertoire than actually exist in the data bases. Polyvox? You don't need no stinking polyvox; you ARE a walking polyvox.

** All osakar are female thus the exclusive use of feminine gender.

CHARACTER CONCEPTS

Crypto-analyst

This osakar is a technician that analyzes signal-Intel and decodes or translates it. She is at home with communications gear and well able to handle a sub space radio as well as knowing her way around a computer net work. She can process information, dig up pertinent facts and produce in depth analysis besides just translating the data. A bit of an intellectual egg head, she is quite at home at a library or university.

Normally she doesn't put herself in danger but provides the Intel and advice for those who do. When part of



Law Enforcement Translator

This osakar has entered law enforcement and leveraged her linguistic skills to enhance her value to the agency. She performs a crucial role in the interrogation room, unnerving suspects with her unusual appearance and grilling them in their own language till they crack. In a surveillance role she's able to pick out languages spoken in a crowd and translate them while a polyvox would be confused by the background noise. Prosecuting attorney's frequently call on her to translate witness statements.

She knows weapons and law enforcement techniques. It is not unusual for her to have at least one level of technician skill for operating communications gear and the squad vehicles. Normally, this osakar follows a biosocial background (PSA) for the Psychosocial skill (communication and persuasion are crucial).

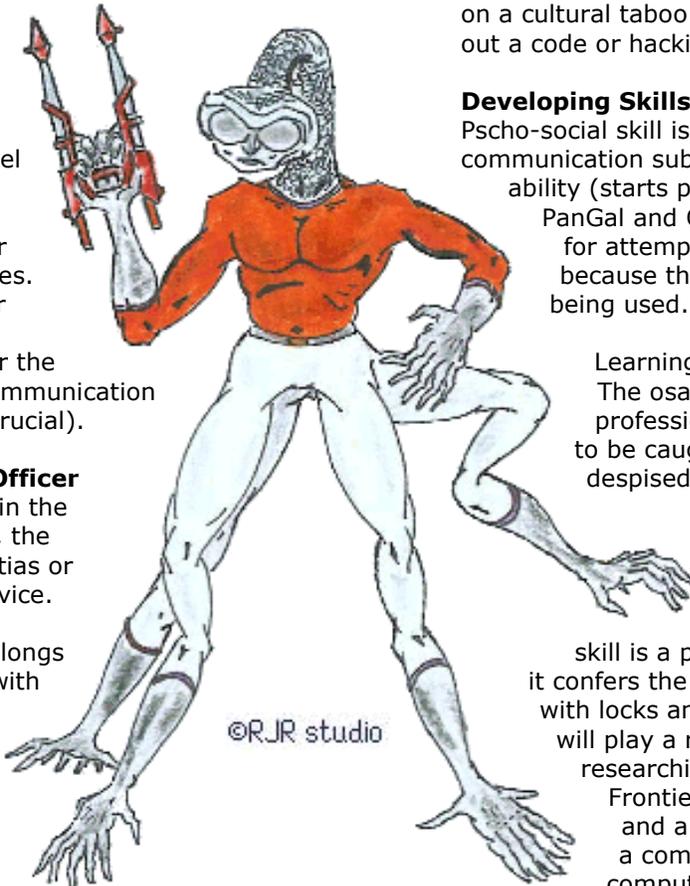
Communication's Officer

This osakar is found in the ranks of Space Fleet, the Flight, planetary militias or in an exploration service. She handles routine communications but longs for the first contact with a new species. She has demonstrated "acute oral sensitivity" and can translate all three dialects of Vrusk. In combat she unravels enemy communications and advises her crew on enemy intentions. She's a crucial member of any away team traveling to a planetary surface.

Manny com officers have a tech background (PSA) but a few specialized in bio-social backgrounds (PSA). They master computer, tech and Psychosocial skills as well as adding new languages.

DEVELOPMENT

Different character concepts within the osakar linguist archetype will have different PSA's and skill sets. The player must identify the skill that will be the most crucial to the concept they are playing; for the crypto-analyst its likely to be computers, the law enforcement translator it will be Psychosocial, and a com officer will either specialize in Psychosocial or computers depending on the style of game or campaign (a more Knight Hawks oriented game would call for more technical skills while an exploration campaign with Alpha Dawn action may call for the Psychosocial skill.



Developing Abilities

Osakar begin with a steep penalty to the PER/LDR ability pair due to their unusual appearance that sets most people on edge but since so much of communication involves personality you will want to invest points on at least the PER ability to overcome this disability.

The INT/LOG ability pair will also be important. Intuition will play a role in communicating with new aliens giving the linguist a chance to guess at the answer to a complicated problem and avoid stepping on a cultural taboo. Logic will be important to puzzling out a code or hacking into enemy communications.

Developing Skills

Pscho-social skill is crucial because of the communication sub-skill. The osakar's natural linguistic ability (starts play with 4 extra languages besides PanGal and Osakar) can negate the 10% penalty for attempting persuasion through a translator because they are likely to know the language being used.

Learning new languages is also important. The osakar linguist will consider this a prime professional consideration. She never wants to be caught out and be forced to use the despised polyvox.

Depending on the referee, either technician or computer skill will be necessary to operate communications gear. Technician skill is a plus for those in law enforcement as it confers the ability to operate vehicles and deal with locks and security devices. Computer skill will play a role in accessing data nets and researching information. Most libraries in the Frontier are fully computerized at this time and a linguist will know their way around a computer. A linguist with a strong computer background would be likely to become an astrogator as well.

At least one level of environmental skill will be helpful for the linguist that is part of a team being deployed to new planets or in law enforcement. The osakar's acute sense of smell gives them a 10% bonus to tracking and making them a natural blood hound. One level of environmental skill enhances their overall skill set making them indispensable to their team.

Law enforcement and naval personnel will need to invest in some weapons and fighting skills. She is part of the "service" and expected to hold her own. She doesn't seek to be in the line of fire but equally won't be the shy retiring type hiding behind the grunts. She's proud of her service and is not afraid to be in a fire fight if she has to.

Racial Quirks

Every osakar feels compelled to practice a religion as an expression of their individuality. A linguist should

consider practicing a religion that has scriptures or rituals that are in a dead language. This will give her access and or familiarity to, at the very least, an ancient written language.

EQUIPMENT

Most osakar prefer to not even use a polyvox as their voice is so much more capable than the small device's voice synthesizer. Many osakar make it a point of pride that they won't use a polyvox but not all. It can be an important tool in assisting the osakar in learning a new language but the linguist will seek to master the language as soon as possible.

As soon as they can afford it, a body comp with the type C progit, "Hear-all", is a must. It gives the linguist access to all unencrypted communications in the area, whether radiophone, a Help-beam body comp transmission or etc.

Naturally, enough, defensive and offensive capabilities must be looked to if in a law enforcement or exploration but heavy weapons can be dispensed with. Most linguists will likely prefer the relatively noiseless beam weapons over auto pistols and rifles. Thrown weapons (smoke, doze, and tangler grenades) may be a good choice for them in their support role as well. After all a tangler grenade, far more than a fragmentation grenade, will leave an opponent in suitable condition to talk to after the combat.

EDGES AND FLAWS

If using this optional rule for edges and flaws found at the back of the Alpha Dawn Re-mastered book, you might want to consider some of these ideas.

Mimic

The character is so skilled with her voice that she can mimic anyone's voice after spending a few minutes listening to them. This edge can be used to dupe a listener into thinking that the osakar is actually someone else. Note this will only work with audio only communication or with the proper holographic program for a holoscreen. The deception will be rolled on the INT or PER ability determined by the referee for the individual circumstances.

Cultural Taboo Recognition

The character has the intuitive ability to avoid saying the wrong thing while still learning a new language. Once per session, the player may invoke this edge and automatically avoid stepping on any "land mines" while trying to communicate.

Blends In to the Social Environment

The linguist is so skilled in dialects and so well traveled that she can almost disappear in the crowd anywhere in the Frontier or Rim. She never stands out as a tourist and often knows someone in the vicinity that can render aid. Once per game session the player can invoke this edge for minor NPC assistance or to lose herself in a crowd so effectively as to avoid detection by normal means. Note this edge will not work if being

tracked by another osakar or if the linguist is using it to sneak up on or get close to someone.

Foot in Mouth

The character is so in love with linguistics that they often neglect the niceties of cultural sensibilities. They don't mean to give offense but occasionally they do put their foot in their mouth. Once per adventure the referee can invoke this flaw and cause an NPC to take minor offense at the linguist. This flaw is incompatible with the Cultural Taboo Recognition edge.

Compulsive Collector of Reference Material

The character is a bit of an intellectual egg head. The compulsively feel the need to collect hardcopy reference materials for their research and linguistic activities. Whenever the character is paid they will invest 10% of their income on new books. When in the field they compulsively carry 2 kg of reference material just in case they need it. The upside of this flaw is that the heavy reference material may just save the day and provides a 10 to 20% bonus to research checks while in the field. Since this flaw is an edge as well no other edge may be taken with it.

HUMMA SURVIVALIST

You're tough. You have to be because you embrace living in the most demanding environments and revel in your ability to do so. You don't own an everflame because you could start a fire with two sticks while asleep.

CHARACTER CONCEPTS

Apocalyptic Hermit

This humma doesn't just believe that the end is near he KNOWS it is! Whether it's the Apocalypse, Sathar-meggedon, or nuclear war he is ready for it. He's prepared his stockpiles but more importantly his mind as well. He's honed his skills and knows just what to do in any eventuality.

Because the sathar have long afflicted the Rim this humma has prepared both survival tools and weapons. When the worms come they're welcome to take his gun from his cold dead hands. There is no such thing as having too many weapons for this humma.

He is not apposed to working with others but he won't give out the secrets of his caches and stockpiles lightly. However, he can be especially difficult to get along with because his certainty of the rightness of his beliefs rubs people the wrong way. Like all humma he is rude, crude, lewd, pushy and arrogant but when you add to that his near evangelistic belief in the coming end he has a real capacity to get on everyone's nerves.

Adrenaline (or is that humarrenaline) Junky

This humma likes the excitement of danger. He seeks out risky sports and jobs for the rush. He's all about testing his limits and walking the edge. He volunteers for scouting and exploration positions because he's looking for new challenges.

He's a good drinking companion if you don't like to talk because he's likely to spend hours recounting his exploits. Despite his vices he is very good at what he does. He commands top dollar and is in demand for the really dangerous missions.

Though he is less likely to go in for hidden caches he still values good equipment and maintains the best he can get.

DEVELOPMENT

The humma survivalist knows he will survive the end even if it's just him and the cryxian roaches and since he's immune to poison he be able to eat the roaches. His ability to use his prehensile tail to hold melee weapons allows him to fire a rifle one turn and switch to the melee weapon without delay which could be mean the difference between life and death.

Developing Abilities

Humma are naturally tough with racial bonuses to their STR/STA ability pair. These are both excellent abilities for the survivalist to develop as they both can be crucial to surviving combat.

The RS/DEX pairing should not be overlooked as a high Reaction Speed can give the survivalist the drop on those who come looking for his cache of food and weapons and Dexterity directly impacts his shooting.

The PER/LDR pairing could be important to the survivalist who intends to assemble and lead other survivors back from the end of civilization.

Developing Skills

A central skill for the humma survivalist is Environmental. All of its sub-skills can be crucial to survival. The survivalist will want to raise this skill as high as possible.

Military skills are a must as well. All forms of weapons and methods of fighting can come in handy. However, a survivalist may wish to excel in weapons skills that will continue to come in handy as stockpiles and supplies run low. After all what use is it to be a crack shot with a laser once all the power supplies for lasers are gone? Melee weapons is an excellent skill as un-

powered melee weapons will become the weapons of choice as power supplies run out and while power supplies do last that sonic sword can carve a wide path through the opposition. Thrown weapons is another good choice as it give accuracy with grenades but after the grenades run out its usable with hand made spears. Martial arts, a skill that is not equipment dependent could be part of a survival strategy for the end as well.

A less crucial skill but still important would be technician skill. It give the survivalist the ability to set up alarms and security measures for his stockpiles and hideout as well as drive his explorer that he powers by methane from the excrement of vosian swine.

Medical skill is also important as a survivalist needs to be self sufficient. With a few levels of medical skill he can take care of his own injuries, even operating on himself with the autdoc.

EQUIPMENT

Yes. All survivalist are deeply into equipment.

All forms of survival gear and multiple copies of each item will be collected, stockpiled and cached. The survivalist's equipment list will address all basic needs: fire, shelter, food, water, and etc.

Weapons and defenses are important to all survivalist but in particular the apocalyptic hermit has a passion for collecting weapons. It won't be unusual for him to stockpile enough ammunition to kill an army single handedly simply because he believes he will need to do just that.

Communications and some form of power generator will be on the survivalist shopping list. He will seek to have a renewable source of power i.e.; a wind or solar generator. Tools that will let him fix broken equipment or make improvised fixes will be considered important as well.

The explorer will be a favorite vehicle for as long as it can be maintained.

EDGES AND FLAWS**Connections**

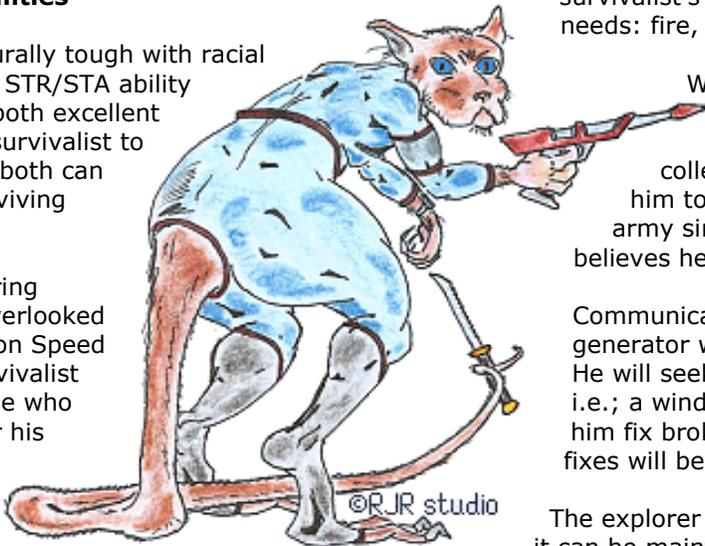
The humma survivalist knows people; weapons dealers, smugglers, pilots, and other survivalists. Once per adventure the humma survivalist can call on a connection for information or aid though material aid will cost hard credits or some other quid pro quo.

Committed Stockpiler

The flaw (though some see it as an edge) causes the humma to spend at least 20% of his income on new equipment that must be stockpiled or cached, not for use now but when the end comes.

They're Watching You

This flaw may be invoked by the referee once per session. Because of the survivalist's prior political rants



against the system the humma may or may not be under surveillance. When ever the referee informs the player that there are NPCs watching his character the PC must do everything to evade and escape those NPCs even leaving his party behind. The watchers can be real or not at the referees discretion because this humma is paranoid.

Cocky Show Off

This flaw causes the survivalist to try stunts and actions that may not be the best idea but are certain to have dramatic results whether he succeeds or fails. Once per session the referee can invoke this flaw to force the survivalist to take a less cautious course of action. The survivalist will do it with bravado and flair to show off his raw ability. It should be something he could succeed at and if he does the success will be a dramatic advancement for him in the action. If he fails the results should also be fairly dramatic as well.

IFSHNIT TRADER

Nothing says trade and barter like "ifshnit" and you are all about trade. As with the rest of you're species you despise the megacorps and practice the art of guerrilla economics through barter only grudgingly paying taxes on a transaction if a customer only has credits to trade.

It you take pride in the art of the deal and delight in providing hard to find items for customers everywhere. Yet the code of the deal must be observed and you won't deal with those who don't respect you as an honest merchant, even if your merchandise is smuggled goods.

CHARACTER CONCEPTS

The Free Trader

This ifshnit is a member of the vaunted Capellan Free Merchants. He is respected and successful and may even be asked to sit on a trade council one day. He is honest and forthright in dealing with customers because his reputation is worth more than gold to him.

Like the CFM organization he doesn't see the need to obey every law as government regulation shouldn't get in the way of business. He keeps all deals honest and above board but he may skirt the law when the need arises. He is fiercely loyal to his companions.

The Free Merchant

This ifshnit may or may not be in the Capellan trade organization but then not many would know for sure. The CFM, as a standard practice, is very well fronted so that most beings don't even realize that they have had business with it. An ifshnit that is not apart of the CFM will not advertise that fact as the natural assumption that he is backed by its might could come in handy.

He adventures in pursuit of unique and unusual items to sell or trade. In any situation he can smell an angle for turning a credit. Yet all transactions must have an undertone of respect for all parties involved or he will pull out from the deal (this is probably a racial coping mechanism linked to being the shortest intelligent

species in space- "If you can respect me then you're not likely to walk on me.")

A cash reserve, a good eye and a sharp mind are his primary tools. He is a good talker and well able to persuade the hesitant. If part of a team he's the supply officer or quartermaster well able to procure the party's equipment needs at only a fraction of the cost (arranging a 1 week test drive for a used explorer with a security deposit rather than paying the standard rental agreement).

Smuggler

Again, this ifshnit may or may not be part of the CFM. Despite the CFM's high standards of conduct in individual business transactions it sees no real need to obey every silly law that a government passes. While most Free Traders go in for hard to find items that are just simply rare, this ifshnit specializes in hard to find items that are illegal.

He knows all the places and ways to hide contraband and is technically proficient in order to do his own modifications in order to keep them secret. He has access to a workshop expressly for the purpose of creating items with hidden compartments or modifying objects to look like something else. He is also likely to have computer skill to generate papers and documents as part of the smuggling deception.

His ability to talk his way out of trouble is legendary and he will live or die by his ability to persuade. A bit of a scoundrel on the outside he still has a heart of gold toward his friends and compatriots, always coming through for them in the end.

Tramp Trader

This ifshnit does not seem to be part of the CFM but then maybe the tramp trader persona is just part of the front. He's a little looser about the jobs he takes and his ship doesn't seem to be new or top of the line. He's always scratching to get by. However, don't let appearances fool you because he's made a lot of modifications to the ship himself and she has it where it counts.

He's always ready to take a new job and that's likely because he's one missed payment away from repossession of the ship. He won't necessarily take smuggling jobs but if times are hard he will.

Technically proficient, he does most of his own repair work simply to save money and he is an expert scrounger. He also is a bit of a pack rat holding on to everything that may be of value some day. He excels at finding broken and discarded equipment and fixing it for resale.

DEVELOPMENT

The ifshnit trader needs such a wide range of skills it's not unusual for him to have a partner in order to leverage their skills. Choice of PSA can be important here as technical skills and Psychosocial skills will both be important. The tramp trader will need to excel at technician skill since he does so much of his own work.

The smuggler will need to excel at physco-social skill in order to talk his way out of jams. The free traders can focus on either technician or physco-social skill.

Developing Abilities

The primary abilities to develop will be INT, LOG, and PER. Intuition will give the ifshnit the edge to spot trouble coming. Logic will aid with researching the market and technical skills. Personality impacts dealing with clients and customers.

Naturally enough combat skill could come into play for the trader but he'd prefer to avoid that unpleasantness as its bad for business. The abilities that impact combat should not be neglected but they are secondary.

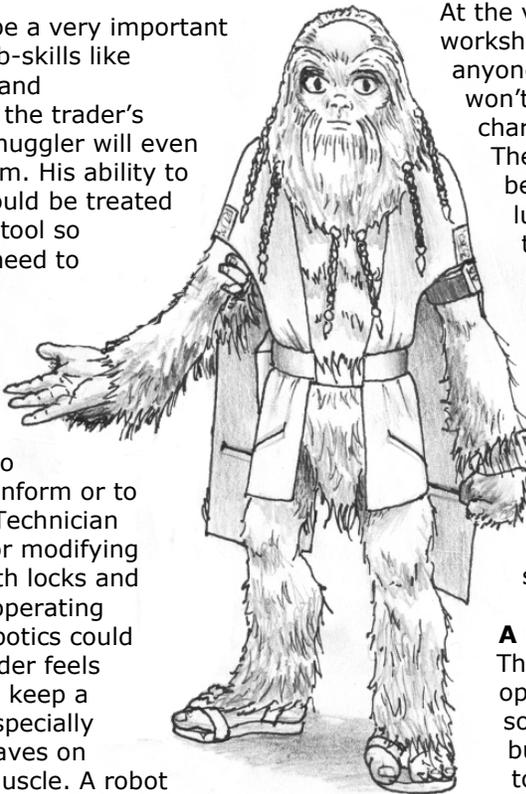
Developing skills

Psychosocial skill will be a very important skill to a trader. Its sub-skills like persuasion, empathy, and communication will be the trader's bread and butter. A smuggler will even find a use for hypnotism. His ability to talk and schmooze should be treated as his most important tool so Psychosocial skill will need to receive the highest development.

The tech skills will also be important. Computers skill will let the ifshnit delve into data bases for crucial inform or to generate documents. Technician skill helps with fixing or modifying equipment, dealing with locks and security devices, and operating transport vehicles. Robotics could be important if the trader feels the need for muscle to keep a potential client civil, especially since robotic muscle saves on paying for biological muscle. A robot could also be just the place to hide a bit of contraband.

Should a deal ever go bad the trader will want a few levels in some military skill. Since ifshnits are too small to effectively use a rifle and business transactions are usually face to face, melee weapons skill is a good choice. A sonic sword is easily concealable and deals high damage. If the ifshnit is going into situations where he's being searched before sitting down to deal then martial arts would be the skill of choice. He should not neglect to pick up a level or two in at least one shooting skill.

Spacer skills are likely to be important to these character concepts so a good foundation as a technician or computer specialist will help in becoming a pilot or astrogator.



EQUIPMENT

Being of smaller size the ifshnit has difficulty with rifles so this character will want a "good blaster at his side." Of all the entry level pistols from the Aphla Dawn rules the laser pistol can potentially have the highest damage output per shot. If it's powered by a power belt or backpack then the character can avoid having to reload it every other turn while firing full power shots. However, some deals and negotiations cannot be walked into while packing heat, under these circumstances a concealable sonic sword may be the ticket for self defense. Ultimately, a little martial arts training, even the hypno-induced type that fades over time would be a good investment for walking into tense negotiations.

At the very least a tool kit will be needed but a workshop would be even better. A smuggler won't want anyone nosing around his ship and a tramp trader won't be able to afford to hire someone so these characters will likely do most of their own repairs. The star ship engineer's tool kit is heavy but it can be left on the ship in engineering rather than lugged everywhere. Communication is critical to this character so he won't neglect to carry a polyvox.

EDGES AND FLAWS

Connections

The ifshnit trader knows people; customs inspectors, black marketers, manufacturers, and or dealers. Once per adventure the ifshnit trader can call on a connection for information, a line on a good deal or aid, though most aid will cost hard credits or some other quid pro quo.

A Nose for a Deal

The ifshnit trader has the amazing ability to smell opportunity. Once per adventure, if he needs some quick cash he'll almost magically discover a buyer in need of something and a seller desperate to sell the same thing and the he can quickly facilitate the deal for a quick 10d10 credits profit. Alternately, at the referee's discretion, the NPC that is looking to buy something wants an item that must be tracked down in game. The profit for this will be 10d10 X10 credits.

Hard Luck

If it wasn't for bad luck he'd have no luck at all. With this flaw the ifshnit trader is plagued with problems. Once per adventure something vital will break, a customs official will find a problem with the ifshnits documents, or the "milk run" job he just took turns out to have serious complications.

Owes Money

This trader owes money to an unsavory type. He's had difficulty paying down the debt and because of that he's been called on to do "little jobs." Once per adventure the referee can invoke this flaw and have the "leg breakers" show up to request a favor of the trader.

HUMMA HOP BACK!

By TheWebtroll

Editor's Note: This submission was passed to us recently. We have desperately searched for the author. If you know who submitted this as well as the artwork please contact the Star Frontiersman Magazine.

Author's Note: I feel that the Humma, as with all the new races in the Zeb's Guide, are getting a bit of a bad rep. There is such potential there; they just need a bit of tweaking. The Humma are the Klingon's in the SF universe. This war-like race, very proud and full of honor, can and should take up this mantle. Zeb's Guide hinted at this, they should have been Worf, but instead they were seen as Barf (from Spaceballs: The Movie). Cute little fuzzy Kangaroo's who held guns with their tails and awkwardly pulling the trigger by reaching over their head. Instead, in my SF games I've made them more like the mutant roo's from Tank Girl (one of Ice-T's under appreciated roles). To do this, I've given them a bit of an extra boost and a scruffier outward appearance.

HUMMA

Basic Information

This information is designed to work with the Zebulon's Guide to Frontier Space, so all basics of the race are still the same.

LOOK MA' NO THUMBS

Humma have a dewclaw instead of a thumb. This is located midway on the inside of their forearm, between their elbow and the palm of their hand, and is semi retractable. This claw not only works as an opposable thumb to work with tools, but allows the Humma to grasp objects and hang on to them much easier until they decide to release it. In fact it is twice as hard to break from the grasp of a Humma then from any other race. Success means that you are free but also take 5 points of tearing damage to your clothes or your flesh.

COMBAT STYLE

Humma tend use their whole body when in combat but their preferred weapon is their back feet. Humm-Fu, as it is jokingly called by the Dralasite uses quick jabs, slaps and pushes to unbalance their opponent (think kangaroo boxing). Once unbalanced,

the Humma grapples the target and performs a series of lethal kick attacks that have been known to disembowel many Humma even in friendly sparring.

Upon a successful melee strike they take hold of a target with their hands and bring them to their body in almost a hug. They then pick up the target and themselves by shifting their weight upon their tail, lifting both from the ground.

Their back legs then perform a series of strikes, almost like running, that can cause up to 10 points of damage maximum. (See image above) They can only hold this attack for one turn, so once it is performed they push the target out of melee range with a double kick. Targets can perform a DEX check to see if they are unbalanced.

Humma have designed claw blades that fit to their back legs to increase lethality of this attack, increasing the maximum damage to 20. They never use them in combat against their own race as it is not considered honorable. Other Humma weapons, ones for melee, are designed to bring in and assist in holding a target in a grapple. Bladed hooks and chains are the favorite.

Another favorite attack by Humma is their tail. Many new clans have taken to the practice of attaching weights, blades or spikes to the tip of the tail. This decreases their ability to use their tail effectively in normal situations (i.e., picking up objects, holding an item) but greatly increases the damage caused by a tail strike (see max damage



for weapon type). Like the foot blades, Humma do not use tail enhancements against other Humma.

DIFFERENT CLANS

Several houses have merged to form clan houses.

Jorah Clan

This is the largest clan containing over 125 families and houses. Its members are statesmen, diplomats and some are High Ones. Their status gives them access to higher learning making them effective leaders among the Humma. (+10 LDR instead of -10)

Eruditi Clan

War priests, almost to the point of zealots are easily spotted by their clean outward appearance.

Eruditi hair is not matted but clean, combed and sometimes scented with oils. Eruditi believe that the surge of adrenaline during combat is actually a spirit of a Humma from a past battle taking over the body. They then follow even the slightest impulse as it is the "will of the spirit".

This makes them very dangerous during combat, even to their allies, but also strangely effective (+10 to all combat attacks). Every 5th round of combat make a LOG check; failure and the Eruditi Humma attacks an ally as if an enemy (no bonus to attack).

Kro Clan

One of the strangest clans, the members shaves all body hair and covers themselves with tattoos. Due to years of selective breeding, the Kro clans are larger than the average Humma (3.5 meters tall).

Very warlike but not too bright.
(STR/STA +15, LOG -10)



From left to right; Eruditi, Jorah and Kro

THE CORE FOUR

PART-II

By Brian Conway

YAZIRIANS

The ancient and magnificent Yazirians! If they were not so much at each other's throats, they might be almost as bad as the Sathar. (That might be a little harsh...)

According to ancient legend, there was a single planet from which all life sprung. This planet has had many names, but the most important one is Yaziria. Supposedly, ancient spacefarers populated the Yazirian systems with life, bringing with them all the abundance and verdancy of Yaziria. This paradise-planet has long since disappeared into myth. Nevertheless, the Sons and Daughters of this Eden, this Yaziria, are named Yazirians. To some, this myth is historical fact. To others it is a tenet of their religion. A certain number think it is just an old story. In any case, they call themselves Yazirians.

The actual location of Yaziria is claimed by different planets, weakening the spirituality of the myth. On the other hand, the Yazirians' many vicious wars have created many gaps in their historical narrative, and the archaeological record is inconclusive as to the actual origins of the race. In much of Yazirian history, tradition, myth, and legend is all that has survived. Even some precious artifacts that survived certain periods were destroyed centuries later in subsequent wars, removing whole chunks of the historical record.

Yazirians have the most violent history of any race other than the Sathar. Clan violence finally ceased several hundred years ago after the Enlightened Ones came down with Jesus-like religious conviction and got the Clans to respect each other, at least in terms of life, limb, and property.

Yazirian religion revolves around the teachings of these Wise and Peaceful Brothers, who taught the Yazirians to take their tremendous energy and enthusiasm and turn it into something else besides war - especially on other Yazirians.

Hence, the Yazirians made a major and massive break with the development of the Sathar. Unlike the Sathar, the Yazirians had always a strong philosophical, religious and peaceful streak in them. It just took hundreds of years to finally take root and change the warrior-culture of the Yazirians.

Yazirians are dour, easy to insult, and take slights very seriously. Most have poor senses of humor, and "not getting the joke" just makes them angrier. This



problem makes them think that they are the butt of the joke, worsening the situation.

Ritual is vital to Yazirians. Their Enlightened Brothers saw rituals as a way to soothe the violent ways of the Yazirian reptilian mind. It helps, to a point. Yazirians have ceremonies for almost everything, even relatively mundane events and holidays. Major events and honors have ceremonies that can last hours. Screwing up a ceremony is a serious insult. This is another reason the Yazirians don't get on well with Dralasites, who have a lot of trouble suppressing their giggling during these somber Yazirian scenes.

Clan is everything to Yazirians. Being "Disinherited" (being cast out of the Clan) is devastating. Many of

these Yazirians become criminals. The only fate worse than Disinheritance is Unjust Disinheritance. However, some Clans do allow an atonement process. Many Yazirians simply kill themselves when faced with such dishonor.

There are many Yazirian folktales and myths of ancient heroes who were unjustly disinherited. They bring tears to the eyes of the most grizzled and battle-hardened Yazirian veteran.

Although their society is as varied as the others in the Frontier, the Warrior Ethos among the Yazirians is still very strong. Their Battle Rage is symptomatic of their readiness to fight to the death at a moment's notice. Battle is in their blood.

Yazirians do not get on with people outside of their clans, let alone with other races... However, an excellent way to make a friend of a Yazirian is to share their sacred Life Enemy and help destroy it, or participate in battle with him or her.

A Yazirian friend is a friend for life, in most cases. The ultimate honor that a Yazirian can bestow upon another is invitation to join their Clan. Although this is rare, it does happen - mostly with Humans and Vrusk.

Once inside of Yazirian's clan, the true warmth and spirit of these beings is displayed. Yazirians among their Clans "let their fur down" and have wild parties. Yazirians love large halls that can accommodate the entire clan for parties - always involving massive amounts of alcohol and other intoxicants. Dancing, singing, story-telling, gliding from the rafters, sexual ribaldry and all the other things one would associate with a drug and booze soaked party often occur at these Clan gatherings.

Non-Yazirian members of Yazirian clans become pretty much Yazirians themselves to the Clan members. Money is loaned freely at zero or low interest. All Clan members are expected to put up other visiting members of the Clan. Generosity for other Clan members is one of the most endearing qualities of the Yazirians. Many down-and-out humans have been saved by long-forgotten Clan members who have happened upon them.

Clan membership also comes with duties. Many funny holoshows have revolved around human families suddenly burdened with having to accommodate, entertain, and clean up after large bunches of Yazirian clan members on an interstellar visit! Hilarious when viewed from the outside - as the humans desperately try to parse all of the clan rules, rituals and traditions while trying not to go bankrupt paying for all the hospitality.

At a minimum, expect a Yazirian to show holos of his clan, with long winded descriptions of everything that everyone is doing, combined with a cavalcade of gossip, if you meet a fellow clan member after a long period of time.

Yazirians hate crowds. They do not like to touch or be touched. Many a barfight has been caused by bumping into a drunken Yazirian. Yazirians do not shake hands of non-Clan members - that is a very special gesture to a Yazirian. They believe that part of the soul of the Yazirian passes on to the being whose hand is being shaken. This has led to some serious misunderstandings among those who do not know this about Yazirians.

Some Disinherited Yazirians travel to the mixed-race planets, relax some of their more intense ways, and adjust quite well to their new situations. The mixed race planets are full of these kinds of Yazirians, and others who find the rituals tedious and the attitudes too strict. Most Yazirians do not have this kind of wanderlust, however. The Clan serves as a huge social and cultural cocoon for most Yazirians.

Tragically, some Yazirians still judge others by their clan membership. Many were enemies during the Wars centuries ago, and have never forgotten their feuds and slights. This is especially prevalent among the older, more conservative Warrior Clans. Violence does break out from time to time, but only (it is said) among individuals, not ordered by the Clan itself. Clan War in Yazirian society is considered utterly Un-Enlightened. It has not occurred among the major clans in hundreds of years. It is the greatest of sins in Yazirian society - going against the most vehement and passionate teachings of the Great Brothers.

Most Yazirians, being very intelligent; understand that not everyone from the other races knows all of their quirks and sensitivities. As a result, most Yazirians that come into contact with other races are prepared mentally for the inevitable gaffes and faux pas that occur with inter-racial contact. Their patience is limited, however.

Certain clans are also mellower and less intense, especially the ones with high numbers of technicians and scientists among them. Some clans even have renounced violence completely, embracing the Ways of The Great Brothers with a monk-like dedication. Generally speaking, the more warrior-influenced the clan, the more intense and unforgiving that it is.

Yazirian society is still a little male-dominated, but much of this has unraveled since the Enlightened Brothers. Today, most Yazirian females have a more-or-less equal footing to the males. Again, it varies from clan to clan. Some clans are even matriarchies. Again, the more conservative Warrior clans have a male-dominated slant, for the most part.

Magnificent in battle, capable of spectacular feats of agility, possessed of ancient wisdom, great intelligence; and yet rash, impulsive, intense, ultrasensitive, and quick to anger - the contemporary Yazirian is at the same time an enigma, and also clear for all to see.

And yet you will never have a more loyal and generous friend if you can get a Yazirian to shake your hand - and share their soul (and Clan) with you.

d100 Planet of origin

01-16	Hentz Lineage, Araks system
17-31	Hargut Lineage, Gruna Garu
32-43	Athor Lineage, Yast
44-51	Hakosoar Lineage, Scree Fron
52-55	Histran Lineage, Scree Fron
56-70	Non-Yazirian World of Origin
71-00	Completely Untraceable

For a list of **Yazirian Clans** see #8-pg8. The planet of origin table has been duplicated here.

VRUSH

The Vrusk are the most complicated race of them all. They have gone through so many changes over so many years. A society transformed, re-born, so to speak, by science and technology.

Centuries ago, Vrusk society was similar to a Hivemind mentality. Their home world was divided bitterly and territorially through these Hives, which engaged in brutal wars for dominance. A tiny elite ruled over vast numbers of industrious, loyal Vrusk citizens and warriors.

In the chaos and darkness of that time, no one really knows how it happened. But rapidly, the huge wars that the Hive system had created began to consume it. Vrusk began to equate their virtual voluntary slavery to the Hive and to their Masters with oppression. The endless cycles of brutal wars also shook the whole system to its foundation, attacking the vital logic so crucial to this Race. What were the good of the Hives if it only led to endless war?

Finally, like an old pottery jar smashed against a concrete floor, the whole ancient Vrusk system fell to pieces.

But since war finally broke the Hive system, the Vrusk did not want to emerge from it with some re-named form of violence. They wanted it gone forever.

Something had to be found to replace the Hive... To give the Vrusk much more of a level playing field while also providing the safety net.

What evolved over the last 200 years or so has been a Vrusk society where the Hives have been turned into benevolent (or so it seems) versions known as the Vrusk Companies. GVMPI (Greater Vrusk Mutual Prosperity Institution) being the largest, wealthiest and most prestigious.

Corporate membership is determined early in life, but a Vrusk is free to change, though culturally they rarely do. These organizations began to focus the Vrusk on activities other than the Hive violence. Vrusk society began to build deep and complex trade systems.

Resources that used to be targets of endless warfare were now available to all. It became obvious to all that it was easier to exchange these resources and develop them under peaceful conditions. Slowly but surely, the Hives faded from memory and much organized bloodshed among Vrusk society disappeared.

Contemporary Vrusk society reflects the maturity of these companies. Vrusk are the consummate experts on business, having transformed their society as they did. Positions within the corporations are based on a vast array of factors, which in turn vary from company to company.

Many Vrusk are pacifists by nature at this point. Complete renunciation of violence is commonplace among Vrusk - the nightmare of the Hives is still fresh in their minds. They do not want to go back to that. So they focus on business.

The Corporate system gives the Vrusk a sense of worth and identity. From a young age, just out of larval stage, Vrusk children are assigned to various Corporations. These organizations set about raising up the young Vrusk to eventually serve the entity. Upon reaching maturity, the Vrusk usually has a job waiting, and the career continues.

Many of the other Races see this system as cold and cruel. There is no "village confederacy" of the Dralosite stoa. There is no insular Yazirian Clan - with its rites, rituals, and communal protection. There is no Human family, with its intimacy and love.

Instead, the Vrusk give themselves to profit entities. They grow up in structured barracks-like accommodations which are similar to corporate boarding schools. However, it is not as bad as it seems. Love, to Vrusk, is largely derived from work identity. Additionally, Vrusk culture serves as a check against most corporate greed and abuse. There is a genuine responsibility felt by the corporate system. Some Vrusk believe that it is a near-perfect system, and do not understand why the other Three Races do not adopt it as well. The corporation's best interests are to develop the Vrusk assigned to it, the Vrusk reciprocate by working for the corporation after full maturity - usually around 20 years old. This concept is known as the Vrusk "life debt."

This life debt is a personal decision by most Vrusk as to how much they have to work and give back to the corporation for the expenses they incurred growing up. Payments are made gradually, and these monies are used to support the youth programs of the corporation, continuing the cycle. Most life debts are paid off over about 20-40 years.

Mergers between Vrusk corporations are rare, because it is believed that they disrupt the social system. When they do occur, they result in minimal layoffs, which are always the top criteria for a good "fit". Vrusk corporations will acquire and merge with non-Vrusk companies more readily than with a Vrusk one.

Some Vrusk eschew the Corporate system completely. These Vrusk are somewhat similar to the Clan-less Yazirians, but it is a less stressful situation for a Vrusk to be outside of their corporation than for a Yazirian to be outside of their Clan. Some walk out completely on the life debt, which is viewed by most Vrusk as a terrible sin. Most Vrusk criminals' first illegal act is refusing to pay the life debt.

Some Vrusk flee the system at their first opportunity. These non-Corporate Vrusk will often commit to the life debt but refuse to work because they are curious about seeing the galaxy or have felt they have been wronged in some way by the corporation. This kind of disappointment is often connected to the Vrusk's career choices, which are limited or expanded based on their performance on a battery of tests after their schooling. If the Vrusk does not test well, or has some bad luck, they could be assigned to a job for a long time with no alternative. Most Vrusk get a job similar to what they want to do, but a minority do not make the cut.

Non-Corporate Vrusk are more curious and tolerant of other races. They also have a great cultural understanding about racial quirks and tendencies. The reaction of most Yazirians to a non-Clan Yazirian is sadness and horror ("What did you do to deserve separation? What happened?"). The reaction of a Vrusk to a non-Corporate Vrusk is a simple "Why?"

Unfortunately, Vrusk business acumen has led to some friction with the other races. The Vrusk are known to be rather ruthless businessmen. Their expressionless faces very effectively hide their intentions. Their Comprehension Skill has also made their ability to sift through a business proposal with almost psychic-like ability.

To the great consternation of the other Three Races, the Vrusk have a highly protectionist society - in most cases. Vrusk worlds are infamous for their trade barriers. Vrusk politicians give many excuses for this (culture, protecting jobs, etc.) but many in the Federation Assembly see this as simple racism.

Of course, other nations and planets among the other Frontier races have protectionist laws as well, but not as bad as the Vrusk do. And in some

countries, the discrimination towards non-Vrusk companies is blatant. These policies generate much resentment towards the Vrusk as they and their Corporations penetrate many sectors of the Frontier markets while, quite often, keeping their own closed.

Vrusk can seem quite unemotional. They simply view excessive emotion as immature. Emotion is viewed as weakness. Vrusk businessmen will exploit emotion during business activities. Vrusk prefer to "bottle things up". They appear "stiff".

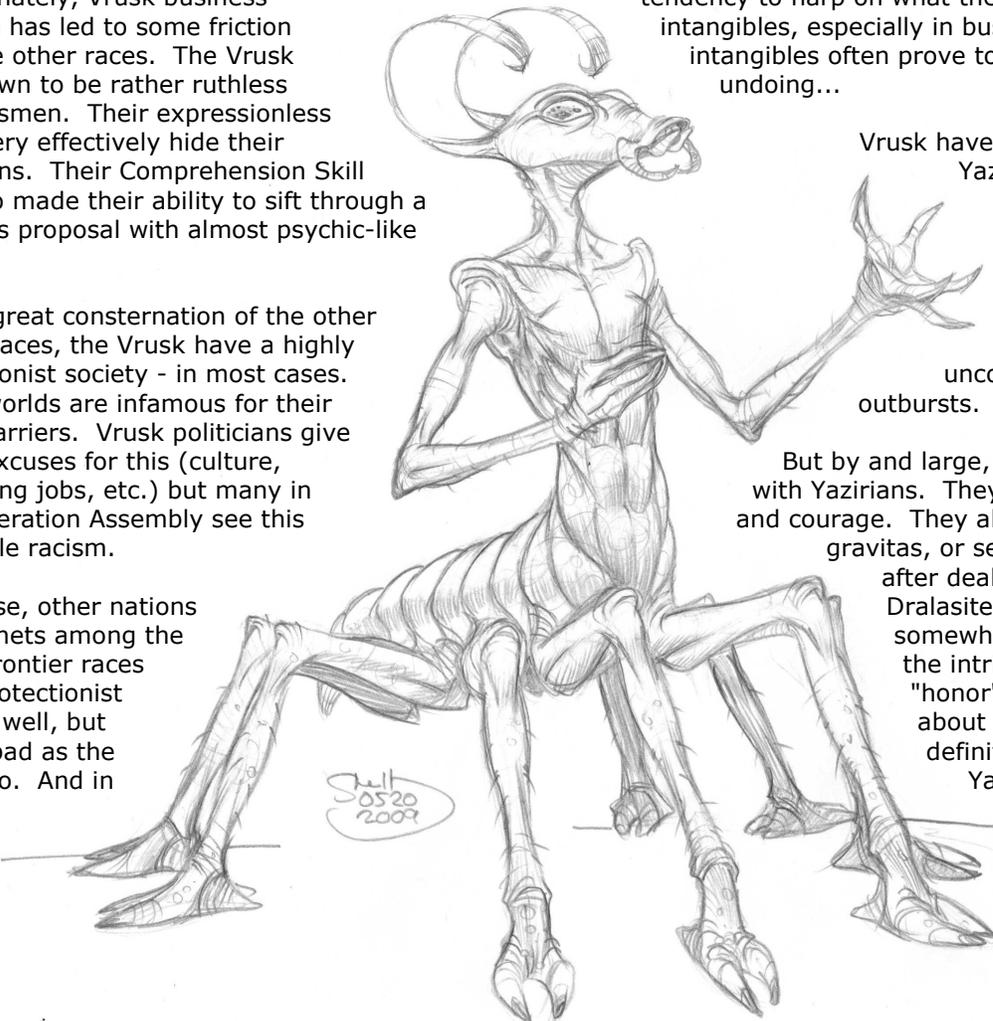
The Vrusk have, and always have had, total sexual equality. Females and males are completely equal. Some Vrusk settle down with single mates, some do not - this is largely a regional, ethnic, or religious issue. There are many divisions among Vrusk on this issue, but they respect each other's personal choices. For example, in some Vrusk communities there is marriage, and in some, the institution never developed.

In terms of racial relations, the Vrusk view the other Races with ambiguity, but also admiration:

Vrusk have strong ties to Dralasites, being the first race to have contact with them. They greatly admire Dralasite pacifism ("How did they figure non-violence out before us?") but are equally annoyed by Dralasite clowning around. They enjoy Dralasite patience and planning, but are also bothered by the Dralasite tendency to harp on what the Vrusk view as "useless" intangibles, especially in business. Of course, these intangibles often prove to be a Vrusk enterprise's undoing...

Vrusk have great admiration for Yazirian Life Enemy and (some) practices of Clan loyalty. However, Yazirian emotion is usually overwhelming to a Vrusk. Yazirians can make Vrusk uncomfortable with their outbursts.

But by and large, the Vrusk get on well with Yazirians. They admire their intellect and courage. They also enjoy Yazirian gravitas, or seriousness, especially after dealing with a bunch of Dralasite jokers. Vrusk are somewhat puzzled by some of the intricacies of Yazirian "honor" - which seems to have about a dozen different definitions to each different Yazirian Clan. (This confuses everyone else, too, of course - often even other Yazirians!)



A Vrusk getting invited to join a Yazirian Clan is a mixed blessing, since that involves so much emotion with them. But they understand what a great honor it is, and they manage the situation well, and appreciate their membership in the Clan, if so offered.

In terms of Humans, there is the "Indestructible Junk Show" that is mentioned in the Alpha Dawn book. Humans have a lazy stereotype to Vrusk and they are viewed as complainers. They do not have the pacifism and patience of Dralasites, and they don't have the gravitas and intelligence of Yazirians... (What good are they?) They are also insulted by the revulsion that Humans display towards their insect forms - how rude!

The dislike of Humans and Vrusk is probably the greatest between any two races in the Frontier. Of course, since the Vrusk are mostly pacifists, this does not have the potential to create actual violent conflict. Humans can earn the respect of Vrusk of course, but it is an uphill battle.

Vrusk love building. They make extensions on their houses, decorate their cars with shapes and designs, and spend their spare time hammering, welding, bending and carving. They love to work with their hands as hobbyists, constructing all manner of models, carvings, statues, etc. Vrusk neighbors can be rather noisy as they hammer away at their hobbies. Vrusk sculptors are the most talented in the Galaxy. Some crystal sculptures by the greatest Vrusk artists are viewed as the most beautiful objects in the entire Frontier.

Vrusk, due to their building tendencies, love architecture. Big, beautiful, glorious buildings are the ultimate expression of culture, intelligence, civilization, and mathematical precision. In multi-racial environments, Vrusk prefer urban settings.

Vrusk love to talk shop. They can drone on for hours about statistics, data, analysis, mathematical and business theory. If someone wants to get on well with a Vrusk, they should strike up a conversation about these kinds of topics. If someone wants to do business with a Vrusk on any level, they must be prepared with reams of data. There is nothing a Vrusk believes in more than properly analyzed data.

Business books and seminars are popular with Vrusk - ironically the most popular seminar leaders are Human. These Humans are held in very high esteem by most Vrusk, even though some Human businessmen look at them as wackos or charlatans. The few Humans that live with the Vrusk conduct these seminars and write these books - always with the "business theory flavor of the month" in mind. Sales theories, business techniques, legal seminars, the Vrusk eat it all up - and fortunes are made in the process. Even non-Corporate Vrusk will attend these seminars, just to make sure they are "keeping up."

Vrusk get most of their protein from insects and mash their vegetables and grains into pastes. This, of course, is revolting to Humans. Yazirians can eat

insects, but prefer freshly killed or live meat. Dralasites can do the "paste" thing even better than the Vrusk themselves (Dralasites do not eat insects), and Dralasite paste exports dominate this food market, even in the most protected Vrusk national markets. Many Dralasite pastes and puddings are expensive delicacies to the Vrusk. Cooking food, as Humans do, is revolting to most Vrusk, and seems a waste of energy - further increasing the stereotype of the "wasteful human".

Corporate life is important to a Vrusk, but not nearly to the same level as a Yazirian Clan. Most Vrusk on the mixed worlds such as soldiers, adventurers and spacers have no corporate affiliation at all. Some Vrusk leave their Corporations and then come back, having "seen the galaxy". At first, this was frowned upon, but now is viewed as acceptable.

Vrusk are large, bulky beings. Imagine a Vrusk trying to navigate your house! As a result, mixed race cities and facilities have to make a great deal of adjustments to be "Vrusk accessible" - sometimes with some odd results. Dralasites have caught on to this, and will frequently clutter their homes deliberately if they expect a Vrusk guest - just so their bulky bodies can knock things over and the Dralasite host can have a good laugh! Vrusk do not like this at all and the Dralasites know this, but most cannot resist.

Fortunately, the more outgoing non-Corporate Vrusk is the most common Vrusk encountered in the Frontier community. Most such Vrusk are well-prepared for contact with other races, unless such contact is unexpected. This fact, combined with their pacifist tendencies, make non-Corporate Vrusk fit in quite well in multi-racial situations. Vrusk avoid conflict and fights and will rarely start one. While Vrusk may not like certain aspects of different races (especially Humans) their lack of emotion enables them to hide it quite well, and get down to business. They excel at keeping their opinions to themselves.

They can seem distant and cold, but deep within the Vrusk the Hive still stirs, and Vrusk feel, just as deeply, all of the emotions that the other races do. They are just the best at hiding their feelings.

TRADITIONAL DRALASITE DEBATE

By Eric Winsor

Alex Stone reporting from DaLou Circle, Inner Reach, Dramune system.

Anyone not living in a dark airless hole of an asteroid knows that much of dralasite culture revolves around debates. Traditional dralasite debate takes place around a discussion bowl also known as "The Circle". This bowl is a circular depression in the floor three quarters of a meter deep and at least a meter and a half wide. This size provides a perimeter with enough room for six dralasites standing at the ring to participate in the debate. The depth is kept constant as discussion bowls are increased in size. This ensures that the incline of the floor is the same along the ring edge. Although most debates are an expression of oneself, it's important to note the rare occasion when debates include a tangle or two. Dralasite communities almost always have a public debate bowl at the center of gathering places and public locals. For impromptu debates dralasites simply draw an appropriate sized circle on highest point they can find on the ground.

Debate to a dralasite is not so much about proving a point or winning others over to their views but about the process. Dralasites are more concerned with the composition of the debate. A good debater can setup and control the debate. He will also be able to interject humor causing his opponents to laugh and loose control of the dialogue. A skilled debater will seek more than one opponent at a debate circle to show his increased skill. The legendary Mol Upan is said to have debated against one thousand at the circle which unified dralasite society.

Unlike human debates there isn't a moderator. The audience, acting upon long established custom, serves a similar function of keeping a debate on topic and interjecting questions or points. A skilled debater will eloquently weave a response to both his opponents and the audience. Thrilled audiences often respond with cheers! Traditionally the first to stand at the circle chooses the debate topic. A dralasite must only stand at the circle and start speaking on his desired topic to invite others to debate. Typically any free dralasites in the area will fill the circle as a courtesy. If no one joins, dralasites often speak slowly and eventually loudly to draw participants. As dralasites with a genuine interest in the discussion topic arrive they will stand behind those indicating a desire to withdraw and take their place when they politely excuse themselves. Other dralasites whose activities allow them will gather in the space around the debates to listen and discuss the proceedings amongst themselves in whispers and gestures. By nature any dralasite near by will at least eavesdrop on the debate.

Many dralasites "theme" themselves in their debating. The most popular are the guru, the doctor, the leader, the teacher, and the comedian. The guru focuses on life, the universe, and everything. He will implore the audience to find one's place in eternity. The doctor focuses on health topics, physical and mental. The leader champions causes of community importance. Teachers favor subjects they wish to educate others about. Comedians seek the biggest laughs or most subtle jokes. The popular joker Tubi Nae once joined a medical debate incognito and over a two hour period manipulated the participants into actively promoting yazirian foot powder as a respiratory stimulant on a live holo-cast. At the height of the excitement for their new found respiratory medicine. Tubi's plant in the audience, a noted yazirian physician, bellowed out on cue, "My dear drals. You have been nooked by the great Tubi Nae. There is no such thing as yazirian foot powder." After which Tubi took the center of the circle to the applause and laughter of the participants and audience. As an encore he noted that humans did in fact have medicinal foot powder and some of the participants promptly continued the debate to the continued amusement of the audience.

Note: Referee's wishing to determine the success of a speaker to draw an audience may ask the player to make a (PER) personality check modified by the race verses dralasite columns of the racial reaction modifier table of the Alpha Dawn rules. Thus dralasite speakers will have a +10 modifier to attract other dralasites. Participants in a debate would use the persuasion skill of the Alpha Dawn rules to determine the effect they have on other participants and the audience. Referees may also wish to allow dralasites overhearing a debate to use (LDR) leadership checks against the speaker's personality to resist joining the audience.

The winner of a dralasite debate is not so much the one who has convinced the others to its point of view but rather the one whom shown the most skill and stayed in the debate the longest. Staying the longest, however, does not have much of a prestige factor because usually time commitments cause other participants to withdraw. The judgment of who was the most skilled is also very subjective. The audience commonly is divided and many debates actively discuss who was the most skilled in a debate long past.

Even dralasites can have a heated debate. Anciently the circle served as a tangle bowl for participants who loose their cool and lash out. Nowadays angry tangling during a debate is frowned upon. The tangle bowl now serves as a place to let off steam or upon common agreement to test each other's physical skill. The dralasite sport of tangling has its roots in this aspect of

debate. Competitive tangling is considered the appropriate place for aggressive tangling. Competitive tangle bowls are not confined to the traditional discussion circle proportions.

When two or more participants enter the tangle bowl to let off steam the other participants typically continue the debate. Often the tangling dralasites become distracted by the continuing debate and break off to rejoin the discussion. To save face when two drals get into a particularly heated tangle the others will resort to jokes to lighten the situation. If a participant enters the circle in anger seeking a tangle another will likely engage him with the goal of causing the angry dral to relax. Jokes to induce laughter and tickling are often resorted too. The true loser of a dralasite debate is the dralasite who enters the circle in anger and stays angry.

Alex Stone is the son of diplomats from Morgaine's World. He was born on Inner Reach and raised in a traditional dralasite common home. He is currently the only non-dralasite member of *Drom Social School* a prestigious university. Mr. Stone currently resides on Terledrom. (Character created by Eric Winsor)



One Hundred Sci-Fi Orientated Names

Use each column for first and last names.

d100	Name	d100	Name
01	Cedcen	01	Ranica
02	Karria	02	Elcen
03	Dakgent	03	Srireka
04	Nun	04	Shiler
05	Hana	05	Tenann
06	Wen	06	Ooron
07	Skyine	07	Ardlla
08	Lenke	08	Srimi
09	Moran	09	Mocus
10	Srido	10	Jan
11	Ardke	11	Sharia
12	Recus	12	Jodra
13	Cedmel	13	Morin
14	Ryin	14	Tenen
15	Bella	15	Miric
16	Reodia	16	Jorek
17	Morek	17	Celhuff
18	Jey	18	Wilan
19	Oolena	19	Akacen
20	Shaler	20	Jabatt
21	Pakrax	21	Jolla
22	Anay	22	Nabna
23	Alan	23	Nabann
24	Shireen	24	Tenhuff
25	Jolena	25	Pahuff
26	Karler	26	Tyrmel
27	Melria	27	Gandra
28	Tria	28	Akaron
29	Oocus	29	Mika
30	Morn	30	Karreen
31	Jomel	31	Ganbatt
32	Elan	32	Shibatt
33	Nulis	33	Melrek
34	Daksati	34	Reeema
35	Raine	35	Lany

36	Rhyin	36	Arden
37	Corka	37	Miran
38	Anaron	38	Tenron
39	Srigent	39	Ryron
40	Sricus	40	Zania
41	Ceden	41	Jaine
42	Racus	42	Reran
43	Trkef	43	Haen
44	Zan	44	Ardlena
45	Morler	45	Marke
46	Ooron	46	Daken
47	Pan	47	Allena
48	Rasati	48	Lubatt
49	Landge	49	Dakcen
50	Nukin	50	Pakeema
51	Cedhuff	51	Trytrin
52	Aekin	52	Kutma
53	Nueema	53	Horqus
54	Marreen	54	Leesyn
55	Nurek	55	Skyria
56	Rhyke	56	Nerkin
57	Anacen	57	Fams
58	Melann	58	Cyneel
59	Nuann	59	Krael
60	Savna	60	Kragana
61	Mireen	61	Torant
62	Savin	62	Andus
63	Celbus	63	Kratrin
64	Jokin	64	Facin
65	Srilif	65	Risus
66	Srinica	66	Losiri
67	Reria	67	Zarker
68	Shadge	68	Nayant
69	Nutrian	69	Thrakin
70	Pan	70	Andqus
71	Jen	71	Trydine
72	Lanbatt	72	Skylan
73	Akalif	73	Soell
74	Ardrek	74	Faezsh
75	Luy	75	Tarrott
76	Bebatt	76	Kutgana
77	Srien	77	Quellan
78	Moann	78	Cyneus
79	Akamel	79	Faia
80	Alke	80	Darkgana
81	Milla	81	Thrabaoth
82	Oonia	82	Kuthek
83	Shaos	83	Lighterre
84	Aeran	84	Lorkin
85	Skydra	85	Skykin
86	Savdge	86	Antross
87	Srihuff	87	Risezsh
88	Keldra	88	Tavel
89	Weler	89	Terrprin
90	Beia	90	Fams
91	Rhycus	91	Nexrus
92	Aesh	92	Archng
93	Elnah	93	Tarkvold
94	Gania	94	Makia
95	Akaan	95	Darkross
96	Ardnia	96	Zarvold
97	Been	97	Antbaoth
98	Pakron	98	Orus
99	Cedine	99	Cynegana
100	Quelbaoth	100	Talng

PSYCH PROFILES

By Bill Logan

Many games have a system of alignments. Alignments represent a guideline for players to play their characters. Some people find alignment systems restrictive, but they need not be. They should be a compass to help you make decisions for your character. In *Star Frontiers*, no such alignment system exists. Players act any way they wish their characters to act, even if it is inconsistent with the way they played that same character in a previous session. While freedom to play any way you wish is a nice thing, so too is consistency.

After thinking about the idea of morality in a game, I realized that there really is no true good and evil in the frontiers of *Star Frontiers*. In fact, even the bad guys are nothing more than characters who have fallen on difficult times and decided they've gone too far to turn back. Does a game mechanic really need to exist to explain this type of thing?

Good and evil really have very little place in science fiction role-playing game which lacks supernatural elements. Although mentalism has a strong place in sci-fi gaming, *Star Frontiers* is primarily a realistic game system lacking metaphysics. So how does someone define morality except through judging the actions of others? And who decides what makes someone good or evil?

So this optional rule is not designed to turn the shades of gray into black and white. It is not designed to make a science fiction game into a fantasy game. It is not designed to force the players to behave themselves. It is designed to help provide a consistency to the behavior of a character, and to help provide a disconnect between the desired actions of a player and the desired actions of a character, which do not always mesh.

-Bill Logan

Characters will have ratings in five categories:

- » Kindness
- » Control
- » Selflessness
- » Honesty
- » Bravery

These are not moralities. Being kind or cruel isn't about being good or evil. It's about how you treat others. Having control or being reckless isn't about good or evil; it's about how you focus, plan, and what role passion plays in your actions. Being honest doesn't mean you're necessarily good either - and what secret agent could survive without being able to be deceitful? The frontier isn't polarized into good and evil and characters will not be either.

KINDNESS

A character who is kind is the opposite of one who is cruel. This is a psychological trait that defines a character's treatment of others. A kind person treats others with the same level of dignity and respect he expects others to treat him with. A character who is cruel will use others; damage their usefulness in society, or even torture. A typical person is neither completely kind nor completely cruel - most people weigh treatment of others on a sliding scale which is based loosely on how those people treat them.

This trait includes the difference between caring and heartless, courtesy and rudeness, forgiveness and grudge, mercy and vindictiveness, and perhaps indirectly joy and sorrow; kind-hearted people tend to live joyful lives, this is for certain. Keep in mind that a character with too much kindness would never torture - even if doing so might save lives. A person who is completely cruel would never help someone just for the purpose of helping them - they would always have to have some other level of purpose behind such assistance.

CONTROL

A character that has self-control rarely loses his focus and seldom falls victim to bouts of randomness. He plans carefully where necessary and doesn't waste time on trivialities. Distractions are for the reckless. This psychological trait deals with how a character focuses. Some characters are so focused that they are relentless, never giving up. This is a rare trait and would represent a high rating in the control trait. Others seem random and arbitrary, are easily distracted, and tend to give in to simple ever-present temptations. You will seldom find a character with high amounts of self-control becoming addicted to drugs, but offer a reckless character those same drugs and watch the downward spiral begin. Most characters are neither fully in control nor fully reckless, but balance their focus against the intensity of distractions and prioritize as best they can.

This trait includes the difference between caution and impulsiveness, devotion and curiosity, discipline and arbitrariness, frugality and wastefulness, impartiality and passion.

SELFLESSNESS

A character who is selfless is the opposite of one who is selfish. This is a psychological trait that defines a character's regard for others in comparison to regards for himself. A character that is completely selfless puts the needs of others ahead of the needs of himself. Such a character often goes without, would martyr

himself in protection of others, and would give his last credit to those with none. A selfish character puts his own needs and wants ahead of those of others. He always looks for the angle that gives him the best reward. He haggles every price and fights any oppression that would deny him his ability to say and do as he pleases. While a selfless character would vote for a law to limit his own freedoms if he believed it for the common good, a selfish person would vote against such a law. A selfish person would vote for the abolition of restrictions that cause him annoyances and obstacles, but would never help someone else do the same unless he could be shown that he would benefit in some way. Most people are neither fully selfless nor fully selfish. Most people weigh each decision carefully, hoping to benefit but trying not to put the need to benefit above the need to benefit others who need it more. Most people can be selfless when pressed, but have selfish tendencies at least on some level.

This trait includes the difference between consideration and inconsideration, generosity and parsimoniousness, respect and disrespect, altruism and narcissism.

HONESTY

A character who is honest is the opposite of one who is deceitful. This is a psychological trait that defines a character's tendency towards law, truth, honor, and justice. Characters with a high rating in honesty would not lie, even if the truth hurts himself or others. Characters with a low rating in honesty find themselves spouting lies even before they realize they are doing it - because they believe most facts can use a little sprinkling of exaggeration. Honesty does not only apply to being truthful to others - it deals with being truthful to ones self as well. Characters that are deceitful can make good spies, but also tend to lose friends because of all of their secrecy and duplicity. Most characters are neither fully honest nor fully deceitful, but are a combination of both. Most people tend to see a difference between dishonesty and a "white lie" intended to encourage others or prevent bad feelings. Sometimes deceit is wrapped in kindness. Sometimes honesty is wrapped in cruelty. But characters committed to honor and integrity needs to weigh such implications against their sense of truth.

This trait includes the difference between lawful and illicit, honorable and dishonorable, integrity and duplicity, humility and conceit, loyalty and treachery.

BRAVERY

A character that is courageous has the inner belief that he will survive to accomplish whatever must be done. Bravery is the opposite of cowardice, but these terms are severe versions of this descriptive psychological trait. A character with a high rating in bravery will be ambitious and resolute, confident and decisive. He will push forward through adversity to do what he believes should be done without fear. Characters with such bravery believe that complacency is probably their biggest adversary. On the opposite side of this trait is indecisiveness and wavering. It is apathy and hopelessness. It is the belief that bravery in the

pursuit of success is foolhardy when hope is gone. Many believe that it is only through complacency that a society can function in any semblance of stability that people who are brave are often courageous just for the purpose of courage and not actually invoking a change worthy of the waves they stir. Bravery is not selflessness. A character can be brave in pursuit of an objective even if it is a selfish one. Similarly, a character could be completely selfless but lack the courage of his convictions. Most characters are neither fully brave nor fully cowardly. Most people tend to be brave only when the objective warrants it, and will decide how brave they are willing to be based on risk mitigation. Bravery requires risk, cowardice is fear of risk. So bravery is also about hope and faith - it is easy to have faith, but brave to act on it.

This trait includes the difference between ambition and complacency, confidence and indecisiveness, commitment and apathy, hope versus hopelessness, resolution and wavering.

PSYCHOLOGICAL LEVEL

Characters will have a 0-6 rating in each one of these (similar to the rating of skill levels). Normal characters with behavioral patterns similar to a typical human citizen will have a rating of 3 in each. Players, being a diverse lot destined to face a strange array of adversity, will tend to have their psychological profiles drift pretty far away from 3's in each trait.

PSYCHOLOGICAL COMMITMENT TABLE	
Psychological Level	Commitment
Level 0	None
Level 1	Minimal
Level 2	Low
Level 3	Some
Level 4	High
Level 5	Extreme
Level 6	Total

- » **None** - The character goes out of his way to act in violation of the profile trait. He is obsessive and psychological counseling might be advisable.
- » **Minimal** - The character will actively seek ways to violate the tenets of the profile trait. He is almost crossing the line into obsession but seems to know where to draw the line.
- » **Low** - The character doesn't really care about the trait and if he violates it, no big deal to him. He's not pursuing the trait's opposite, but generally considers the trait a useless one.
- » **Some** - The character will weigh carefully the risks and consequences before committing to actions related to this trait. Typical human behavior.
- » **High** - The character will act in favor of the profile trait unless something deters him from it. He normally believes in the trait except where it compromises some other objective.

- » **Extreme** - The character will actively find ways where possible to adhere to the tenets of the trait, even if doing so risks the mission as a whole. He is almost crossing a line into obsession but seems to know where to draw the line.
- » **Total** - The character goes out of his way to act in favor of the profile trait. He is obsessive and psychological counseling might be advisable.

DYSFUNCTIONAL CHARACTERS

Possessing no commitment or a total commitment to a psychological profile trait can be evidence of some sort of psychological dysfunction, and characters might have consequences to their behavior.

For instance, someone with no commitment to bravery will find it difficult to defend himself or others, while someone with total commitment to bravery will look for opportunities to face risk head-on. Each is potentially dangerous behavior, bound to have negative consequences. It is not recommended for a player to allow his character's trait rating to rise or dip into these levels for long.

STARTING CHARACTERS

When creating your character, you will have a rating of 3 in each of these traits. Your culture forces these levels on you during your early years. However, racial cultures vary and the following species begin play with slightly different psychological profile ratings:

Vrusk - who are known to put their corporation above themselves, begin play with a rating of 4 in Selflessness. However, their business sense doesn't translate into a kind-hearted approach to dealing with others and they begin play with a rating of 2 in Kindness.

Yazirians - who are known to engage in a life-long ambitious focus, begin play with a 4 in Control... which is ironic since their battlerage is a controlled release of that self control!). However, this focus can sometimes consume them to the point where working towards their personal goal is more important to them than the goals of others. Yazirians begin play with a rating of 2 in Selflessness.

Dralasites - who are known for their sense of loyalty to friends and ability to detect deceit in others, begin play with a 4 in Honesty. However, their whimsical nature (and love of good humor) often distracts them from whatever primary focus is at hand. Dralasites begin play with a 2 in Control.

PERSONALIZING YOUR PROFILE

Now that the cultural defaults are known for your species, players may personalize by shifting points from one to another as much as they wish. For instance, your human character might be very calm and in control but a bit on the greedy side. To facilitate this, you might shift one point from Selflessness to Control. Your Vrusk might be very dishonest (he's a spy for another corporation) but have ambitions to someday run his company. To facilitate this, you might shift 2 points from Honesty to Bravery. Be wary of dropping a trait to 0 or raising it as high as 6 as discussed previously.

RECORDING YOUR RATINGS

While it is totally possible to simply write the five psychological profile names on your character sheet and list numbers next to them, a more creative way can make your character sheet look really fun. For example, consider creating a line graph as shown below for a character who is probably a bit too selfish and out of control...



USING YOUR PROFILE

Star Frontiers lacks a willpower ability score. When players must test their character's convictions to resist temptations or ward off the intentions of an interrogator or any other application of willpower the Referee can think of, he can use $1/2 \text{ LOG} + 10 \times \text{Profile Level}$.

For instance, your character is requested to enter the caverns to find the missing child. Are you brave enough? You're not sure. You decide to let the dice tell you... you can make a Bravery check ($1/2 \text{ LOG} + 10 \times \text{Bravery}$). Success indicates you're willing to brave the unknown, confident in your ability to survive and hopeful that you can make a difference. Failure indicates it just sounds too dangerous... maybe if you got some help?

STARTING RACIAL PSYCHOLOGICAL PROFILE TABLE

Race	Kindness	Control	Selflessness	Honesty	Bravery
Human	3	3	3	3	3
Dralasite	3	2	3	4	3
Vrusk	2	3	4	3	3
Yazirian	3	4	2	3	3

Referees: Do not use these types of rolls to limit the activity of a player. For instance, if a character is dangling upside-down by web strands, reaching for his blaster that fell into moving machinery - he shouldn't need to make a Bravery check to see if he's allowed to make a RS check to grab the blaster and risk hurting his hand. It is the player who should make that decision based on his understanding of the psychological profile of his character.

PROFILE CHANGES

During the game, you may still act any way you wish - nothing has changed in that regard. However, the Referee is aware of your psychological ratings and will let you know when a stated action is possibly in violation of the tenants of your character's psychological beliefs. You may still continue to perform the action if you wish, but should be aware of the fact (and role-play the situation) that your character is troubled by the actions being taken.

INVOLUNTARY

If you act in violation of your character's stated psychological beliefs too often, the Referee may impose complications for you. After performing several actions which violate a profile trait, you might be asked to make a LOG check. If you succeed, all is well and good - guilt has not motivated your psychology to change. If you fail, the trait you violated changes by 1 point in whichever direction the Referee decides. Critical failure can result in a loss of 2 points!

VOLUNTARY

This goes the other way as well. If you WANT to change your character's profile rating in any given trait, you must perform actions in favor of (or against) the profile trait. After acting in this manner for a while, the Referee may ask you to make another LOG test. Success means you've gained a point. A critical success means you gained 2 points from all your efforts.

Referees are encouraged not to let this optional rule govern play too heavily. It is designed to give a compass to players to help them play their characters with consistency, while at the same time giving some type of measurable to your character's behavior.

ROBOT BEHAVIORAL INTERLOCKS

Players and Referees wanting to add more interest to role-playing robots can consider using the psychological profile as a set of robotics interlocks. When used in this manner, most rules work pretty much the same as for characters. However, robots cannot normally have their profiles change, nor can they change them by choice. These interlocks are circuitboards purchased much like normal computer and robotics programs.

Generally, robots are aware of their interlocks and will speak of them whenever they prevent the robot from taking some sort of action.

Example: "I'm sorry sir, I cannot carry out your directive. My programming includes a level 6 Kindness interlock, which is preventing me from interrogating this prisoner in the manner you requested. Might I suggest flattery or perhaps offering him a gift instead?"

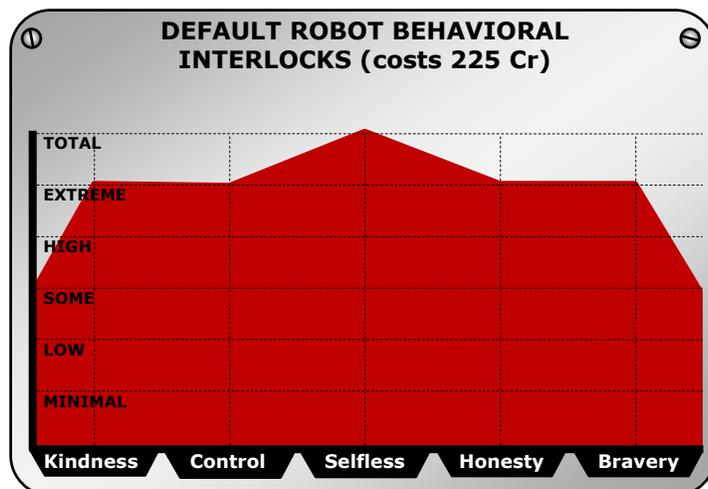
Sometimes, a robot designer's intentions are not properly implemented. Clever players might find ways to work around the behavioral limitations of a robot interlock.

Example: "But of course, my makers only saw fit to include a level 2 Honesty interlock, so if you wish you can disable processor KF3 and I will be able to carry out your request."

ROBOT BEHAVIORAL INTERLOCKS TABLE							
Interlock	0	1	2	3	4	5	6
Kindness	25	50	75	100	75	50	25
Control	25	50	75	100	75	50	25
Selflessness	25	50	75	100	75	50	25
Honesty	25	50	75	100	75	50	25
Bravery	25	50	75	100	75	50	25

Value shown in table is the cost for the behavioral interlock circuit, in Credits.

For robots, it is least expensive to purchase behavioral extremes. The reason for this is simple: it is easy to program a robot who is totally predictable. If the robot is always to act kind, no matter what - that is easy to code. It is more expensive to purchase behavioral interlocks that provide the most complicated application of decisiveness. For this reason, a rating of 3 ("some commitment") is more expensive than a rating of either 0 ("no commitment") or 6 ("total commitment"). Assume all robots the characters encounter have the following psychological profile by default, unless a situation warrants otherwise:



Author's note: This technique is similar to that presented in TOP SECRET/S.I., though it has been remastered for use in Star Frontiers. It is being considered as a profiling solution for the up-coming FrontierSpace™ role-playing game. We would love to have some feedback!

- Bill Logan



HOW MUCH FOR THAT IMPLANT IN THE WINDOW

By Thomas Verreault
Jedion357

Implants have become a staple in science fiction literature and role playing games. I was even surprised while rolling up a character for a steam punk RPG when the GM informed me that I could have breast as well as other cosmetic implants; they had no practical impact on game play but the rules existed for using them. The original Alpha Dawn rules had the anti shock implant as its one offering. Zebulon's Guide introduced the med inject implant, which required a body comp to use in conjunction with it. Zeb Cook introduced the organic computer and the computer receptor implant in Dragon magazine #112. The organic computer once implanted becomes part of your brain while the computer receptor implant allows a user to access his computer wirelessly by merely thinking.

In the real world, the state of the art in implants is limited to dental implants, cochlear implants (to treat deafness), artificial hearts, prosthetic bone (for children who have had bone removed because of cancer) and cosmetic implants to accentuate breast, buttocks, pectoral muscles and other areas. Since implantation of rigid metal electrodes into a brain causes a series of inflammatory reactions we cannot expect neural implants until after new technology overcomes this obstacle.

The typical limits for implants in game play are the requirement of surgery at a hospital and cost. Yet while having a surgery at a hospital is always ideal it may not necessarily be required for all science fiction implants. Consider a dermal implant inserted under the skin on the back of the hand or wrist that projects a tattoo in the skin that tells the time. In all likelihood it would be a quick out patient procedure and could be done almost anywhere if sterile procedures were observed. Imagine a dermal implant kiosk in a shopping center that operates much like an ear ring and piercing kiosk today.

Another limitation would be the requirement of replacing or servicing old implants. In the item descriptions below I suggest time requirements for replacement or servicing, these are just suggestions. The cost of replacement is obvious but the cost of servicing should be about a third of the replacement cost. If a character opts for servicing then the new service life should be shortened by a year.

The implants from Dragon #112 can be powerful assets but have the built in limit of being big ticket items. The computer receptor implant is described as having a 5 km range while the chronocom has only a 3 km range. I can see no reason for the difference so I recommend limiting the receptor implant to 3 km range for consistency or upgrading the chronocom's range.

Some RPG's go the route of allowing a total rebuilding of the original body with almost any imaginable limit being circumvented with an implant of some sort. This of course is possible with Star Frontiers but would bring a change in the flavor of the setting. To maintain the original flavor of the venerated setting I would suggest limiting the number of implants available and or access to them.

NEW IMPLANT TECHNOLOGY

The **Chrono Tattoo** costs 35cr and must be implanted by a level 1 or higher medic. It's powered by heat and movement and is good for 8-10 years. It projects a tattoo in the skin showing the current time. It requires an implant programmer progit or an implant diagnostic computer program (see below) to reset its time function whether to Frontier Standard or a particular planetary time. More expensive models are available that have additional time projections. These are popular with corporate officers who want to keep track of the current time on multiple planets where the corporation has operations. The cost is 5cr per additional time projection. There is an unpopular version for vrusk that cost double and requires implantation in a hospital but it's a painful procedure involving the grinding of the vrusk's carapace.

The **Tattoo Implant** costs 75cr and must be implanted by a level 1 or higher medic and must be removed and serviced every 8-10 years. It can project an intricate tattoo, up to 10cm by 10cm, into the skin over the implant site. The tattoo is reconfigurable with a type B Implant Programmer progit. Tattoo configurations are cheap costing 1cr each and can be made by any competent computer tech from an image or art file. There is a limit to number of these implants a being can have (equal to STA divided by 10 rounded up). The Implant Programmer progit can hold 25 tattoo configurations. Vrusk could use this implant but it cost double and must be implanted at a hospital.

The **Standard Ocular Implant** (or artificial eye) cost 10,000cr per eye for standard vision receptors and must be implanted by a level 3 or higher medic at a hospital. These implants are available for humans, vrusk, and yazirian and restore lost eyesight in a blinded eye. They usually are a measure of last resort after standard regeneration therapies fail as the visual images from the artificial eye have an alien edge to them and cause a -5 RS penalty for the first year of use and takes two weeks of therapy to learn to use. They can be any color or made to look exactly like the original eyes and require servicing or replacement every 5-7 years.

The **Hi Tech Ocular Implants** cost 15,000 per eye and must be implanted by a level 3 or higher medic at a hospital. These implants are available only for humans, vrusk, and yazirian. Those who can afford the upgrade often opt for this implant as it adds one form of optics capability over the standard model: magnification x2 (which halves the penalties associated with range), IR, electromagnetic, or ultraviolet. Implantation requires a month of therapy to learn to use the proper muscle movements to switch modes from standard vision to the special capability and back to standard vision. If a being has already learned the proper muscle movements they don't require the therapy time if a new implant with a different optic capability is implanted. This implant carries the same RS penalty as the standard model and in general it requires periodic servicing every 4-6 years. A self polarizing version is available for yazirian and costs 1,000 credits more.

The **Implanted Chronocom** was developed soon after the computer receptor implant hit the market. Costing 3,500 and requiring implantation by a level 3 medic at a hospital the implanted chronocom has all the features of a standard chronocom. Like the computer receptor implant (For a Fistfull of Credits, Dragon #112) the user only has to think a request for information from his chronocom. Information derived from the implanted chronocom is "heard" inside the brain. The watch and calculator functions can be used in this way but the communicator function requires the user to speak out loud. Implanted chronocoms normally work for 7-10 years before requiring replacement of servicing.

The **Implant Programmer Progit** is a type B body comp progit (see Zebulon's Guide to Frontier Space) that facilitates reprogramming and adjustment of implants like the chrono tattoo and the tattoo implant. Doctors and therapist also use this progit to fine tune other implants immediately after surgery or during therapy. It cost 1,100 credits.

The **Implant Diagnostic Program** is a standard computer program often only found in hospital computers. It has all the functions of the implant programmer progit, aiding doctors during implant surgery. It can shorten adjustment periods to a new implant. Immediately after implant surgery the doctor/medic makes a skill roll (1/2 LOG + 10%/level + 5%/ implant diagnostic program level) so see if the time the patient will suffer from negative modifiers due to the new implant can be cut in half (see ocular implants). On a successful roll of 03 or less the implant is so finely attuned to the patient that the penalty only lasts for a week. This program is identical to the Alpha Dawn Analysis Program for purposes of cost and function points. When this program is found in a hospital it is usually level 5 or 6 but when found in another venue it will often be of a much lower level.

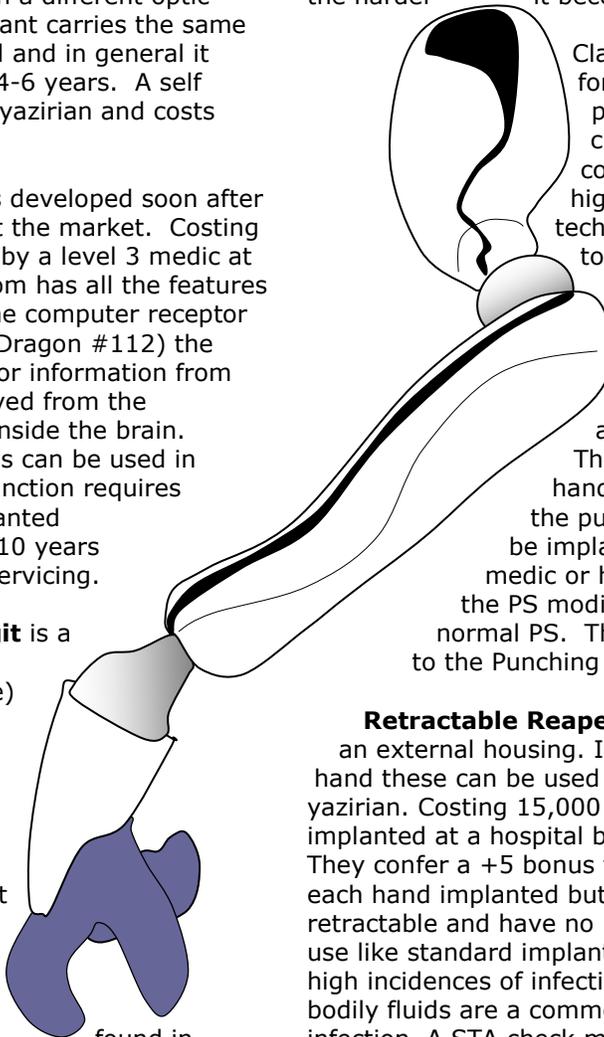
This program has these (fp) function points and levels; level 1/1fp, level 2/2fp, level 3/4fp, level 4/8fp, level 5/16fp, level 6/32fp. The cost of the program is the standard cost for all programs and 1,000 credits per function point.

Implanted Claws are surgical grade stainless steel though occasionally other exotic metals and alloys are sometimes specially ordered at vastly steeper prices. This implant is available for humans, vrusk, and yazirian. They come in a variety of lengths conferring an ever increasing bonus to the punching score (PS) of the character but the downside is the longer they are the harder it becomes to manipulate tools.

Claw implants can be purchased for a +1 through +5 bonus to punching score (PS). When a character with implanted claws conferring a PS bonus of +2 or higher attempts to do any sort of technical tool use from keyboards to weapons they must make a DEX check to do so. The negative modifier for this check is (5% X the PS bonus) -5. Thus implanted claws of +1 PS have no check at all while a PS +2 has a -5%. The cost is 1,000 credits per hand/foot implanted multiplied by the punching score bonus and must be implanted at a hospital by a level 2 medic or higher. The cost is 1,000cr X the PS modifier above the characters normal PS. Therefore claws that confer a +3 to the Punching Score will cost 3,000 credits.

Retractable Reaper Blades are an implant with an external housing. Implanted on the back of a hand these can be used by humans, vrusk and yazirian. Costing 15,000 per hand they must be implanted at a hospital by a level 3 or higher medic. They confer a +5 bonus to the (PS) punching score for each hand implanted but as the name implies, they are retractable and have no DEX check for technical tool use like standard implanted claws. Their downside is high incidences of infection. Combat is bloody and bodily fluids are a common conduit for spreading infection. A STA check must be made after each combat (if the blades are retracted after the combat) to see if the character develops an infection. The check is modified negatively by 5% per opponent fought with a +5% if any one of those opponents is the same race. Using a blade sterilizer (1kg, 1 SEU/ use, cost: 200cr) before retracting the blades reduces the chance by 5% but a roll of 98-100 will always result in an infection. There is no STA check until the claws are retracted but then all the DEX penalties of standard implanted claws apply to tool use between combats.

The simplest method of determining the strength of an infection is d10/2 for the strength and d10 for the duration. A roll of 8 for infection strength would mean 4 points of damage every 10 hours and a roll of 7 for



duration would mean that this process would go on for 70 hours. In addition the GM can make this roll secretly and roll a d10/2 to determine the number of days latter the infection will turn up. The treatment for infections is standard: a successful diagnosis skill check followed by a successful treat infection check with a dose of omnimcin.

Star Law now maintains computers standard or body comp with the above mentioned programs at all detainment facilities to lock down retractable reaper blades in the retracted position. Stories actually abound of Star Law agents and bounty hunters bringing in prisoners missing a hand or two but there is only one recorded incident of this and the rest are likely Frontier myth. Recently there have been rumors of an illegal reset feature that allows a character to reset this implant mentally thus undoing the lock down.

The **Virtual Reality Visual Cortex Stimulator** is a cutting edge new technology that grew out of the gaming industry and spearheaded by Star Play Industries. It must be implanted at a clinic or hospital by a level 3 or higher medic. Once implanted the character has a data jack behind their ear that allows them to jack into a game program run on a standard computer or even a body comp. The implant shunts all stimuli from the optic nerve and directly stimulates the visual cortex creating an immersive virtual reality experience. The user is able to pause and return to viewing stimuli from the optic nerve at any time.

Body comp progit based games are cheap and less immersive. Type B cost 100 credits each and amount to solitaire, math or word games. Type C cost 200 credits each and have increased graphics capability. Type D, costing 500 credits each, and are every bit as good as the lower level games run on the standard computer. Standard computer games programs run 500 credits per level generally with games at level 5 or 6 that are so believable that INT or PER checks are necessary or the user forgets that it is a game.

This has led to some tragedies where a game user walked into danger and many planets are beginning to introduce laws to regulate these sorts of games. Some hospitals even refuse to perform the operation which has led to Star Play Inc. sponsoring implant clinics on most heavy population worlds. The cost of the implant is 3,000 credits or a monthly contract of 200 credits per month for five years.

Critics have suggested sinister motives involving mind control on the part of Star Play but there is currently no evidence of the mega corp providing anything else than entertainment. Social commentators decry the growth of a brain dead generation of zombies hooked on this form of entertainment. Yet on some sparsely populated planets networked schooling is used in conjunction with this implant with teachers instructing students spread across vast geographic distances. Star Play has sponsored a number of these programs to tout the benefits of their new technology.

Some militarys have also looked into the possibility of using the implant to control robotic vehicles from remote locations. These programs are still in development at this time.

Note: The virtual reality visual cortex stimulator is intended as a device for game referee to use as a plot hook or device. It could be purchased and used by players but is not really designed as typical adventuring equipment. There are many possibilities for it in a campaign, some are hinted at above. It also suggests the possibility of virtual combat that doesn't actually take place or even Matrix movie styled adventures. A possible implant upgrade could be pain center stimulators.

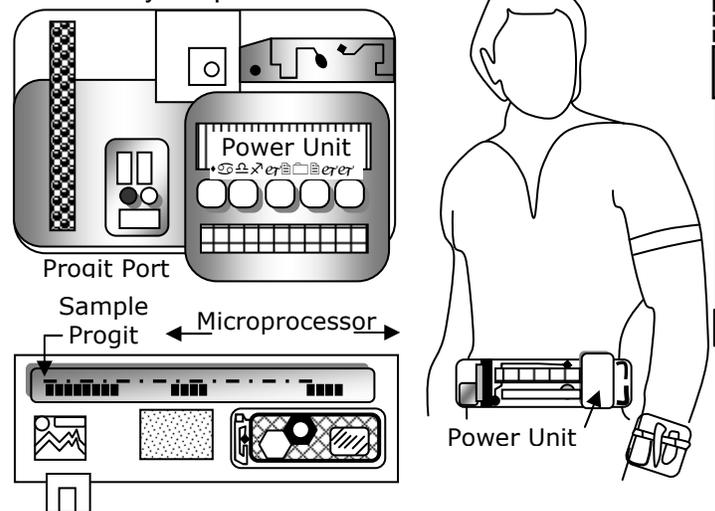
Implant	Cost (Cr)
Chrono Tattoo	35
Tattoo Implant	75
Standard Ocular Implant	10,000/eye
Hi Tech Ocular Implants	15,000/eye
Implanted Chronocom	3,500
Implant Programmer Progit	1,000
Implant Diagnostic Program	1,000/FP
Implanted Claws	3,000/PS
Retractable Reaper Blades	15,000
Virtual Reality Visual Cortex Stimulator	3,000*

* If purchased on loan the length of a contract is five years and cost 200 credits per month.

Bodycomp or Personalized Body Computer are worn as a belt or carried in a case, backpack on installed in helmets. Areas on the bodycomp accept progits.

Bodycomp program units or **progits**, as they are commonly called, are small 10cm square, 5cm thick hardware units that hold software. They have one software package installed and snap into bodycomps.

Bodycomp Detail



Full details on the bodycomp and related rules can be found in the **Zebulon's Guide to Frontier Space**.
[\[http://starfrontiersman.com/downloads/remastered \]](http://starfrontiersman.com/downloads/remastered)

VEHICLE MODIFICATIONS

Editor's Note: Richard Rose, aka Shadow Shack as we know him on the Star Frontiers websites, submitted a page in the Alpha Dawn Expanded project. I enjoyed it so much I wanted to submit it to the webzine. In addition I'm including part of the vehicle section from the FrontierSpace RPG that Bill Logan and I are developing. The FrontierSpace RPG vehicle section includes a table to personalize vehicles, integrate artificial intelligence systems and has a complete used vehicle section. Who says the Referee has to give brand new vehicles to players? In fact a player's vehicle might have a few bonuses or deficiencies. In either case depending on the age of a vehicle the player rolls on the Vehicle Mechanical Trouble Table. Here are a few samples;

Jury-rigged panels - The outer panels have been replaced by poorly manufactured parts (of a different color, of course). Doesn't affect performance, just looks bad.

Improved passenger safety - a prior owner added improved air bags, blastfoam, and restraints. Passengers take half damage from any collision.

Exhaust problem - The vehicle billows nasty-smelling exhaust, a sure indicator it's consuming more than just parabattery power.

Missing seat - One of the vehicle's seats has been removed and never replaced. -1 passenger accommodation.

The vehicle variation tables below are used to adjust the size and style of ground and hover vehicles. The tables are split between car/cycle and transports/explorers. The following table lists modifications to a vehicle *after* applying size and style variations.

MODIFICATIONS TABLE

Item	Modification	Cost (Cr)
Sidcar (cycles only)	+1 passenger	500
	+50% cargo	
	-10 accel, decel, turn speed	
Detachable Luggage	+50% cargo space	75
Utility Trailer	+100% cargo space	250 Cycle
	-10 accel, decel, turn, top speed for each trailer added	750 Car
		2,500 Transport
Air Brakes/ Hard Brakes	+10 decel	1,000
Re-gearing Transaxles	+10 accel, decel	500
	-10 top, cruise speed (Choose one)	
	-10 accel, decel & +10 top, cruise speed	
GyroStabilizers	+10 turn speed	2,500
Powerplant Rebuild (10)	+10 accel, decel, turn top, cruise speeds	15,000
Powerplant Rebuild (20)	+20 accel, decel, turn top, cruise speeds	25,000
Powerplant Rebuild (30)	+30 accel, decel, turn top, cruise speeds	35,000
High Performance Racing Chip	+20 accel & top speed, +10 decel & turn speed	20,000

Note: Powerplant rebuilds may not exceed the 30 category. A 10 rebuild can be performed initially followed later by another 10 or a 20 rebuild but can never exceed the 30 bonuses.

VEHICLE VARIATIONS

By Richard "Shadow Shack" Rose

Base model vehicles and performance specs are as described on pg 29-30 of the Alpha Dawn "Expanded Game Rules" book. The only exception; hovercycles top speed should read 180kph, not 120kph.

CAR AND CYCLE SIZE VARIATIONS

Vehicle Type	Top Speed	Cruise Speed	Acceleration	Deceleration	Turn Speed	Passengers	Cargo	Cost (Cr)
Compact	-20	-20	-20	+20	+10	-50%*	-50%	-25%
Intermediate	-10	- n/a -	-10	+10	- n/a -	- n/a -	-25%	-10%
Mid-Sized	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -
Large	+10	+10	+10	- n/a -	-10	+50%**	+50%	+15%
Heavy	- n/a -	+20	- n/a -	-10	-20	+100%	+100%	+30%

*round up

** round down

CAR & CYCLE STYLE VARIATIONS

Vehicle Type	Top Speed	Cruise Speed	Acceleration	Deceleration	Turn Speed	Special	Cost (Cr)
Standard	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -
Cruise	-10kph	+10%	- n/a -	- n/a -	- n/a -	- n/a -	+10%
Utility*	-10kph	- n/a -	- n/a -	- n/a -	-10	- n/a -	+20%
Luxury	- n/a -	+20kph	- n/a -	- n/a -	-10	- n/a -	+25%
Sport	+10kph	-10 kph	+10	+10	+10	- n/a -	+40%
Super Sport	+20kph	-20kph	+20	+20	+20	- n/a -	+50%
Dual Sport	- n/a -	- n/a -	+10	-10	-10	+0.1 Terrain	+30%
Adventure	- n/a -	- n/a -	- n/a -	-20	-20	+0.2 terrain	+40%
Vintage/Classic	-10kph	-10kph	-10	- n/a -	-10	- n/a -	-50 to +500%
Custom**	varies	varies	varies	varies	varies	varies	varies

* Utility vehicles may alternate passenger and cargo space by converting 100kg/1 cubic meter of cargo space to 1 passenger seats.

** Custom variations allow for combinations, such as sport/standard. Use the lesser applicable modifier and average the cost modifiers. Use common sense where applicable, such as a longer wheelbase vehicle (chopper or stretch limo) would have a turn speed penalty etc

TRANSPORTS & EXPLORERS SIZE VARIATIONS

Vehicle Type	Top Speed	Cruise Speed	Acceleration	Deceleration	Turn Speed	Special	Cost (Cr)
Small	+10kph	-10kph	+10	+10	+10	-33%	-50%
Standard	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -	- n/a -
Large	-10kph	+10kph	-10	-10	-10	+33%	+50%
Heavy Duty*	-20kph	+20kph	-20	-20	-20	+100%	+100%

*TRACK MOBILE chassis available @ +25% costs, (not permitted in city streets).

TRANSPORTS & EXPLORERS STYLE VARIATIONS

Vehicle Type	Top Speed	Cruise Speed	Acceleration	Deceleration	Turn Speed	Special	Cost (Cr)
Sport	+20kph	-10kph	+10	+10	+10	- n/a -	-25%
Utility*	- n/a -	- n/a -	+10	- n/a -	- n/a -	- n/a -	- n/a -
Passenger	- n/a -	- n/a -	- n/a -	+10	- n/a -	+20	-75%
Cargo	- n/a -	+10	- n/a -	- n/a -	- n/a -	-50%	+100%

* Utility vehicles may alternate passenger and cargo space by any combination of 50%/50% (e.g. a standard utility explorer may convert 3 passenger seats to 1000kg/3 cubic meter of cargo space)



NON-CIVILIAN DUTY VEHICLES

By Larry Moore

Vehicles found in the Alpha Dawn rules are designed for use by private citizens travelling from place to place throughout the frontier. When hostilities occur characters might shoot out the tires, engines or parabattery compartments to disable a vehicle or heroically leap from one vehicle to another.

This system proposes a way to take ordinary everyday vehicles and apply a non-civilian duty package allowing them to be used for more interesting purposes!

VEHICLE DUTY

In order to build a non-civilian vehicle, use one of the vehicles from Vehicle List as a foundation. Then apply a non-civilian "duty" modification. Alternatively, if the vehicle list provided in Alpha Dawn (or any of its supplements or adventure modules) is inadequate, Referees might wish to create new custom vehicles. For those who don't mind doing some conversions, the Referee's handbook for FrontierSpace will provide a handy set of tools for creating new vehicles. Test it out (work in progress) at <http://dwdstudios.com/vehicle>

Corporate-Duty – The large megacorporations in the frontier sometimes bend the rules. They have strong lobby groups that have somehow managed to allow their higher-ups and important visitors to have protection in their vehicles, despite the fact that civilian vehicles may not. A corporate-duty vehicle doesn't have too many hardpoints, but it's the only non-civilian vehicle you're likely to find in the Frontier which is legal to own in most places without any special permit. The performance of a corporate-duty vehicle is identical to that of its civilian counterpart.

Security-Duty – A security-duty vehicle is often used by law enforcement or for light security detail. They escort civilian and corporate vehicles around the Frontier and provide the highest firepower not designed for a battlefield. Owning and operating a security-duty vehicle will require some sort of permit or license, or will require membership to certain organizations. Certain militias and light military groups might have security-duty vehicles in their main fleet. Security-duty vehicles are heavier than corporate models and maneuver a bit more sluggishly. Despite this, their superstructure provides them a decent quantity of hardpoints and damage reduction.

Paramilitary-Duty – A paramilitary-duty vehicle is used by recon or scout groups, by explorers and by urban mercenaries. It requires a special license or membership with an organized military to own and operate a paramilitary-duty vehicle. These types of vehicles have more impressive firepower (larger number of hardpoints) than security-duty vehicle. They are less expensive than their more militant cousins. The added mass of superstructure to allow

hardpoints causes the handling rating of the vehicle to be reduced as well as the vehicle's normal acceleration rating. Paramilitary vehicles are extremely powerful and tend to be the most dangerous vehicles in use by a megacorporation or government.

Military-Duty – These vehicles are designed for a battlefield. They normally don't make an appearance in a civilian area except to pass through (and normally must disarm their offenses during this time) or to root out aggressors. Player characters won't often find themselves in possession or ownership of a military-duty vehicle, but might end up being chased by one! Ownership of such vehicles (due to the potential of massive amounts of firepower) is restricted to governments and some mercenary groups given permit in some regions of the Frontier. The added mass necessary to provide so many hardpoints results in some performance hits: a military-duty vehicle has reductions to handling, acceleration, and top speed. Most owners of military vehicles agree that the added damage resistance and large number of hardpoints results in a powerful vehicle despite these penalties.

HARDPOINT

A non-civilian vehicle has hardpoints (sometimes abbreviated "hp"). A hardpoint is a reinforced area on a vehicle hull that allows a weapon mount (see below) to be attached and connected to the vehicles electronic systems. The larger the vehicle, the more hardpoints can be made available. Of course, vehicles designed for light security detail aren't going to have as many hardpoints as those designed for more rugged military campaigns.

WEAPON MOUNT

A hardpoint isn't enough for you to install a weapon. You need a mount to house it. Mounts come in different sizes and shapes, some of which are purely external to the vehicle while others take up some internal space as well. Some of them are directional turrets, while others are line-of-sight mounts which require the vehicle's pilot to line up his shot. Mounts themselves are containers into which modular weapons can be placed.

The size of the mount (small, medium, and large) affects what size of modular vehicle weapon that can be installed into it.

If a weapon is removed from a mount, a like or smaller weapon can be mounted in its place. In order to install a larger weapon than the mount will allow, the mount must first be removed a replaced with a larger mount. Note that some mounts require cargo units in addition to hardpoints. Make sure you leave enough room for the ammo payloads.

Note: Some laws govern whether a vehicle can have externally mounted weapons and may require a permit. Otherwise you may have to pay the extra cost to conceal them internally.

Surface Mount – these mounts are the simplest type and the least invasive into the body structure of the vehicle. A simple mount or standoff is fixed in place on the vehicle. It has a simple 90 degree firing arc and is very noticeable to passersby. Usually (though not always) fired by the pilot or copilot of the vehicle because vehicle facing is crucial to lining up a shot. Surface mounts are popular because they take up hardpoints and nothing else, and are the easiest on the pocketbook. However, they are able to be targeted by a gunner with good aim.

Turret Mount – This is a semi-circular mounted turret fixed to the vehicle's surface. It can rotate 360 degrees horizontally or vertically (depending on whether it is mounted to the top or side of a vehicle) but only 90 degrees in the other direction. Because of this it is often operated by a gunner other than the pilot since the facing of the vehicle is far less crucial to the targeting of the shot. Turrets have internal components that allow them to rotate and move, which consumes some of a vehicle's internal cargo area as shown on the table. Although more expensive than the surface mount, turret mounts are popular on vehicles with more than a few weapon types, especially those destined for the battlefield.

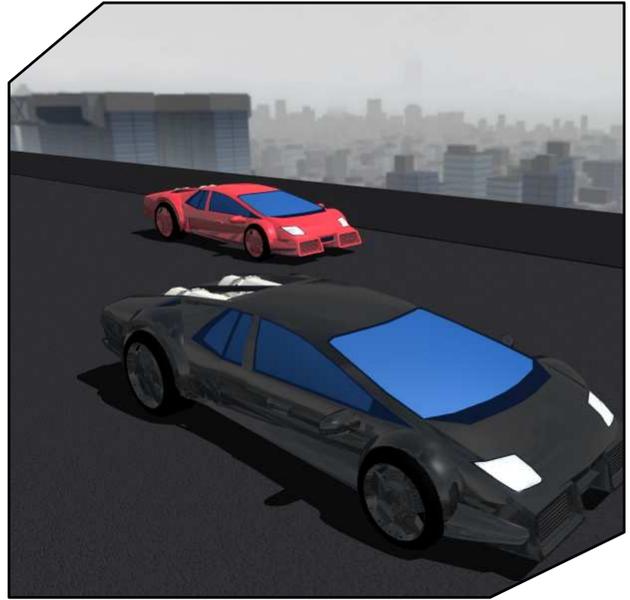
Internal Mount – This type of mount is hidden, concealed within the body of the vehicle itself. When activated, just enough of the mount extends from the vehicle to allow the weapon to fire. This type of mount, despite the fact that it consumes a fair amount of cargo units of the vehicle, is popular among corporate and security duty vehicles because it allows it to pass as a civilian vehicle until the time is right. Just as a surface mount, the internal mount has only a 90 degree firing arc. Activating or deactivating the mount takes an action in a combat turn.

Internal Turret – This is the best of both worlds: invisible until it is needed, and once activated is able to fire in a full 360 degree arc. This mount resides within the vehicle's body and pops out to reveal a fully-functional turret. Similar to the turret mount, above.

TARGETING

There are numerous targeting systems used by private, corporate and military sectors. The most common are EWC's (eye-weapon coordination), CLS's (computer linked systems) and manual operation.

EWC – This system coordinates the gunner's eyes and weapon systems in such a way that they move in tandem increasing the chance to hit by 30%. As the system follows the gunner's eye movement, the weapon is brought to bear along the wearer's line of sight. When the weapons are aimed at the target, the gunner has only to push a button, flip a switch, or pull a trigger to fire any combination of weapons. The required helmet can be switched from infrared to normal vision. In addition the helmet is linked to a set of infrared and video cameras on the outside of the vehicle that project images onto the inside of the helmet visor or on a display screen. Each weapon must have a EWC link even if their in the same turret.



(GJD made this for my son and me. Although they are identical vehicles I'm pretty sure mine is faster. Heh)

CLS – A computer linked system connects to the vehicles computer system (or may be stand-alone) and allows the pilot to issue voice commands while keeping his hands free for maneuvering. After a target and weapon is designated the computer handles targeting and firing. The computer can fire-link any number of weapons as long as the weapons are able to fire in the same direction. A CLS system is equipped with infrared targeting sensors and includes the CLS computer, software and weapon link, each is sold separately. Each weapon must have a CLS link even if they are in the same turret. The base change to hit is 30% + 10% per software level. Refer to the following table;

Software Level	1*	2	3	4	5	6
Function Points	1	2	4	8	16	32

* Level 1 software included with CLS computer
 ** Cost is 1,000cr * function points

Manual – A gunner operates the weapon by hand and is by far the most common targeting system in civilian use today. The pilot simply lines up a shot and fires the weapon. Other methods of manually operation include exposing a gunner to enemy fire while operating a weapon outside the vehicle such as a top hatch or side door. Anyone firing from a hatch or door is considered to have hard cover. Some mounts can be controlled via a video or infrared feed and joystick. This method is obviously safer for the gunner.

VEHICLE DEFENSES

There are basically two types of vehicle defenses; screens and armor. One other defense mechanism is called the vehicle holo-screen which relies on obscuring the vehicle from detection or hiding its true identity.

SCREENS

Screen defenses use specialized emitters mounted on the sides and top of a vehicle. Corporate and security duty vehicle emitters tend to be located near inconspicuous areas of the vehicle while military vehicles do not worry about unsightly gadgets. Emitters must be installed on the vehicles outer hull and do not require space or cargo.

Vehicle screens work the same as character based screens with one caveat; inertia screens halve damage from flamethrowers. If a screen's power is depleted before soaking up all the damage, for each 10 points of damage, rounded up, that make it through the screen add 1 to the roll on the vehicle damage table.

All defensive and holo screens require emitters. The number of emitters required for each type of defense is equal 2x the vehicle's size (discussed below). A vehicle can have any number of emitters' installed but only one screen may be active at one time.

NEW EQUIPMENT

Shimmer - This specialized power hungry screen is designed to protect a vehicle from all damage types for short periods of time. The screen shifts between albedo, gauss, inertia and sonic defenses. There is a small chance a hit penetrates the screen during the instant it shifts from one defensive type to the next; any hit roll of 01-05 ignores this shield's protective effect. Although the screen offers the very best protection in the Frontier, while it is activated no weapons can be fired out of the shield.

Holo-Screen - This vehicle version of the character based holo-screen projects a 3-dimensional image around the vehicle. The imager can hold up to 3 images of a like-size vehicle. The imager holo-disk costs 500 credits and the images must be specified at the time of purchase. The holo image is limited to roughly the same size and shape as the vehicle. A holo-screen is only 80% effective; on a roll of 81-00 an onlooker will notice something is wrong. A camouflage feedback loop can be added to the holo-screen for an additional 1,000 Cr. The camouflage loop adjusts the holo image to match nearby surroundings, giving the wearer an 80% chance to be "invisible" to onlookers.

For an additional 2,000 credits a projection system can be installed that projects an image up to 20 meters. The image can be any size from a human to a very large tanker truck (size 6 vehicle).

ARMOR & PROTECTION

Non-civilian duty modifications come with reinforcements and structure changes that offer a certain level of protection. The protection number, located in the non-civilian duty table, is subtracted from the result when rolling on the vehicle damage table. Armor is additive to the protection number and in addition increases the number of structural points (SP) a vehicle has. For normal armor multiply the SP x 1.25, for heavy armor multiply the SP by 1.5.

Referee Note: If you do not use the optional vehicle damage table provided in this article you may want to adjust the protection and armor numbers for use with the Alpha Dawn vehicle damage table.

Example Damage and Protection

Medium laser cannon damage is 2d10x10 or +20 on the vehicle damage table. In this example a size 5 vehicle with a security duty modification would reduce the number by 5. If the same vehicle has normal armor you would reduce the number by an additional 5. The final result is +10 (20-5-5) on the vehicle damage table. Feel free to adjust protection numbers to fit your setting accordingly.

VEHICLE DESTRUCTION

How do you know when a vehicle is totally destroyed? This optional rule changes the "No Effect" result in the Alpha Dawn vehicle damage table to direct damage to the structure of a vehicle. The number of structural points (SP) for each vehicle is listed in the Vehicle Table. When the vehicle is reduced to zero structural points it is rendered useless. This is not to say the vehicle is a heaping pile of metal and plastic, it merely suggests the vehicle is so badly damaged it is no longer fit for service. For example, if a laser pistol penetrated the hull of a cars engine compartment it may hit a sensitive area causing the vehicle to stop. Non-civilian duty packages do not add to the structural points.

Vehicle Structural Point Baseline

As a baseline a vehicle has a number of SP equal to its size x 200. From there you can adjust up or down. I have already adjusted the SP values in the Vehicle Table.

Damage + Vehicle Damage Table

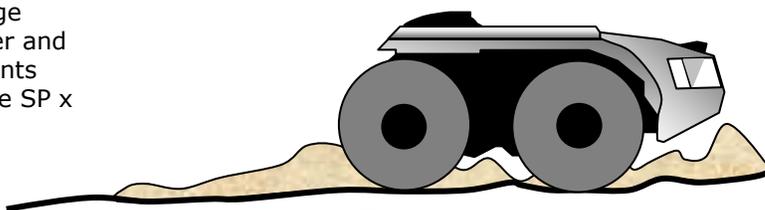
This option rule involves rolling normal damage against the vehicles SP and rolling on the vehicle damage table. Possibly a little more realistic as hits tend to rip apart a vehicle and cause malfunctions.

VEHICLE SIZE

This is the relative size of the vehicle. Small 2-person vehicles such as road bikes and ski jets are size 1 while a larger version of a road bike may reach size 2. Use this table as a general guideline when determining vehicle size. (You may notice a large jump between size 4 and 5).

Size Example

1	2 person cycles.
2	2-4 person small cars.
3	Mid-size cars.
4	Small cargo trucks or vans.
5	Large cargo haulers, tractor-trailers.
6	Reserved for the truly large vehicles but excluding mass transports such as monorails.



FINAL THOUGHTS

Trading Passengers for Space

Bill Logan and I, with the help of some members of the community, built several vehicle systems, one of which allowed a player to swap out crew/cargo for raw space that could be used to install additional weapons, defenses and ammo. After considering the formulas we decided the easiest way is to allow 2 passengers to be swapped out for 1 hardpoint or 2 cubic meter of cargo for 1 hardpoint.

Upgrades using the Technician Skill

A technician, without a lab, can upgrade the duty of a vehicle by one step. For instance, upgrading from civilian-duty to corporate-duty is one step. More than one step requires a fully equipped technician lab.

The time it takes to scavenge parts depends on the location and material available. A small settlement or outpost takes 1d10 days to get enough parts for a field conversion. But in a well-settled town or city, only takes 1d10 hours.

The cost of the upgrade is approximately 50 credits worth of consumable tools per vehicle size. For instance a vehicle size 3 would need 150 credits worth. Scavenged parts from a dealer might have a cost associated with them as well. Material cost is 20% less than the cost shows in the Non-Civilian Duty Table.

Altitude Conventions Table

This table is used to give a general guideline for different ceiling heights. I plan on using it as a reference in future articles.

	Altitude	Description
Orbit	260+ km	Stations, spaceships, shuttles
Suborbital	260km	Landers
High	100km	Fast transports, intercontinental liners
Medium	30km	Aircars, jetcopters, cargojets, glijets
Low	5km	Variable hover vehicles
Land	1m	Ground vehicles, hover vehicles (fixed height)

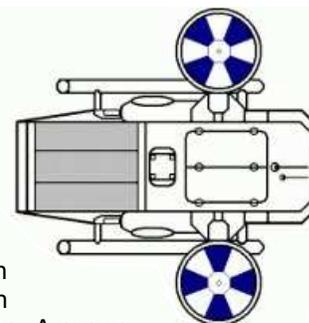
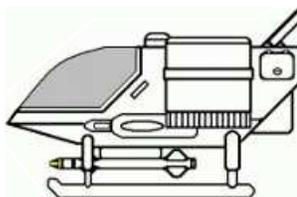
* Shuttles are space vehicles that ferry personal and cargo between a space station and ships or between ships. A lander is specifically designed to withstand constant re-entry into the atmosphere and ferries personal and cargo between a planet and orbit.

Watercraft Damage Table

I have included a few water vehicles in the vehicle table below. In a future issue I would like to write another article covering these types of vehicles. Matthew M. Seabaugh wrote an article entitled, "From Freighters to Flying Boats" that appeared in DRAGON® 149. I have re-mastered the article which can be found in this issue.

STEP BY STEP

1. Choose a vehicle from the Vehicle List.
2. Apply a non-civilian duty package and adjust apply vehicle modifiers.
3. Install mount system.
4. Install weapons in mounts.
5. Choose targeting system(s).
6. Choose defenses.
7. Determine payload storage and cost.



Example Build

Rum Rouge's Vehicle Emporium specializes in converting civilian vehicles to specimens of warfare. A group of drowlasites <http://ragnarr.webs.com/> purchased such a vehicle. The upgrade to a military package is no issue; they have a very wealthy financier.

1. Purchase hover car for 8,000.
2. Apply military duty modification, 4,400. Top speed is adjusted to 180 and acceleration to 59.5. Add protection 5 and 6 hardpoints to vehicle stat block.
3. Add a large 4hp and medium 2hp surface mount for a combined cost of 1,900.
4. Install a large missile cluster and medium laser cannon in the mounts for a combined cost of 24,000.
5. A EWC targeting system is installed and a link for each weapon. Two helmets are also purchased, one each for the pilot and co-pilot. EWC cost 850, links cost 100 and two helmets cost 400 for a combined cost of 1,350.
6. Install an albedo and inertia screen requiring a total of 8 emitters; 4 for each type of screen. The combined cost is 4,000.
7. The laser cannon requires a SEU drum costing 5,000 and takes 0.2 m³. Three large missiles cost 1,200 and take up 0.5 m³ leaving 1.3 m³ for cargo.

The total cost is 49,850 credits, quite a bit more than the original vehicle cost!

G.N.A.T (Military hover car)

Size 2, variable hover vehicle
 Protection 5, Hardpoints 6 (0 remain)
 Top 180, Cruise 100, Accel 59.5, Decel 35
 Pass 2, SP 500, Cargo 20kg, 1.3 m³
 EWC targeting system; +30% to hit
 Defenses: Albedo screen, Inertia screen.
 Large surface mount

- 3x large missiles, Range:1600, 3d10x10

 Medium surface mount

- Medium laser cannon, Range:500, 2d10x10

VEHICLE LIST

Vehicle	Size	Top Speed	Cruise Speed	Accel	Decel	Pass	SP	Cargo	m3	Cost(Cr)	Mode of Transport
Dune Crawler	5	100	50	50	50	4	1100	7,000kg	25	44,000	Ground
Explorer	4	200	100	55	28	8	800	2,000kg	6	20,000	Ground
Ground Cycle	1	200	100	80	40	2	200	20kg	0.5	2,000	Ground
Ground Car	2	200	100	70	35	4	500	150kg	2	5,000	Ground
Ground Transport	5	150	75	35	18	3	1000	10,000kg	30	15,000	Ground
Offroader	3	150	75	60	30	5	600	100kg	3	5,500	Ground
Personal Walker	2	150	75	75	75	2	550	300kg	2	5,250	Ground
Snow Cycle	1	100	50	50	25	2	175	15kg	0.25	1,750	Ground
Hovercycle	1	300	150	80	40	2	200	20kg	0.5	2,000	Hover
Hover Car	2	200	100	70	35	4	500	100kg	2	8,000	Hover
Hover Transport	5	125	63	35	18	3	1000	10,000kg	35	20,000	Hover
Aircar	3	650	325	200	100	4	600	1,000kg	5	50,000	Air
Cargojet	6	1100	550	125	63	4	1200	100,000kg	162	120,000	Air
Glijet	1	100	30	30	--	1	100	15kg	0.1	3,000	Air
Jetcopter	4	500	250	125	63	4	800	500kg	8	40,000	Air
Cargo Ship	6	50	23	20	10	15	1200	20,000ton	300	36,000	Water
Powerboat	3	100	50	20	10	6	600	250kg	6	6,500	Water
Sub	5	50	25	10	5	10	1500	8,000kg	25	28,000	Water
Skicycle	1	100	50	50	27	2	200	10kg	0.25	1,300	Water

SP = Structural Points

Top/Cruise Speed is listed as kph/meters per turn.

Ground/Hover Transport – Variant transports are used as personnel carriers are able to haul up to 20 men comfortably and still have room for 10 cubic meters of storage.

Snow Cycle – small two-man transport having two skids in front and a single track in back for traction. It is designed for traveling on snow or ice. The snow cycle is only able to operate in the snow. When attempting to operate it on paved roads or in loose gravel or dirt, sparks fly everywhere from the steel runners scraping against pavement or stone, and performance is hindered (half top speed).

Offroader – A ground car specifically designed for off road use away from urban areas. Most have an open cockpit, rugged suspension and sit quite a bit higher than their ground car cousins. This vehicles advantage is the ability to handle rough terrain without a penalty.

Personal Walker - A personal walker is a 2-legged upraised vehicle and can carry around two crewmen. Walkers are rugged and can handle diverse terrain by stepping or jumping over most objects in their path. Sometimes they simply crush objects rather than move around them. If a walker is tipped over it cannot right itself. A variant personal walker is a full-body vehicle which encases the pilot in a special full-body sensor suit that amplifies movement moving the walker more like a person than a vehicle. It has shoulders, elbows, wrists, hands, fingers and a mobile waist. Multiply the top, cruise, accel, decel and SP by 1.5. The cost is 9,500Cr.

Dune Crawler – A solid vehicle able to cover shifting sands and drifting terrain with its broad feet pods, and able to cross crevasse and ravines with its long body span. It can crawl up inclines up to 45 degrees, and climb back down the other side due to its low center of gravity. It is designed for rough terrain and excels there. A variant all-terrain transport has a sealed passenger compartment that allows the vehicle to traverse inhospitable atmospheres or even in a complete vacuum. This option, popular on planets unsuitable to sustain life, costs an extra 2,000Cr.

Cargojet – The cargojet is the largest and most durable of the aerial vehicles. Powerful engines allow it to ferry massive amounts of cargo from one location to another on the same planet. It is not a hover vehicle and requires a runway to take off and land and maneuvers like a brick. A variant cargojet called a jetliner can carry 1,500 passengers and 10,000kg in 16 cubic meters of storage.

Skicycle – Skicycles are personal watercraft slightly larger than a ground cycle used for personal recreation. Water enters the craft and is expelled out the back causing forward thrust.

Powerboat – Pleasure watercraft with open cockpits and a stowage area in the front of the hull. They are propelled using water intakes and pumps or prop driven. On water worlds these vehicles are the main method of transport.

Sub – Sealed-cabin watercraft designed to travel underwater. Modern subs require life-support systems that generate oxygen and filter water from the ocean. Cheaper versions must surface every 100 hours to replenish its oxygen supply. Variant subs designed for deep sea mining and drilling also exist. Such subs have room for only two people and have small drilling or mining facilities in their cargo holds. They ferry up to 20 cubic meters of minerals from the bottom of the sea at a time.

Cargo ship – Large watercraft designed to carry equipment, cargo or personnel across large bodies of open water. A series of propellers provide forward and reverse motion. The bridge of the ship typically sits much higher than the main deck, allowing the crew to view ocean debris, currents, and waves. Cargo is stored below-deck protected from the elements. A flat cargo ship configured with a cargo platform allows up to twice the amount of cargo storage.

NON-CIVILIAN DUTY TABLE

Vehicle Size	1	2	3	4	5	6
CORPORATE						
Protection	2	2	3	3	4	4
Hardpoints	1hp	1hp	2hp	2hp	3hp	3hp
Acceleration	--	--	--	--	--	--
Top Speed	--	--	--	--	--	--
Cost	275	550	825	1,100	1,375	1,650
SECURITY						
Protection	3	3	4	4	5	5
Hardpoints	1hp	2hp	3hp	4hp	5hp	6hp
Acceleration	--	--	--	--	--	--
Top Speed	--	--	--	--	--	--
Cost	550	1,100	1,650	2,200	2,750	3,300
PARAMILITARY						
Protection	4	4	5	5	6	6
Hardpoints	2hp	4hp	6hp	8hp	10hp	12hp
Acceleration	--	--	x0.95	x0.90	x0.90	x0.90
Top Speed	--	--	--	--	--	x0.95
Cost	1,100	2,200	3,300	4,400	5,500	6,600
MILITARY						
Protection	5	5	6	6	8	8
Hardpoints	3hp	6hp	9hp	12hp	15hp	18hp
Acceleration	x0.90	x0.85	x0.80	x0.80	x0.80	x0.75
Top Speed	x0.90	x0.90	x0.90	x0.90	x0.90	x0.85
Cost	2,200	4,400	6,600	8,800	11k	13.2k

Vehicle Size is used for calculating defenses.

Protection - Subtract this modifier when rolling on the Vehicle Damage Table.

WEAPON MOUNT TYPE TABLE

Mount Type	Size	Hardpoints	Cargo	Cost
Surface	Small	1	--	500
	Medium	2	--	800
	Large	4	--	1,100
Turret	Small	2	--	2,000
	Medium	3	--	2,750
	Large	5	--	3,500
Internal	Small	1	0.1	1,250
	Medium	2	0.3	1,500
	Large	4	0.6	2,000
Internal Turret	Small	2	1	3,250
	Medium	3	3	4,000
	Large	5	6	5,250

MOUNT SIZE TABLE

Mount	Weapon Configuration Options
Small	1 Small Weapon
Medium	1 Medium Weapon, or 2 Small Weapons
Large	1 Large Weapon, or 2 Medium Weapons, or 4 Small Weapons, or 1 Medium and 2 Small Weapons

TARGETING SYSTEM TABLE

Equipment	Notes	Cost (Cr)
EWC System	+30% to hit	850
EWC Link	Purchased per weapon	50
EWC Helmet	Required per gunner	200
CLS	+30% to hit base	1,500
CLS Software	+10% per level to hit	1,000
CLS Link	Purchased per weapon	100

* EWC and CLS links are purchased per weapon.

** CLS software is purchased per level.

DEFENSES TABLE

Defense	Notes	Cost (Cr)
Albedo	Drains 2 SEU/min Each 5pts of damage drains 1 SEU	500
Gauss	Drains 4 SEU/min	300
Inertia	Drains 4 SEU/min	500
Sonic	Drains 2 SEU/min Hit drains 4 SUE	500
Shimmer	Drains 5 SEU/min Hit drains 5 SEU	2,000
Armor	Protection 5	Size x 2,000
Heavy Armor	Protection 8	Size x 3,000
Holo-Screen	Holographic projection	1,250
Imager Disk	Stores up to 3 images	500
Camouflage	Requires holo-screen	1,000
Feedback Loop		
Projection System	Requires holo-screen and separate imager	2,000

1. Costs are per emitter.

2. Number of emitters is equal to 2x vehicle size

3. Armor protection is in addition to the protection number listed in the Non-Civilian Duty Table.

4. Armor, multiply the vehicle SP by 1.25

5. Heavy armor, multiply the vehicle SP by 1.5. This armor is restricted to vehicle sizes 3 - 6

The Vehicle Weapons List shows the type of payload (ammo) each weapon uses. This table is used to determine cost per payload size and how much cargo space is used. For example; medium machine guns payload is 200, it will cost 100 credits and take up 0.2 m³. Of course I can have a larger payload; this is the minimum requirement for this particular weapon.

Rockets and Missiles are sold in increments of 3, if you require less simply divide the cost and cargo by 3 for single payloads.

AMMO TABLE

Payload	Cost (Cr)	Cargo (m ³)	Notes
Bullets	50	0.1	Per 100
Shells			
» Small	75	0.1	Per 10 shells
» Medium	150	0.2	
» Large	225	0.3	
SEU Drum	5,000	0.2	1,000 SEU
Rocket			
» Small	250	0.3	Per 3
» Medium	500	0.4	rockets
» Large	750	0.5	
Missile			
» Small	400	0.3	Per 3
» Medium	800	0.4	missiles
» Large	1200	0.5	
Napalm Drum	250	0.2	Each drum

* Cargo is ignored if payload outside the vehicle (rockets mounted on a wing for example)

VEHICLE WEAPON LIST

Weapon	Skill	ROF	Payload	Usage	Range	Damage	Cost
Machine Gun			Bullet				
» Small	Projectile	Burst	100	10/burst	70	10d10	2,000
» Medium			200		150	15d10	3,000
» Large			300		200	2d10x10	4,000
Cannon			Shell				
» Small	Projectile	Single	20	1	150	12d10	4,000
» Medium			15		300	2d10x10	6,000
» Large			10		600	4d10x10	10,000
Laser Cannon			SEU Drum				
» Small	Beam	Single	1000	20	200	2d10x10	6,000
» Medium			1000	40	500	4d10x10	9,000
» Large			1000	60	1000	6d10x10	12,000
Autolaser			SEU Drum				
» Small	Beam+20	Burst	1000	20/burst	50	10d10	3,000
Sonic Cannon			SEU Drum				
» Small	Beam	Single	1000	10	20	10d10	1,200
» Medium			1000	20	40	2d10x10	3,000
» Large			1000	30	60	3d10x10	6,000
Rocket Cluster			Rocket				
» Small	Projectile	1 - all	12	1-12	100	15d10	5,000
» Medium			6	1-6	100	3d10x10	7,000
» Large			3	1-3	100	4d10x10	10,000
Missile Cluster			Missile				
» Small	Projectile	1 - all	12	1-12	400	15d10	7,000
» Medium			6	1-6	800	3d10x10	10,000
» Large			3	1-3	1600	4d10x10	15,000
Bomb			Bomb				
» Small	Projectile	1 - all	10	1	n/a	2d10x10	100
» Medium			5	1	n/a	4d10x10	500
Flamethrower			Napalm				
» Small	Projectile	Single	20	1	20	2d10	200
» Medium			10	1	30	4d10	450

* Range listed is point blank, each addition range is -10; for example small sonic cannon point-blank is 20, 21-40 is short, 41-60 is medium and so on.

Machine Gun - This weapon is belt fed and has long barrels with flash suppressors to hide the fired ordinance. They spray bullets in bursts covering an area effectively, single-shot mode not available. Machine guns can quickly shred unprotected vehicles to pieces in seconds.

Cannon - When you want to get someone's attention nothing says it more than a large boom followed by a shell the size of a watermelon. Cannons are a single long barrel and fire single shells at high-speeds; the impact of the shell is impressive. On smaller vehicles cannons tend to "rock" the vehicle backwards when fired.

Laser Cannon - These weapons fire a large destructive single-beam of energy. There is no blast; it simply slices through unprotected areas often searing sensitive systems on its target.

Autolaser - Several barrels comprise an auto laser weapon. They rapidly fire tens of lasers per second hoping to catch their targets in area bursts. Although laser themselves do not make noise the motion of the weapons mechanics does.

Sonic Cannon - While most militaries protect against kinetic and energy weapons some mercenary units

incorporate sonic weapons into their arsenal. This weapon fires a concentrated beam of chaotic sonic turmoil that is clearly recognizable as a ball of shimmering air disturbance as it speeds towards the target. For each range after point-blank subtract 5 dice of damage.

Rocket Cluster - Typically mounted under the wings or on a cluster rack they can fire single or in two or more increments. The pilot lines up the target or aims a swivel and pulls the trigger. The weapon streaks towards the target leaving a trail of smoke behind marking the attackers' location.

Missile Cluster - This is the only weapon that requires a lock to fire. Once locked the projectile is launched and streaks towards the target at very high speeds. An almost guaranteed hit the concussion blast of missiles can rip a civilian aircar in two! (Gunners to-hit roll "locks" the target. On any subsequent turn the weapon can be fired. It streaks towards the target and hits unless a defense such as flares thwart it.)

Bomb - These devices are like very large hand grenades. They are mounted on a wing of a vehicle or inside the vehicles bomb-bay. A simple target system notifies the pilot when to drop the bombs based on the vehicles speed and trajectory.

Flamethrower - This is a larger version of the character sized flamethrower. It spews a flammable gel-like substance setting it on fire as it leaves the barrel. Note that vehicles traveling at high speeds will affect the range and consistency of the gel and may even damage their own vehicle! Once the gel adheres to a surface it will continue to burn for 3 turns causing 1d10 damage each turn.

VEHICLE DAMAGE TABLE

Roll* Effect

3-10	Roll normal weapon damage and apply the result to the vehicles structural points (SP).
11	Vehicle continues to accelerate uncontrollably during this and subsequent turns. Each turn pilot may make a RS check to get the vehicle's acceleration back under control. Effect only lasts until brought back under control.
12	Vehicle loses ability to accelerate. Sudden lurch requires pilot to make a RS check. Failure results in a roll on the Loss of Control table.
13	Steering jammed straight.
14	Steering jammed hard left or right, if objects are in the way roll on the Loss of Control table.
15	One of the vehicles axles, manifolds, or fans has been damaged; the vehicle limps along or staggers. Maximum speed is 10% top speed. Impact forces a RS check or roll on the Loss of Control table.
16	Vehicle drive-train, primary linkage, or some other central component is structurally damaged and vehicle comes to a complete stop until repaired. Top speed 0kph. Pilot must make RS check to avoid a roll on the Loss of Control table.
17	A wedged chunk of body structure jams into the steering causing straight movement only. Can be freed by a successful RS check but this is a risky maneuver. If the roll fails, the character must roll on the Loss of Control table.
18	Vehicle braking system hit, vehicle will not stop.
19	Vehicle's engine has been damaged in a way that prevents it from starting. It will continue to operate until it is turned off, then won't re-start.
20	Computer hit; loose navigation and targeting controls. Weapons must be fired manually.
21	Turret mount hit and locked in fixed position.
22	Mount hit; random weapon destroyed.
23	One of the vehicle doors is ripped off exposing the inside. If a passenger is close to the door, he may now be targeted directly by other vehicles!
24	Emitter control system hit; loose all screens. Field repair possible at -10 if vehicle is swaying.
25	Computer hit; -20% for functions involving computer system. Field repair possible at -10 if vehicle is swaying.
26	A randomly-selected passenger is jostled and may take no action this turn. Each subsequent turn, he must make a RS check to resume his ability to act normally.
27	Vehicle braking system takes damage. Any turn where the pilot tries to decelerate, the vehicle misbehaves and the pilot must make a RS check. Failure results in a roll on the Loss of Control table.
28	External lighting system fails. This includes high-intensity LED beams and IR systems or whatever type of external lighting exists. If driving at night this obviously reduces the pilots' ability to see.
29	Power plant is reduced to sludge. RS check required failure results in a roll on the Loss of Control table. Power plant must be replaced, it is too damaged to recharge even if such a service is available.
30	Vehicle ceiling is reduced by one category (sub-orbital to high, for instance). If the vehicle isn't an aircraft, assume the underbody bottoms-out and forces a RS check, failure results in a roll on the Loss of Control table.
31	The front or rear window is cracked. The limited visibility causes a -10 to RS checks. The next hit in this area will shatter the glass causing 1d10 damage to all occupants.
32	A randomly-selected passenger must make an RS check or be thrown from vehicle.
33	The vehicles canopy is ripped from the struts. All crew are now able to be targeted directly! Anyone pursuing might have to make a RS check to avoid a roll on the Loss of Control table.
34+	Vehicle engine is reduced to slag. Needs completely overhauled/replaced. Pilot must make a RS check, failure results in a roll on the Loss of Control table.

* Roll = 2d10 + Number of d10 damage dice

Target Modifiers: +2 for Size 1 vehicles, -2 for Size 4, 5 and 6 vehicles

VEHICLE LOSS OF CONTROL TABLE

d10 Result

1	Vehicle slides to the left (or right), RS check +10% to maintain the slide and correct the vehicle. Failed check and the vehicle spins 1d10 times before coming to a halt. If the vehicle is airborne the vehicle loses 1d10 x100 meters of altitude instead of coming to a halt. If the vehicle crashes make a RS check +10% to avoid the crash and land.
2	The vehicle starts to roll whether it is a ground, hover or air vehicle. Roll 1d10, even the vehicle rights itself, odd the vehicle is upside down; a successful RS check will right the vehicle automatically. This is a problem for ground and fixed hover vehicles, unless the vehicle is righted, it cannot move.
3	Vehicle catches on fire and will continue to burn until put out. After 1d10 turns, the fire will reach the passenger compartment and crew will have to bail or burn.
4	Vehicle flips over and over out of control. As the vehicle flips side panels are ripped off from smacking the ground or by a gust of air. If the vehicle is airborne it is forced to land. Either case the vehicle may catch on fire.
5	Vehicle flips on its roof and skids 5m for every 10kph before coming to a stop. Roll damage. If the vehicle is airborne it is forced to land. Make a RS check, if successful reduce the damage to 1/2
6	Vehicle's steering mechanism malfunctions. Each turn roll 1d10; 1-4: vehicle turns sharply left, 5-8: vehicle turns sharply right, 9-0: vehicle spins out of control. Passengers not in a seat belt are thrown from the vehicle. Make a RS check, failure results in the vehicle rolling 1d10 times until it stops. If aerial vehicle, make a RS check to right-up the vehicle, for each failure loose 1d10x200 meters of altitude.
7	The vehicle starts slipping to the left/right. Make a RS check to maintain control. Failure and the vehicle spins 1d10 times and stops (aerial vehicles must land).
8	Vehicle catches air gust from under the chassis and starts to revolve. Failure and the vehicle crashes into an object causing 10d10 damage to vehicle and 2d10 damage to each passenger.
9	Wheel, fan, jet, wing comes loose causing the vehicle to whirl uncontrollably. Make an RS check to safely stop the vehicle (or land). Roll damage. If damage was already rolled each passenger takes 4d10 damage instead.
0	Vehicle jaunts and lurches violently and threatens to break apart and does. Vehicle breaks up in 1d10 pieces. Passenger can make a RS check half damage and they are thrown from the vehicle.

* If the vehicle is not moving then ignore this table and roll normal weapon damage.

FROM FREIGHTERS TO FLYING BOATS

By Matthew M. Seabaugh

(Re-Mastered by Larry Moore)

Traveling the high seas in the STAR FRONTIERS® game

In the STAR FRONTIERS® Alpha Dawn game rules, land travel is covered extensively. Air travel is also given its fair share of coverage in both the Alpha Dawn and Zebulon's Guide to Frontier Space rules. But when you reach the beach, you're stranded. Hovercraft can travel over calm water for a good distance but after that, what's left?

This article fills the gap by describing several types of surface vessels, a few underwater craft, and some amphibious aircraft. The vessels detailed herein are essentially generic creations; referees may create variations on these for their own campaign worlds. Sea movement and combat are also covered.

SEA-VESSEL MOVEMENT

In general, surface-vessel movement is similar to land-vehicle movement, while submarine movement is much like aerial movement. The rules for acceleration, deceleration, maximum speed, backing up, and turn speed are the same as in the Alpha Dawn expanded rules, page 30. See Table 1 for surface-vessel data.

Special maneuvers: Unusual actions may be performed as follows.

1. All ships can perform bumps and slips (as per the Alpha Dawn expanded rules, pages 30-31), as well as short corners (see the following text).
2. Only ships of hull size C or smaller can perform skid turns as well as the other maneuvers. However, yachts must attain a speed of at least 90 meters/turn to accomplish a skid turn.
3. Other special maneuvers, such as stunts, are up to the referee's discretion to use and define.

Short corners: Any ship may attempt a short corner, but this is especially dangerous on the open sea. If the character performing the short corner doesn't make his Reaction Speed check (Alpha Dawn expanded rules, page 31), there is a 15% chance the ship will capsize. If the ship doesn't capsize, roll 1d100 and add the ships current speed in meters/turn, then apply the total to Table 2.

Collisions: If a vessel strikes an object above the waterline, treat the collision as per the Alpha Dawn expanded rules, page 31. However, if the object is struck below the waterline, there is a 1% chance per meter/turn of the vessels speed that the vessel will

take on water. Unless repaired by technicians with a total of four levels of Technician skill, the ship sinks. A ski cycle sinks in five minutes, a motorboat or minisub in 10 minutes, a yacht in 15 minutes, and transport ships and subs in 20 minutes. When submerged, submarines may make up to six 45° turns in one minute (one such movement per game turn). These turns may be made in succession or at different times during the minute. If a sub is at a dead stop, it may turn to face any direction before moving. A sub may also increase or decrease its depth by 30 meters/minute to a maximum depth of 600 meters.

SEA-VESSEL COMBAT

The rest of this article is written in terms of the Alpha Dawn expanded rules. Conversion to the Zebulon's Guide system should be fairly simple and is left to the Referee.

SURFACE COMBAT

A ship is divided into two parts for the purposes of this article: the hull and the superstructure. The hull is the part of the ship below the water line; the superstructure is the part above the water line. If a ship's hull is hit, the damage will affect the speed of the ship or cause the ship to sink. If the ship's superstructure is hit, the direction, speed, or communications will be affected: fires may break out, and the ship might capsize.

There are three types of combat between ships: contact combat, which includes ramming, bumping, and boarding; ranged combat, which involves both personal and mounted weapons; and explosives.

The same three types of combat also apply to submerged combat, with some modifiers.

Contact combat

- Bumping between two ships is similar to bumping between two land vehicles, but the sizes of the vessels involved are much more influential in sea combat than in land combat.

To apply this factor, a system is used similar to the bump number system from Matt Brady's article, "Here Comes the Cavalry!" in DRAGON® issue #120. When a bumping situation occurs, the referee finds the difference between the two vessels bump numbers and multiplies it by five. This number is added to the Reaction Speed of the pilot of the ship with the higher bump number and subtracted from the Reaction Speed of the pilot of the other vessel.

The referee now rolls a 1d100 check for each pilot's revised Reaction Speed score. A successful roll indicates the pilot has maintained control of his ship, while a failed roll indicates the pilot of the ship has lost control of his vessel. When a pilot loses control, roll 1d100 and add his vessels current speed in meters/turn, then apply this result to Table 2.

- Ramming is a bit different. Both ships are damaged in a successful ramming attempt, not just the defender. When a ramming attempt is made, each pilot must roll 1d100, add his Reaction Speed, add his ships bump number multiplied by three, and then subtract his opponents speed in meters/turn. If the attackers total is higher than the defenders, the ramming attempt is successful.

If the ramming attempt succeeds, both ships are damaged. Damage is calculated by taking the attackers speed in meters/turn, dividing that figure by 10, then adding the result to the attackers bump number multiplied by three. The total is applied to Table 3 for the results. Damage to the attacker is figured in the same way, substituting only the defenders bump number for the attackers bump number.

- Boarding is the movement of the crew of one ship to another ship for hand-to-hand and ranged-weapon combat. This usually causes little or no damage to either the attackers or the defenders ship. Even so, boarding can be the trickiest of any of the contact combat maneuvers.

Two requirements must be met for boarding to take place. First, the ships must have the same speed and heading for three turns prior to boarding, and must be at most 10 meters apart. Second, at least three grappling hooks must connect the two ships. Grappling hooks are treated as thrown weapons for purposes of determining the success or failure of the grappling attempt.

After all these criteria are met, characters may climb across the ropes to the opponent's ship. The climb takes three turns at most. A climber hit by weapons fire must make a dexterity check or else fall into the sea. After a character boards his opponents' ship, combat proceeds as usual.

For obvious reasons, boarding between high-powered ships is rarely used except against stationary ships or under extreme circumstances.

Weapons combat

There are two sorts of weapons used between seafaring vessels: personal weapons and mounted weapons.

Usual ranged-weapons procedures are used for personal weapons, with these additional modifiers to hit.

Circumstance	Modifier
Attacker on hull size A or B ship	-10
Target ship is hull size C	+5
Target ship hull size D	+10
Aiming below the water line	-20

Shots fired by personal weapons hit the superstructure of the target ship only, unless intentionally aimed below the waterline. Then the attacker suffers the aforementioned penalty.

When a hit is scored, the attacker rolls 2d10 and adds the number of dice of damage inflicted. This number is applied to Table 4 unless the hit was intentionally aimed at the hull, in which case the number is applied to Table 3. Note that these effects only apply to relatively small ships with little or no armor, as would be found on most colony worlds. Shooting at a really large ship, like an aircraft carrier, is an exercise in futility (and probably in suicide as well).

The number and type of mounted weapons a ship may have depends on the ship's size and ship type. Ski cycles may only have forward-firing laser pistols. Motorboats may have any type of rifle mounted on a swivel mount. Transports may have up to four heavy weapons mounted on swivel mounts.

Mounted weapons are subject to the same modifiers as personal weapons, including the previously given modifiers for target hull size and aiming below the waterline.

Explosives

These come in three different types: thrown explosives, placed explosives, and mines.

Thrown explosives, as well as grenades, are treated as ranged weapons and use the same modifiers.

Placed explosives, used often in espionage or ambushes, can be put inside or outside the ship. Determine whether or not the blast will count as either superstructure damage or hull damage, given its location. Getting the explosives to the ship without detection is the tricky part. Mines are often used to guard harbors and military installations. Mines are often stationary, although some may break loose, floating freely. If a ship strikes a mine, treat it as 10 dice of damage applied to Table 3.

UNDERSEA COMBAT

A submarine is a versatile vessel able to fight either on the surface or underwater. When a submarine is surfaced, it follows the same surface rules as other ships. When submerged, the submarine follows a new set of guidelines.

There are three different types of underwater vessel combat: contact combat, torpedo combat, and explosives combat. Contact combat underwater is similar to surface contact combat. The same three basic maneuvers are used: bumping, ramming, and boarding. A bump maneuver exerted underwater uses

the following modifications: The submarine maneuvers in a three-dimensional environment, meaning bumps can be inflicted from the top or bottom. A bump from above grants a +5 to rolls on Table 6 made to see if the bumped vessel keeps control. In addition, maneuvering undersea is no mean feat.

Most of the maneuvering of the sub is done by relying upon the onboard computers; you cannot maneuver a sub underwater by sight.

Ramming underwater uses the same mechanics as surface ramming, with the following modifiers: First, speed is divided by five rather than ten. Second, if a ship is descending in depth as it is ramming, five additional points of damage are done to the defender, and five fewer points of damage are done to the attacker. All such damage is applied to Table 7.

Underwater boarding is usually done on rescue missions rather than in combat, as it is tricky. Any men attempting to board during combat must come through the air locks, so they are easy targets for the men inside. Hence, most boarding actions against submarines take place on the surface against engine-damaged subs; holes must be cut in the enemy's hull to enter at different places. Many ships simply sink obstinate submarines rather than board them.

Underwater weapons combat uses torpedoes: self-propelled undersea missiles approximately four meters long. Most torpedoes carry 150 grams (15d10 points of damage) of TD-19 that explode on impact. There are three different types of guidance systems on torpedoes. Straight running torpedoes are the simplest, and are aimed and follow their courses for 2 km, when their fuel runs out. Acoustic torpedoes guide themselves after being fired from the sub, homing in on engine sounds from the target until they hit or run out of fuel after 2 km. The most deadly type is the wire-guided torpedo, which can be guided from the launching sub using a computer with a radio antenna. Its range is also 2 km.

Combat involving torpedoes is intense and deadly. One lucky shot may disable a ship. Deception and speed are invaluable. A minisub can carry up to four torpedoes, while a transport sub can carry up to eight. These tubes are usually divided, facing fore and aft. Straight-running torpedoes use the guidelines for mounted weapons. There is no to-hit modifier for careful aim or for the water being soft cover. Acoustic torpedoes follow the same guidelines with a +10 modifier to hit if the opponent is moving or if his engines are running. Wire-guided torpedoes are not subject to any modifiers. The only way to escape these terrors is to outrun them; they travel at 125 meters/turn for 16 turns, then detonate if they haven't hit their intended targets. Damage from a wire-guided torpedo is 2d10 + 15 points, applied to Table 7.

Explosives in submarine warfare are occasionally encountered. Some harbors contain mines at the depth that a sub would have to travel to enter the harbor undetected. At other times, spies may board

ships and sabotage them. Underwater mines each carry 100-200 grams (doing 10-20 dice of damage) of TD-19.

ADDITIONAL NOTES

Ship-vs-submarine combat: Submarines almost always have the advantage of surprise against surface ships. However, they have fairly low firepower when compared to other ships of the same size. Also, surface ships are faster than subs, so escape may be difficult for a detected submarine. A submarine must be fairly close to the surface to fire the torpedoes it carries. This means that if a sub is sighted before it fires; it can be fired upon with deck guns from the surface ships. When a torpedo strikes a surface ship, the damage is considered hull damage, and the attack gains an additional 2d10 points of damage on Table 3 to represent the surprise factor. In addition to torpedoes, some subs have a recoilless rifle or heavy laser mounted on deck. This mount takes three turns to arm and may then be used as the surface combat rules dictate.

Often, the only weapons the surface ships have available to fight submarines are depth charges. These are special charges of TD-19 set to go off at a certain depth or on contact. The base chance to hit a sub with a depth charge is 20%. If the surface ship is using sonar (1,000 Cr/ km range), the chance improves to 45% as long as the sub has its engines on; if the sub shuts off its engines, the chance decreases to 35%. A sub hit by a depth charge takes 2d10 + 20 points of damage, applied to Table 7.

Another mode of attack available to submarines is to ram ships from underneath. This is especially damaging, and the defender takes one and one half times normal damage while the sub takes normal damage. In this case, the sub rams under surface-combat rules. The damage to the surface ship is applied to Table 3, while the damage to the sub is applied to Table 7.

Escape from sinking ships: The methods of escape from vessels vary. Every seafaring vessel under UPF jurisdiction must carry a safe means of escape. Size A ships generally carry life jackets, and size B ships carry either life jackets or life bubbles. Life bubbles are zip-open plastic spheres that can encase one passenger each, having enough air for two hours and a small snorkel for additional air if needed. They will take 5 points of damage before collapsing. Life bubbles cost 50 Cr. Size C and D ships generally carry a life jacket for every passenger in addition to a number of lifeboats. Lifeboats are small boats that carry six people. These boats always have oars and a collapsible sail. More expensive versions may be motorized. Submarines carry an equivalent of a lifeboat, called an escape capsule, which is essentially a lifeboat that is pressurized for the depth. The capsule rises to the surface where its canopy opens and is treated thereafter as a lifeboat. Capsules may also be motorized. Capsules cost 100 Cr more than comparable lifeboats.

Lifeboat

Cost: 1,500 Cr (700 Cr w/sail)
 Top/cruise speed: 100/50 KPH (15/10 KPH w/sail)
 Passengers: 6
 Cargo: None
 Parabattery: 2
 Hull size: A
 Bump number: 2
 Accel/Decel: 50/40 (varies w/sail)

Notes: In addition to a means of escape, all ships must have one standard sea survival pack per passenger. The contents of such a pack are: one all-weather blanket, one first-aid pack, four survival rations (eight days of food), one compass, 10 salt pills, 10 liters of water, one flashlight, one pair of sea goggles, and an emergency beeper that emits a signal for 20 km for 48 hours. Some packs may include a small firearm.

Hull Vessel	Size	Accel	Decel	Turn	Speed
Skicycle	A	100	40	250/100	
Motorboat	B	70	40	200/80	
Yacht	C	60	40	170/60	
Transport ship	D	40	30	160/40	
Minisub	C	70	40	170/60	
Transport sub	D	40	30	160/40	

* Only surface movement shown.
 ** Stats in meters/turn

Speed (m/turn)	Result
2-79	Speed reduced by 20 meters/turn
80-139	Speed reduced by 50 meters/turn
140-199	Decks awash
200-259	Engine flooded
260+	Capsized

Damage	2-15
2-15	No effect
16	Current speed reduced by 20 KPH
17	Current speed reduced by 30 KPH
18	Acceleration reduced by 20 meters/turn
19	Deceleration reduced by 20 meters/turn
20	Top speed reduced by 20 KPH
21-25	5% chance of sinking
26-30	10% chance of sinking; add 3 to next damage roll on this table
31-33	30% chance of sinking; add 6 to next damage roll on this table
34-36	50% chance of sinking; add 9 to next damage roll on this table
37+	70% chance of sinking; add 12 to next damage roll on this table

* All sinking results are cumulative per turn.

Modified die roll	Result
2-15	No effect
16	Radio knocked out
17	Steering jammed right
18	Steering jammed left
19	Steering jammed straight
20-24	Decks awash
25-29	Engine flooded
30-33	Fire
34+	Capsized

Speed (meters/turn)	Result
0-79	Speed reduced by 20 meters/turn
80-139	Speed reduced by 50 meters/turn
140-199	Decks awash
200-259	Hold flooded
260 +	Capsized

Speed (meters/turn)	Result
0-50	Speed reduced by 20 meters/turn
51-100	Depth reduced by 30 meters
101-150	Forced surfacing
151+	Ballast tanks Crushed

Modified die roll	Result
2-15	No effect
16-20	Loss of control
21-25	Acceleration reduced by 30 m/turn
26-30	Turns -2
31-35	Forced surfacing
36+	40% chance of sinking (cumulative per turn)

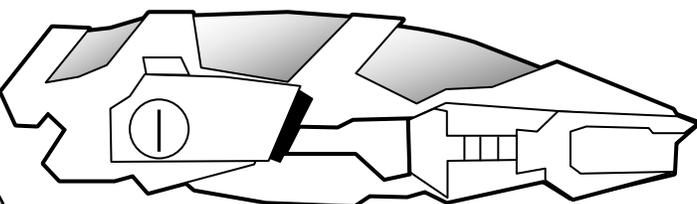
RESULTS OF TABLES 2-7

Ballast tanks crushed: The submarine sinks toward the ocean bottom.

Capsized: The boat rolls over and all aboard take 2d10 points of damage if outside the ship, or 3d10 points if inside (C and D hull sizes only). In addition, anyone inside a C- or D- size ship when it capsizes has a 25% chance of being trapped in an air pocket with 1d10 x 10 minutes worth of air. This amount is divided equally among characters if more than one person is trapped.

Decks awash: The bow of the ship suddenly dives into the waves, and its decks are flooded. There is a 50% chance that any character exposed outside will be washed overboard.

Engine flooded: The engine immediately ceases to function, and the vessel slows to a stop. It takes 1d10 turns for the ship to completely stop, after which the engine will not start for 3d10 minutes.



Fire: Flames burst from a referee determined part of the ship. Those within 10 of the blaze take one point of damage per minute. If less than 75% of the crew helps, the fire burns an additional 1d10 minutes. For every minute the fire burns, there is a 1% cumulative chance of an explosion. If the ship explodes, the blast radii per hull size are as follows: A 50 meters; B 100 meters; C 150 meters; D 250 meters. All people within the blast radius take 7d10 points of damage; no type of screen or suit affects this damage.

Forced surfacing: The sub must immediately surface. All aboard take 5d10 points of damage, and the sub cannot submerge again until repaired, or else it sinks.

Hold flooded: Water pours into the submarine through the hatches. Speed is reduced by 20 KPH for 3-30 minutes, until the pumps can empty the ship again.

Loss of control: The submarines speed is checked on Table 6 for the effects.

Radio knocked out: The antenna for radio communication has been downed. The antenna takes 1d10 hours to repair.

Depth reduced by 30 meters: The subs depth is decreased by 30 meters (i.e., the sub rises, possibly reaching the surface). All aboard take 3d10 points of damage.

Sinking: If a ship has a chance of sinking, the ship has taken water into its hold. The referee rolls 1d100, and if the roll is less than or equal to the designated percentage, the ship begins to sink. A ski cycle sinks in 5 minutes; a motorboat in 10; a yacht in 15; a transport in 20. During this time, deck guns can continue to fire until one minute before sinking.

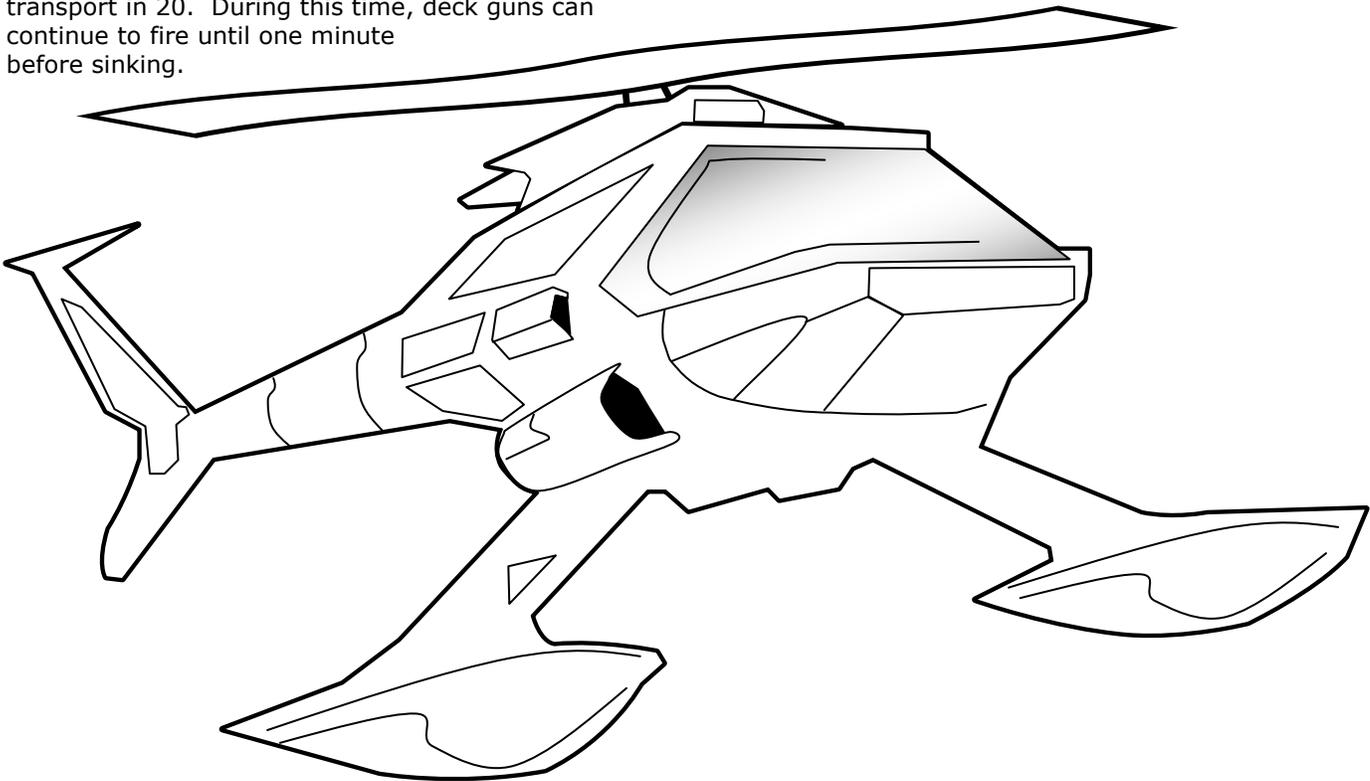
If the ship doesn't sink, the appropriate modifier is applied to the next damage roll.

Speed reduced: The vessel immediately loses the indicated amount of speed unless it is over one-half of the vessels current speed. In the latter case, the ship loses half speed at most. Any result below zero meters/turn is a full stop.

Steering jammed: If jammed straight, the vessel cannot turn. If jammed right or left, the vessel must turn 45° in the indicated direction after each 20 meters of travel. The ship can accelerate or decelerate, but it cannot change direction.

Turns - 2: The maximum number of 45° turns the submarine can make in one minute is reduced by two.

Author's Note: The sea is a huge and dangerous place, full of adventure and danger. I hope this article has opened this frontier to you. Good luck and good sailing!



VEHICLE LIST

Vehicle	Top Speed	Cruise Speed	Pass	Cargo	m3	Power	Hull Size	Bump Number	Cost(Cr)
Ski cycle	150	90	2		0.5	Type 1	A	1	2,000 25 +25/day
Motorboat	120	80	6	200	1	Type 2	B	3	6,000 50 +25/day
Sailboat	15	10	6	200	1	Type 2	B	3	6,000 50 +25/day
Yacht	100	60	10	10,000	35	Two Type 4	C	5	75,000
Transport ship	95	55	10	72,500	24	Four Type 4	D	7	200,000
Passenger ship	95	55	30	7,500	8	Four Type 4	D	7	200,000
Minisub*	100/85	60/45	4	300	3	Two Type 2	C	5	50,000
Transport submarine*	90/70	50/40	6	50,000	18	Four Type 4	D	7	20,000
Passenger submarine *	90/70	50/40	20	5,000	5	Four Type 4	D	7	20,000
Amphibious aircar	875	400	4	750	2	Type 4	--	--	55,00 100 +100/day
Amphibian air transport	700	250	3-12	9,500	40	Two Type 4	--	--	125,000
Amphibian jet copter	325	50	4	350	5	Type 4	--	--	45,000

* Submarine Top and Cruise stats listed as surface/submerged

** Top and Cruise speeds are in KPH

SURFACE VESSELS

Ski cycle: Similar in size to a land cycle, a ski cycle has an engine resembling a jet engine that uses water as the propellant. This vessel is very maneuverable and can travel in extremely shallow water.

Motorboat: This is an outboard-motor craft capable of high speeds and quick maneuvering. The price includes a collapsible sail. Motorboats can maneuver in waters one meter or more in depth. A special enclosed-canopy version may be purchased, or the canopy can be added later; the canopy makes a motorboat more streamlined and, hence, faster. Any motorboat with an enclosed canopy has a top speed of 140 KPH. As the canopy is made of canvas like material, it does not serve as armor.

Yacht: This large ship has enclosed cabins with bunks, cooking facilities, and bathrooms. Many yachts have extravagant cabins for the owner or captain. These ships are favorites among the rich and powerful for their plushness and speed. Yachts are used in deep water, using small rowboats for boarding and disembarking. Yachts and larger ships may be modified to use tow lines. Any vessel of hull size C or D may have a towline on board that can be used to pull disabled ships. A ship may pull any ship the same size or smaller than itself at one-half cruise speed.

Transport ship: There are two types of this vessel, the workhorse of surface fleets. The first type is the cargo transport, detailed by the first set of figures; the second is the passenger transport, detailed by the second set of figures. Transports are deep-water craft and use rowboats to shuttle crewmen to and from shore in the absence of a dock. Transports may have towlines.

SUBMERSIBLE VESSELS

Minisub: This is a personal vessel, used often in underwater communities as a car would be used on land. Some are fitted with harvesting equipment for use on kelp farms. Others are used as exploration vessels. Most underwater communities have several of these vessels for the maintenance of habitat walls, as well as for rescue or police vessels. Minisubs carry enough life support for 72 hours before they need to resurface. Additional units of life support may be purchased to increase this time to 120 hours.

Transport submarine: Like the transport ship, there are two versions of this vessel: the cargo transport (first set of statistics) and the passenger transport (second set of statistics). Transport subs carry enough life support for 96 hours. Additional units of life support can be purchased to increase the time to 144 hours.

Amphibious aircraft: This is an adapted version of a typical aircar. Its underside and wings have pontoons to keep the craft afloat. These craft are often used in swamps and near underdeveloped islands.

Amphibian air transport: This is an adapted version of an aircraft, the air transport. It can be used either as a passenger transport or a freight transport.

Amphibian jet copter: This, too, is an adapted aircraft. It rests on two pontoons where skids are usually positioned. It is often used in sea rescues and for tracking criminals in.



YAZIRIAN LITERATURE OR THE ART OF WRITING FLUFF

By Thomas Verreault/jedion357

The purpose of this article is to demonstrate how to detail some background fluff for the Frontier setting and suggest ways to use it in your games. Creating bits and pieces of background fluff can be fun and it helps set the flavor of the game setting.

Background fluff is basically anything that you create that is not absolutely necessary for a campaign or adventure but supports the atmosphere or theme of your campaign or adventure. It can include significant game information. Anything can be fluff; a computer file, a prophetic inscription, torn pages from an atlas, or a song lyric. Though I wouldn't consider half the background material I create to be absolutely necessary, I find that all too often it inspires me with ideas for adventure, particularly when I start asking myself questions about it.

In the Voltornus campaign the writers created song lyrics that were sung by the mad pirate in the caverns. It was patterned after historic sea shanties probably because it was intended to support the theme of piracy. In the "Dramune Run" module the writers created computer print outs of information available for the PCs from the ship's computer. In the first Robocop movie there were all these fake futuristic commercials that served the purpose of establishing the futuristic setting.

As a player in a play by post game I needed a bit of poetry for my character to recite during combat (kind of like the sniper in "Saving Private Ryan" who was always quoting "The Book of Psalms"). In particular it had to be yazirian poetry. Now I have written poetry before but didn't really have a solid idea of what to write that wouldn't sound really lame so I combed some poetry books. After spending hours looking at poetry to "yazirian-ize" I got bored and looked up a personal favorite from high school, "Charge of the Light Brigade." Twenty minutes later I had "Charge of Clan Renegade" and it became a center piece of an incredibly fun post. So what, that I ripped off Alfred Lord Tennyson, I didn't feel up to writing the poem myself and the modified poem reads like something written by a yazirian.

Being the fruit of a favorite game post and a modified version of a favorite poem, "Charge of Clan Renegade" was just too good to leave alone. I kept coming back to it and asking myself questions about it which led to new material. Eventually it all came full circle when I used it in a post for a game I referee. Below is an excerpt from my game where I used a few lines from the poem to introduce a bit of plot twist. Note, that in just writing that post I created the idea that there are rich posers in the Frontier that get electronic copies of

books printed to fill a library for show, which is in itself, another bit of fluff.

Tanar followed the house keeper into the library with its impressive collection of hard copy volumes. He knew that the owner of this particular library was no poser who had electronic copies printed to fill shelves and put on airs of looking rich and intelligent. Dr. Albrecht Zinasta's collection was authentic, old, and the fruit of many years of collecting. Even more importantly he had read every book and probably could recall them all. It was also the reason for the gift under his arm, a pre-Yazerian Star Exodus edition of the epic yazirian poem, "Charge of Clan Renegade." He didn't know how the ifshnit trader had come by it but he couldn't resist purchasing it knowing that his mentor would cherish it, relishing the exercise in puzzling out the archaic tongue it was written in.

"Sir Tanar Daagron!" Tanar winced at the new title and Dr. Zinasta smiled and winked, still obviously proud of his young protégé. They chatted and Dr. Zinasta robustly quoted a line from the poem pronouncing it far better than Tanar could have then translated the ancient Yazirian dialect it into Pan-Gal on the fly.

"Boldly they flew and well
Into the Jaws of Death
Into the Mouth of Hell"

"Pardon my use of the human term, "hell" as it is a close fit to the yazirian word and it rhymes better."

Tanar smile, "No I think the human term carries the sentiment as well as, if not better, than the original." To himself he said, 'Yeah this was a good gift.'

"Well, well, I too have a gift for you."
With a wink and a smile he waved him over to his desk and activated the computer terminal. With a touch, the holo display activated and Tanar recognized scans of the sathar destroyer that had curiously buzzed through the system at sub void speeds during the recent GOC operations. It was a standard energy sensor scan and at a glance it looked to be from the stealth platforms in the outer system.

"Do you see anything unusual?"
Tanar leaned into the display and played with refining the data. After a few minutes he leaned back and said, "This. This reading isn't right or rather it's unexpected but I'm not sure what it means...unless...unless....oh Hell!"

Dr Zinasta frowned, "Hell in deed." After a pregnant pause he continued, "...behold a pale horse and the name of him that sat on it was Death and Hell followed with him..."

A good way to create fluff is to start asking yourself the typical reporter questions of Who, What, When, Where and Why. For example in working on a new bit of sonic technology, I ask myself, "Who invented this?" In short order I had a page of material discussing the NPC inventor of a number of sonic tech discoveries. This bit of fluff in turn suggested adventure ideas and possibilities.

Fluff can branch out and take on a life of its own. After creating a historic 'Clan Renegade,' I began asking myself, "Why would a poem be written about a renegade clan? Who was Clan Renegade? What did they do to become immortalized?" As I answered these questions more material was created.

Not all of the fluff you create has to be paraded in front of the players. In the example above I only quoted a few lines from the poem and there is opportunity to quote a few more at another time or even build to a plot twist where the content of that poem is crucial to the adventure. By leaving some material to be just for the referee's benefit it gives you a fall back place when the players go off script or push for more details. If you've given them the whole poem and then they dig for more, you either have to make up something on the spot (which can be difficult) or admit you that you are unprepared (embarrassing). Holding material in reserve gives you a back up position and should the players decide that the content of the poem or fluff is crucial to the ongoing adventure then you still have time to figure out how to work it in.

For me, one of my struggles with the Star Frontier's setting is the lack of depth of detail. Sure the writers of the game painted with broad brush strokes with the intent that every referee would color in the details he or she needed but sometimes the lack of detail feels overwhelming, leaving you with a steep hill to climb sometimes just to get a adventure off the ground. It should not be that hard.

Take a little time and one important detail in your campaign and ask yourself a series of questions. Who? What? When? Where? Why? and How? Write your answers down and you'll be surprised how much background you just created. When players inquire for details these very details can be what they discover. Before long you'll have background material that is a personal favorite that you keep coming back to and expanding.

With the new material, I created on the yazirians, some interesting adventure ideas suddenly presented:

1. A yazirian priest who is a dissenting voice opposing the top down control of the Family of One is seeking to get out of yazirian space for his own personal safety. He tries to hire the player characters to transport him. The problem is that the Family of One's version of the Inquisition does not want him to get out into the Frontier at large. They exert powerful influence in yazirian worlds and systems in such a way that local authorities will usually buckle to their pressure rather than create a political incident. There is also a need to

run down travel documents and forged identity papers for him as well as smuggle him to the Prenglar system. It turns out he's even more important being the heir of a Clan Renegade leader which makes the opposition even more desperate to stop him.

2. An exploration ship discovers a drifting hulk of yazirian manufacture. It's the cryo-ship of the colonial governor and his Clan Renegade body guard that was sabotaged by the original clan chiefs of the Family of One in their "bloodless" coup that saw them rise to power. The player characters can be the survey crew that finds the ship and they must unravel its mysteries or they can be hired covertly by the Family of One to steal the artifacts brought back to the Frontier by the survey crew. A plot twist is that Clan Renegade still exists as a secret cadre similar to popular belief about the Knights Templar being still around today in the guise of the Masons.

3. Seeds of Civil War! As the truths about the Family of One and the fate of Clan Renegade leak out civil war in yazirian society begins to simmer. The entire Frontier will be affected and what role will the player characters play in this? Gun runners to rebellious yazirian cadres. Rescuers of kidnapped yazirian resistance leaders? Or guns for hire for the Family of One doing "black" missions?

Below are samples of fluff I created along these lines. Enjoy and write some yourself.

CHARGE OF CLAN RENEGADE

by Clan Lord Tennishron

Historical note: The epic poem, "Charge of Clan Renegade," describes historic events occurring during **The Great Clan War** of the yazirian home world's Gunpowder Age. Clan Renegade was not originally a clan but a collection of small disaffected, outcast, or unrecognized clans. During the clan wars military units were all organized on the clan level but the outcast and unrecognized clans tended to be insufficient to organize proper clan units so they were lumped together under the designation Clan Renegade.

The Clan Renegade military units, when they were used at all, usually had the poorest morale and elan. The label of renegade became synonymous with deserters and criminals and few generals gladly added them to their order of battle. That changed with the charge described in this poem. It was a very typical Renegade unit led by a defrocked priest turned Clan Lord that saved an armies flank with a wild suicide charge. In the aftermath of the battle the decimated survivors of this unit swore blood oaths to each other and forged a new clan that would forever welcome outcast to its ranks. The victorious Warhon recognized the new clan and made them his personal body guards. Clan Renegade became an elite and highly decorated fighting unit with a storied history surviving up to the Great Exodus to the Stars.

Translator's note: As much as possible I've used archaic terms from human history for words that don't translate easily like league and saber as well as a few common words from PanGal to approximate the rhythm and rhyme of the original.

Half a league, half a league,
Half a league onward,
All in the Valley of Death
Flew the six hundred.

'Forward, the Clan Renegade!
Charge for the guns!' he said.
Into the Valley of Death
Flew the six hundred.

Forward the Clan Renegade!
Was there a clansman dismay'd?
Not tho' soldier knew
Someone had blunder'd

Theirs not to make reply
Theirs not to reason why
Theirs but to rage and die!
All in the Valley of Death
Flew the six hundred.

Cannon to the right of them
Cannon to the left of them
Cannon to the front of them
Volley'd and thunder'd
Raged at with shot and shell
Boldly they flew and well
Into the Jaws of Death
Into the Mouth of Hell
Flew the six hundred

Flash'd all their blades bare
Flash'd as they turned in air
Saber the gunners there
Charging an army
While all the world wonder'd:
Plunged in the battery smoke
Right thro' the line they broke;
Clan and Yazirian
Reel'd from the saber-stroke
Shatter'd and sunder'd
Then they flew back, but not
The six hundred.

Cannon to the right of them
Cannon to the left of them
Cannon behind them
Were silenced of thunder.
Storm'd at with shot and shell
While winged hero fell,
They that had fought so well
Came thro' the Jaws of Death
Back from the Mouth of Hell
All that was left of them
Left of six hundred.

When can their glory fade?
Oh the wild flight they made!
All the clans wonder'd
Honor the charge they made!
Honor Clan Renegade!
Noble six hundred!

ROMANCE OF THE RENEGADE

Killick Toofrick's, *Romance of the Renegade*, is a popular history of the storied fighting unit and clan. The work is well researched and documented. Though it lacks in critical analysis of some of the more controversial events covered it still represents a sound history with broad appeal to the general public if not to historians. Of particular value is Toofrick's documentation of the suppression of the clan by the Family of One and of the recent resurgence of interest in Clan Renegade and the explosion of claims of descent from members of the original clan.

THE GARDEN OF HENTZ & THE YAZIRIAN STAR EXODUS

Despite the title, this book only focuses on the rise to power by the Family of One during the Star Exodus. It gives cursory coverage to the yaz-i-forming of Hentz and the mass exodus from the yazirian home world. It represents the comprehensive history of the rise to power by the Family of One and its domination of yazirian society in the early days of the Frontier.

The "bloodless" coop and rise to power of the Family by jettisoning the colonial governor and his Clan Renegade body guard while in suspended animation on the trip to Yast receives extensive coverage and is even handed in its treatment. The resulting suppression of Clan Renegade by the Family and the declaration of 'life enemy' of the Family by the clan read more like popular fiction than history.

Several chapters cover the social reforms and reorganization of yazirian society on Yast and its impact on Frontier wide yazirian society. The volume ends with a serious evaluation of the "seeds of civil war," as the author coined the phrase, and a prediction of the eventual break away of all of Yast's daughter colonies.

For other reading on Clan Renegade see Killick Toofrick's "The Romance of the Renegade."

ADVENTURE GENERATION

By Bill Logan

ADVENTURE IDEA GENERATION

Use this step-by-step process when you need some ideas for a quick adventure. *It generates ideas*, not full adventures. Nothing can replace you as the storyteller of the game, but this process can help spur your creativity and give you ideas you may not have come up with on your own.

1 DETERMINE AREAS

Roll on the area quantity table for number of areas in which the adventure will take place. Areas are like acts in a play, or chapters in a story. They will help define where the adventure takes place, and each area will have a goal, one or more obstacles, and a motivating reward (even if that reward is simply survival). Then it is your job as the Referee to link these seemingly unrelated areas into a cohesive mission.

Next, for each area you must roll on the specific area table to determine which areas your mission will focus on. This is not to say there will not be other areas mentioned in your story, but these will be the areas where the main adventure will take place and should be detailed.

Asteroid/Moon – A surprising amount of activity occurs on the moons and larger asteroids of the Frontier. Some minerals only exist in these locations, while others exist in ways which make them easier to mine. Sometimes science outposts will be built on a moon or asteroid, due to the proximity of that location to spatial anomalies or significant places. Although often barren and without air or moisture, some asteroids and moons are lush with vegetation or spoiled by toxins and radiation.

If an adventure area is an asteroid or moon, the first question is how the players arrived there... were they dropped off by a passing spaceship? Certainly a lander is not needed in such a place, maybe a simple shuttle was used? Players on a moon or asteroid are probably on their way to an outpost, science lab, factory, weapon silo, pirate hideout, mining complex, or some other type of thing found there. Important things to keep in mind: lack of atmospheric pressure (most likely anyway), no way a character can breathe, probably very cold/icy, and very little gravity.

Factory – The Frontier is a very industrious one. Goods and services are in high demand, and corporations span the stars in order to deliver those

goods and services. Since central governments tend to lack jurisdiction on foreign outposts, moons, and asteroids, factories often exist without environmental restrictions. If the factory is found within the more civilized locations in the Frontier, the factory will be clean and will probably be forced to participate in initiatives to keep the environment clean and green. Examples include vehicle factories, food and drink factories, packaging and boxing factories, robot factories, and factories which create support items and subassemblies for all of

these and more. Factories include an assembly facility (usually filled with specialized machinery and robots), offices, maintenance areas, loading/unloading bays, engineering, control areas, security, meeting/conference rooms, and more.

Approximately a third of factories found in the Frontier are fully automated, with robots performing the specialized tasks and doing so mostly in the dark. Any fight that takes place in a factory has the advantage of being baffled by much background noise, but all that background motion can also make it more dangerous to move around safely.

Frontier Town – A frontier town is either an outpost that over-grew its original size on a distant world, perhaps in a star system on the fringe border between the civilized worlds and the unknown, or else it is a town distantly located on an otherwise civilized world. For whatever reason, the town is more rustic, lacking some of the more modern accoutrements and luxuries. It is often governed by an elected official (mayor or similar) and enforced by a local lawman (sheriff, etc.) People in a frontier town tend to be rugged self-sufficient. They lean on one another in times of crisis,

AREA QUANTITY TABLE

d100	#Areas
00-09	2 Areas
10-59	3 Areas
60-89	4 Areas
90-99	5 Areas

SPECIFIC AREA TABLE

d100	Area
00-04	Asteroid/Moon
05-09	Factory
10-14	Frontier Town
15-19	Large Mansion
20-24	Manmade Wonder
25-29	Military Base/Camp
30-34	Mining Complex
35-39	Office Building
40-44	Outpost
45-49	Pirate Hideout
50-54	Space Anomaly
55-59	Starport
60-64	Starship
65-69	Underground
70-74	Underwater
75-79	Urban Sprawl
80-84	Vast Wasteland
85-89	Weapon Silo
90-94	Wilderness
95-99	Science Lab

and know one another well. It is important that you keep notes on the names of people and places you use in any given frontier town, so if the players have their characters return to it some day, they will get the feeling that the Frontier is real and familiar.

Large Mansion – There is a large separation between the wealthy and the common man. This is true throughout most cultures, and is so in the Frontier as well. This doesn't necessarily mean that the common man lives in squalor; quite the contrary. But the truly wealthy have veritable fortresses of mansions, heavily populated with security patrols, guard animals, robots, assistants, vehicles, and all manner of (oft eccentric) devices. Mansions usually include some amazingly large tract of land with an amazing view, outbuildings, and towers. The mansion itself is usually an impressive affair designed to withstand centuries and still look great. Depending on what the objective and obstacles are, a large mansion can make for an epic exotic locale. Populate it with fragile statues and paintings, delicate ceramic and glassware, and top it all off with a huge chandelier someone is bound to swing from, or make fall on an enemy.

Manmade Wonder – Any culture is likely to have ancient ruins that defy architectural study, impress historians, or serve as tourist attractions. Some manmade wonders are still in use, such as huge dams keeping water levels regulated in a valley, or turbines drawing power from tall waterfalls. Some manmade wonders will be a bit more exotic, such as great pyramids or sculptures in a mountainside. Imagine the mysteries that might be uncovered and the stories that might be told while the players guide their characters through the wonders of the Frontier!

Military Base/Camp – The Frontier is full of military organizations. With so many sets of beliefs spread around the many worlds of the Frontier, and with so many corporations struggling over finite resources, battles occur. A man can make a fine – if dangerous – living with a quick gun, a handful of bullets, and a bucketful of guts. Militias, mercenary companies, security agencies, and fully-organized armies, navies, space forces and more all must have bases. For one reason or another (to be determined by you, the Referee), the adventure takes the characters to one such military base. This is a very dangerous place, since everyone is armed and trained. Depending on the objective and the obstacles, the players might be here seeking protection against a numerous foe, or might be here for diplomatic purposes. If, however, they are here to conquer then they better have an army at their backs or be highly skilled in stealth! Assume a military camp houses 200-2000 soldiers and support personnel. A "base" might hold 10 times that number.

Mining Complex – People are numerous and therefore so are the piles of resources consumed by the many settlements, industries, and energy needs. Corporations have stepped up to the plate, and mining complexes are found all throughout the Frontier. Most are in areas where atmosphere is present or where life

support can be provided inexpensively, though some are in far more risky environments (where the payoff is high). Mining complexes are not completely underground – some components (offices, chemical labs, repair facilities, etc.) can be found in buildings above-ground. The mining complex itself, however, is often labyrinthine (carved into as opportunity and resources presented themselves). Mining complexes might be in very exotic locales, and Referees should be encouraged to describe some outlandish environments. Many mines are automated, with robots working their industrious trade day and night. Others are full of inexpensive labor from nearby mining colonies, outposts, or towns. In some cases, the mining complex itself is an outpost, completely self-sufficient. Such an expensive endeavor would only be funded by a corporation who is claiming proprietary rights to a huge payload of resources.

Office Building – Perhaps the characters were in the office building already (for one reason or another) when the action of this area begins. Or perhaps they must infiltrate the office, climbing through ductwork or using window-cleaning scaffolding. Maybe they need to skulk about from cubicle to cubicle. Or maybe the office building isn't even an office building but a front for an illegal operation? Maybe the office building is a red herring, having nothing to do with things (maybe the characters are being pursued through there). For whatever reason, the characters find themselves in an office complex. It might be the offices of a single company, or might be a skyscraping office building with suites or even entire floors belonging to specific businesses. Or maybe it's a doctor office building? Common components to a large office building: mail rooms, security centers, cubicles, desks, chairs, lots and lots of paper, cafeterias, designated smoking areas, lavatories, conference rooms, meeting halls, etc.

Outpost – An outpost is like a remote village, usually devoted to a specific agenda, found in an obscure area of space or wilderness. An outpost might be a refueling station for vehicles, located conveniently. It could be a military outpost (housing 10-100 soldiers). It is probably a civilian or industrial/corporate affair. Outposts are scattered around the Frontier, usually located near someplace of convenience or interest. They are not normally self-sufficient, usually relying on shipments of supplies from afar. In rare circumstances, an outpost run by a clever leader can become self-sufficient but in doing so the occupants tend to give up many normally-expected luxuries as they learn to live more simple lives. There are even a few religious outposts in the Frontier, self-proclaimed utopias ruled by charismatic leaders who convinced his masses to liquidate their credits and help fund this new Mecca.

Pirate Hideout – Pirates tend to find distant places to call home. They need a place to escape to when the lawmen come in force. Referees should be creative when coming up with a pirate hideout. Imagine a place in space where 20 or more large stolen spaceships have been welded together, their corridors and cargo areas interconnected at odd angles floating freely in

space (defended by weapons connected externally but controlled from within, and maybe given life support and power from components stolen from an outpost). Or imagine an asteroid in space, its metallic makeup making magnetic docking possible, a makeshift outpost concealed in its core (surely no passing ship would be able to find such a place, since scanning the area would only reveal metal-core asteroids!). Depending on the reason the characters are here, players may be facing complete unknown. No prior knowledge dealing with pirates would help someone entering a new pirate hideout, as they all differ significantly from one another.

Space Anomaly – Space science is one which is always evolving. As scientists explore the great vast unknown around them, they are always learning new things about the formation of stars, solar systems, black holes, nebulae, how gravitational forces interact, and much more. The formation of FLT has been miraculous, but even it is evolving as new theories are tested and yesterday's science becomes today's technology. Corporations and governments often fund scientific exploration of items of interest in space in hopes that they will be the Frontier's next owner of some amazing breakthrough. It is a good time to be a scientist in the Frontier. Because of these facts, these locations can become hotly contested and intrigue abounds near and around these locales.

Adventuring characters will sometimes find themselves wrapped up in these politics and power struggles, and new scientific breakthroughs might be within even the player's grasps. When rolling a space anomaly result, consider the many ways this area can be used. Perhaps the characters aren't entering an area already being explored. Maybe there is a scientist in the group when sensors indicate something interesting in space, and the players are the first on the scene? Or perhaps the characters are sent (or stumble) into an area under such extreme contest that guns are drawn? Space anomalies can become a chance to add the truly fantastic to your adventures, having things happen that only happen in books and movies.

Starport – With so many people trying to get from here to there, star ports have replaced the role of airports in most lives in the Frontier. Starports are large affairs, some of which are in orbiting space stations (with lander services available), while others are planet-bound, only able to support smaller (hull classification 3 or lower) space ships. In either case, they are sprawling and full of commercial areas on heavily-populated worlds. On the more fringe worlds, the star ports are simpler with no baggage handling and no automated services ("Okay we landed. Head on out, and turn the lights out in the starport once you've exited.") Most Starports cater to the Frontier traveler, with sleeping accommodations and eating arrangements, as well as a small amount of entertainment. Even those star ports lacking such luxuries at least have lockers and sleeper chairs with a single common holoivid screen. Unless the starport is on a very distant fringe world, characters will normally not be allowed to carry around their weapons in plain

sight and might be at a slight disadvantage if they run into trouble.

Starship – Either the players have an adventure during a long space voyage or they find a floating hulk in space or a crashed starship on the ground. This becomes an adventure area for the group – going room to room, deck-to-deck, searching for answers or items or safety (or whatever is their purpose here). Starships can be large and sprawling, or might be a single lander or shuttle or small ship. Remember that any ship larger than a scout is probably built for a specific purpose, and Referees need to make the purpose become known to the players as their characters explore. There may even be usable technology on board, able to be taken by technician characters and later integrated into the player's own ship (if they own one). Starships floating in space can be dangerous, filled with ravenous diseased crewmen. Or they might be silent and spooky but otherwise safe. Crashed starships might have become home to creatures of the area, maybe mutated by leaky reactor cores! All sorts of possibilities present themselves to a starship area encounter. The starship might be fully operational – and belong to someone else – and depending on the objective of the area might be what the players are after!

Underground – Not all underground areas are mining complexes. On some worlds, the surface is toxic yet the world is otherwise valuable. In such cases, entire towns or even cities might exist underground, and great highways or monorails could exist between these underground settlements. For whatever reason, the characters must spend time underground either in rustic caves containing lost secrets or in settled locales where people live, eat, sleep, and work. Air is recirculated (maybe great scrubbers exist which extract the toxins from surface air and pumps bring that air underground?) and supplies are rationed in an underground environment. But then again, maybe the residents have all that they need. Perhaps vast fields of crops can be grown in such an environment? Maybe conditions are right, and artificial light is sufficient to grow all the underground settlement requires? Or maybe it's an old abandoned underground area or a complex of cavernous corridors made from gaseous or liquid activity in the planet's core. It could even be the network of tunnels made by great burrowing creatures who seasonally return... probably when the characters are there, of course.

Underwater – If the adventure take characters into underwater areas, special considerations need to be made. If they have vehicles, submersion becomes fairly simple, but if they are swimming and dealing with aquatic life or conditions, they'll need to be able to breathe. Rebreathers with wetsuits and swimfins exist in the equipment section, and this is the most common form of underwater apparel. But players need to consider the implications of their gear becoming wet: most robots and computers are not built for underwater use, most terrestrial vehicles won't function underwater, and most other technological devices will short out and fail when wet. Projectile, needle-cluster,

and gyrojet weapons will work more or less okay, but laser pistols will have diffusion to their beams and be all but useless. Sonic weapons will actually work quite well (double the range increment) underwater. Depending on what the characters are doing here, underwater can be a very dangerous place. Large fish, eels, octopi, or other aquatic dangers exist, but so do toxic reefs and worse. Referees should play up on the danger of underwater adventuring, force players to keep track of hours of oxygen or filter remaining, and be liberal handing out fatigue conditions to the players. Of course, if they're in vehicles, they'll have a slightly easier time of things. But Referees can still use scare tactics on the characters – just make the dangers larger in scope to include the vehicle.

Urban Sprawl – Not all adventures need to take place on alien worlds featuring new discoveries. Some adventures can take place in the cities of the core worlds. In these locations, crime lords are sometimes as influential as the great corporations, and adventurers can find themselves working in the shadows of the corporate skyscrapers just as often as they work for these corporations. Sometimes both are one and the same. The urban sprawl is full of a mixture of the wealthy and the poor, with the middle-class walking a fine line between those two... often finding themselves pawns of both. Adventures in an urban sprawl can be a challenge for Referees to maintain consistency. The sprawl changes often, with different power players coming and going... but players should feel a consistency whenever they return to the same locale, in order to make the Frontier feel living and real. Keep in mind that weapons are not often allowed to be carried around in a city, though criminals tend to ignore that rule.

Vast Wasteland – Sometimes your adventures will take the players out into the wilderness, but sometimes the areas between cities (or the wilds around an outpost area) are not lush wilderness but vast wasteland, where resources are limited and opportunities to re-supply are negligible. Wastelands are called that for a reason: character survival will be tied to player creativity and preparedness. Wastelands are often barren places where any animals found will often be ravenously territorial and competitive, each creature fighting with the other over food and resource rights. If characters find a water source that isn't tainted, they'll be sure to find it defended. Vast Wastelands should have random encounter tables and players are often passing through or searching for something.

Weapon Silo – the Frontier is a very dangerous place. The corporations, crime syndicates, mercenary companies, and governments protect the resources they have. Whether it's in defense of people, place, or thing – many organizations build large-scale weapons. A weapon silo is a location where a huge weapon exists. Not bunkers or trenches... not pillboxes or emplacements... a weapon silo is a veritable fortress whose main purpose is to keep the weapons functional, continuously improve them, and to know how to operate them. Unfortunately, sometimes these very

valuable weapons fall under the control of those who should never be trusted with such technology. For whatever reason (depending on the area's objectives and obstacles), the characters find themselves in such an interesting and dangerous location. As a Referee, one of the challenges will be to describe the enormity of the installation's weapon, and the way in which the technology of the place is designed to support it. Technicians, scientists, and military personnel will be everywhere, and players should find it challenging to survive the location. As one of the Frontier's most carefully guarded secrets, organizations will kill to protect knowledge of their military strength!

Wilderness – Characters should find themselves in wilderness quite often. Braving the jungles of the unknown, climbing the cliffs of some unknown summit, boating down the river of some unknown valley. Referees should be creative in describing new wildernesses. Many (not all) will more-or-less resemble real-world environments. Critters will scurry around gathering fallen food from trees, avians will make their shrill call, and fish will roam around looking for meals. Most environments will have somewhat common vegetation such as trees and lakes and mountains and such – but you can be more creative to make wilderness is more exotic and memorable. Characters will remember the "blue-tinted leafy thraka-trees" that grow in a world easier than they'll remember the "trees" that grow there. Consider forests made up of large fungus instead of wooden trees. Consider cliffs that rise thousands of feet into the sky, disappearing in the clouds and leading to plateaus so high up that no cloud rises high enough to drop rain there. Consider skies of greenish tint and seas of hot dark red waters (reflecting the molten lava undertow passing beneath them). Wildernesses should be memorable, and players should be forced to use all their survival skills to endure the wilds. Creatures might pose a serious threat to the characters or might just be background events to keep the story going. Wilderness locations allow the Referee to stretch his imagination far and really engage the player's own imagination.

Example: *Larry is creating a story for tonight's game. He doesn't have any new ideas (he's been running games every night this week!) and so he grabs the dice. He rolls d100 and gets a 44, so his mission will comprise 3 areas (very typical). Larry rolls d100 three times (one for each area) and gets an 11, 27, and 29.*

He sees that his mission will have adventure in a starship and in two (different or the same?) frontier towns. He thinks about it for a while and decides to place them in the order of frontier town, spaceship, and frontier town.

He's imagining a courier mission where players are seeing something to safety between two frontier planets. His imagination is starting to fill in blanks – but he's open to changing this idea...

2 Determine Area Descriptors

There are many areas, but you're bound to roll the same one more than once now and then. Area descriptors help to make one area unique compared to another. Also, as a launching point for your imagination, the area descriptors might give you ideas for your area that you otherwise didn't consider. Roll an area descriptor for each area.

AREA DESCRIPTOR TABLE

d100	Descriptor	d100	Descriptor	d100	Descriptor
00	abandoned/vacant/forgotten	33	eroded/worn-away	66	powerful breeze
01	activated alarm	34	everything a solid color	67	pristine, clean
02	all-natural/unmodified	35	extraordinarily dry/parched	68	recently burned
03	always in motion/moving	36	extreme winds	69	roaring sound of running water
04	amazing view	37	flooded	70	rocky/jagged
05	appended-to/built-up/added-on	38	flowery scent	71	rusted/corroded
06	art/sculpture covered	39	foggy/misty	72	sacred/spiritual
07	barren/empty/void	40	fresh scent	73	scored by laser fire
08	blazing heat	41	garbage everywhere	74	shiny new
09	blindingly bright	42	glass everywhere	75	slippery/slick
10	blood stained	43	gothic architecture	76	small rodent-infested
11	brightly lit	44	greasy/grimy/filthy	77	smell of baked bread
12	busy/bustling with activity	45	hastily-assembled/built	78	smell of exotic spices
13	cheap/breakable/fragile	46	heavily patrolled	79	smell of oil/gas
14	chilly/cold	47	high air pressure	80	smells like stale air
15	choked with vegetation	48	insect infested	81	smells of vomit
16	clicking sound	49	intermittent lighting	82	smoothed/rounded/plush
17	cluttered/messy	50	isolated/stand-alone	83	soot-covered
18	columned with arches	51	labyrinthine/confusing/twisted	84	splintered/smashed
19	constant buzzing noise	52	littered with bones	85	sticky/goosey
20	constant machine-noise	53	low air pressure	86	stormy/rainy
21	covered in darkness	54	luxurious/comfortable/expensive	87	strikingly beautiful
22	crystalline/sparkling	55	many colored/gaudy	88	subterranean
23	damp and dank	56	metallic scraping sound	89	tools strewn about
24	dangerous moving parts	57	moldy	90	toxic/poisonous
25	distant howling or growling	58	mysterious/secret/hidden	91	trapped/protected
26	divided/segmented/partitioned	59	noisy	92	undersized/small/cramped
27	dripping sound	60	obfuscated/covered/concealed	93	un-owned/ unclaimed/frontier
28	dung covered	61	old/ancient	94	used/recently visited
29	dust covered	62	overbearing herb smell	95	vacuum-sealed
30	easily defended/safe	63	oversized/overgrown/spacious	96	war-torn/bombed-out
31	eerily silent	64	peeling paint	97	water soaked/logged
32	electromagnetic interference	65	politically divided	98	well-maintained
				99	worn out/dilapidated

In some cases, your initial response might be to reject a certain result for your area because you don't see how it applies. But you should strongly consider finding a place for your result – the purpose is to drive your imagination to a place you might not have considered. For instance, if your area is a wilderness and you roll "tools strewn about" – that doesn't make a lot of sense.

However, once you've rolled the area's objective (step 3) and obstacle(s) (step 4) you might find that it makes perfect sense, or might be able to use the result in an unusual/un-anticipated way. Maybe your objective is to rescue someone and your obstacle is an enemy creature... and you decide the character's mechanic (who insisted to remain with the lander to

overhaul its engines) was attacked and dragged off to some creature's lair, leaving behind a trail of tools from his toolkit for the characters to follow.

For example, Larry rolls d100 for his first frontier town and finds that it is 68, recently burned. His spaceship area turns out to be 15, choked with vegetation (sounds like it's a crashed ship, not one in space), and his last frontier town has 62, overbearing herb smell. He'll have to work these into his adventure idea generated in these areas...

3 Determine Area Primary Objectives

Each adventure area will have a primary objective. What are the players trying to accomplish there? Start with the first area and roll on the area objective table. Repeat for each area.

AREA OBJECTIVE TABLE

d100	Objective
00-04	Survival
05-09	Information
10-14	Confiscation
15-19	Exploration
20-24	Elimination
25-29	Destruction
30-34	Relation
35-39	Collection
40-44	Sanction
45-49	Salvation
50-54	Protection
55-59	Liberation
60-64	Creation
65-69	Destination
70-74	Activation
75-79	Cessation
80-84	Communication
85-89	Vaccination
90-94	Desertion
95-99	Roll Twice More

Activation - The characters are in this area to activate something. Of course, activating it might require overcoming some obstacles... but in general this objective can be a quick one unless the obstacles are time-consuming to overcome. What are the characters going to activate? Why do they need to activate it? What happens when they do... or more importantly, what happens if they don't? Remember, this term is relative: activating a disarming circuit is deactivating, but still a possibility under this

objective. The act of activating (or de-activating) should be as simple as pushing a button or turning a key switch - but the obstacles should be sufficient to prevent players from sweeping through this area quickly by walking up to a button and pushing it.

Cessation - In this objective, the characters must stop something that either is about to happen, or is in process now. The manner in which the activity can be ceased might be simple or complex and might require role-playing, combat, or skill use. Whatever it is that must be stopped may not wish to be stopped (if it is sentient) and might work actively against the characters (in addition to whatever other obstacles are present in the area). Cessation objectives can work in many ways. Perhaps a comet is on a collision course with an outpost where people live and for one reason or another, no escape is possible. The characters might not be able to stop the impending action, but might be able to find a way to protect the people from what is known to occur soon. Or perhaps they have a way they can divert the comet... or even come up with a way to move the colony itself! Further, this objective could take the form of pure role-playing, where players must find a way to cease an impending revolution, war, or stop one that is already happening. In many ways, this objective falls under many others (depending on how it is used) but the common theme is that the objective requires the players to stop something which is either about to occur or already occurred and is in progress.

Collection - In this area are several items, creatures, or people scattered around. It is the character's objective to seek and collect all of them if possible, or as many as they are able (as few as 3 and as many as you wish, depending on how hard the items, creatures, or people are to collect). The collection might take the form of the arrest of criminals, saving crash survivors, or finding enough crystals in a cave to provide to the scientist NPC chaperone so he can repair damaged parts in his deepspace communicator. A collection objective can seem quite video-game-ish if used too often, and for this reason it is not recommended to be used more than once in a game session.

Communication - In this objective, the characters need to communicate with their home. Maybe they need to call for backup or need to report something important to their employer. Perhaps they need to contact a mercenary group to help clean up a mess they made. Or maybe someone is hurt and they need to contact a medic. For whatever reason their objective is to communicate with someone distant. This often requires specialized equipment: radio-frequency or deep-space communication. You must provide a situation where this isn't easy to do. Perhaps they are in a canyon and cannot get any type of signal, and must climb an amazing distance to the top of the cliff to do it, encountering their obstacle(s) along the climb? Like many objectives, the difficulty isn't in the doing; it's in the obstacle(s) the characters will face.

Confiscation - In this objective, the characters have to take something that is in the possession of someone else. Unlike the information objective, in this objective characters are not just learning or filming, they are taking. Examples of confiscation objectives include stealing access cards, obtaining parabatteries from parked vehicles in an enemy garage, or even stealing a robot for re-programming. This might be an illegal action and if characters work for the law they will need a reason why they must confiscate the objective.

Creation - No, this isn't a chance for the characters to play gods. In this objective, characters must build something. They might already have all the parts they require in order to build it, or they might have to assemble them. The erection of their objective should be time-consuming and would be easy if not for the obstacle(s) the characters will face. Since a lot of time is required in this area, a random events table might be necessary in order to create dramatic situations.

Desertion - The characters must flee this area. It may be falling down or on fire, or it may be swarming with enemies. Or maybe it's simply an area just outside a place they rescued captured characters. For whatever reason, the characters must leave right away. Depending on the obstacle(s) they'll face, the characters might have to sneak, sprint, coerce, or fight their way out of the area. Depending on how large the area, a random event table might help build the intensity of the objective. Why must the characters flee? What happens if they fail to escape?

Destination - In this simple objective, players are simply passing through. It's a typical travel area, crossing some distance from point A to point B. The travel will be at a given rate (depending on distances and velocities) and the path should be fairly obvious (depending on the obstacles). The time it takes to traverse the distance might be accelerated by crafty players. If the distance is sufficiently far, the characters may be forced to deal with many events or obstacles along the way in order to give the players the sense of the difficulty of the travel. Random events are encouraged. In a twist on the destination objective, characters might be faced with multiple destinations without knowing which is the proper one, building a sense of frustration that can be rewarded by their destination being overwhelmingly helpful (perhaps a sanctuary where all their injuries are healed and rations restored).

Destruction - In this objective, characters must destroy something. It has to be broken, disabled, or even blown-up or caught on fire. The item or place to be destroyed will be known, and the method of destroying it should be known (or must present itself). In fact, the act of destroying it can be relatively easy... if not for the obstacle designed to make this objective more adventurous. But the two questions that must be asked: why must the players destroy it (ordered to by their employer, or it is obvious it must be destroyed through the story) and what are the consequences of not destroying it? (can there be some other way the players can resolve the situation without destruction on that magnitude). Or, maybe for a fun twist, what are the unforeseen consequences of destroying it?

Elimination - The characters must defeat someone. Either they are sent for that very purpose (a military operation to eliminate an enemy general or leader, for instance) by a commanding officer, or they are self-determined to eliminate that person (perhaps out of revenge, justice, or to protect others). Elimination doesn't necessarily mean kill - it may mean you must capture, bind, arrest, or disarm them in order to eliminate that person's threat against others. In an elimination objective, characters are normally required to display a show of impressive force, or else a deadly fight will occur from which not all characters may emerge.

Exploration - The characters are in a place where either nobody has ever been, or where nobody has been in a very long time. In an exploration objective, characters are mapping the unknown and searching for new things. In some ways it is similar to an information objective, except the player's don't really know what it is they need to learn - they're searching for it. Exploration objectives often include slow progress, taking samples and images, learning, and random events along the way. Sometimes it includes unanticipated footing, loose handholds, and terrain which is unforgiving. Explorers give names to the things they find, and often the scientific community applies names of the discoverers to those newly learned items. Museums, universities, and arcologies (as well as private collectors) might fund expeditions to

newly discovered places. Or maybe a merchant house is interested in just knowing a new path to get from here to there.

Information - In this objective, the players must learn some fact(s). Perhaps they are looking for evidence to solve a mystery, get photographs of secret plans held in a science lab, or record someone's appearance from various angles to help create a holo-projector clone, or maybe access a computer in an installation to view information about the living location of an important enemy or contact. Information objectives need not be boring or without conflict - the obstacle should provide ample opportunity for adventure. The information should not be easy to obtain and there must be a reason why the players must search for it: instructed to by a superior, need to clear their names, require the important information to complete some other action (for instance, obtaining a password to access a computer in a later area).

Liberation - In this objective, characters are faced with a very difficult task: liberate a group of people from some form of tyranny. Perhaps the players come across an outpost ruled by a warlord who took control by force, and the people live in fear and do his bidding? Maybe the goal isn't to perform the liberation themselves, but to edify the people into performing their own self-liberation? Revolution is just when it is against injustice. In some ways, liberation is a hybrid objective of protection, salvation and elimination. It can be challenging and might include intense military action, impressive role-playing opportunity, and dramatic skill resolution. Characters who succeed in this objective will have certainly made friends of the people liberated, who will provide aid in the future.

Protection - This is your basic guard duty. The characters must protect something or someone. If that person is traveling somewhere, it's the player's job to make sure that person arrives safely. If that person is the target of an assassin, it is the player's job to root out the assassin and prevent him from doing his job. Perhaps the characters are delivering a package which is desired by other forces willing to kill for it? Or maybe the characters must protect a location against military siege?

Relation - The characters must settle or create a dispute, deliver a treaty or threat, or in some other way affect the political climate of the region. Perhaps they are sent by someone to deliver something, or are sent to make one faction believe aggression is from another as a form of subterfuge. Or maybe one of the characters is a diplomat himself and the objective is to get him into talks with an enemy leader - to persuade him to halt hostilities on a border where innocents are being killed by mistake. This kind of objective presents a role-playing opportunity for players who enjoy tense in-character situations. Of course, the obstacle(s) will be arrayed against them, perhaps preventing them from accomplishing their area objective.

Salvation - This objective is an opportunity for the character's fame to spread. They are sent by someone

(or perhaps are not sent but decide to do it themselves) to rescue someone who has been captured. In many ways similar to the confiscation objective, a salvation objective has a living sentient person as the focus of the goal. Why was the person captured? Who captured him/her? Does the captured person know they need rescued? Will they come along willingly? Is the person even captured – perhaps the characters are the ones doing the capturing (remember: salvation is a relative thing, one person's capture is another person's liberation).

Sanction - Some law has been broken, or some rule violated. Someone has done something they aren't supposed to do and so the players are sent by their employer (whoever that may be) empowered to make arrests. They might even be wearing uniforms or badges, where appropriate. They are sent to enforce the law, even if it means capturing whoever they must in order to enforce it. Sanction objectives normally have a limited scope – player's characters are never above the law, and their actions while enforcing their employer's rules are subject to later scrutiny. The questions to ask are: why were the characters chosen for this law enforcement task? Who broke the law and why? Will the perpetrators come along willingly?

Survival - In this objective, the primary reason the characters arrived in this area matters. Did they crash here? Did they escape capture into this area? This is the first question you should answer. Once you know this, you'll understand why survival is their primary goal. The next question you should ask yourself is how long must the characters survive? Until help arrives? Until they find their way out of something or somewhere? Until a storm passes? Finally, find a reason why survival is actually an obstacle. Invoke a situation where some sort of finite resource isn't available and the players must become creative and apply their skills in order to overcome this resource limitation. Limited resources in the face of such survival-odds are part of what makes the Frontier feel... well... frontiersy. Yes, this one doesn't end in "-tion." Sorry about that.

Vaccination - Unfortunately, along the frontier fringes, diseases are commonplace. On the core worlds where much technology is developed and implemented, diseases are mostly cured through inoculation. However, out in the deep black of space, on worlds far removed from the core, diseases and infections occur and sometimes they're difficult to combat. In this objective, one or more of the characters are infected and need vaccinated. Or perhaps someone they are with (a non-player character) is infected instead of one of them. They may need to travel a great distance to get the vaccine, or it may be in the clutches of someone who owns it and isn't willing to give it up. The objective may become a confiscation or protection or even a communication objective, all with the common element that someone is infected with disease or parasite or worse, and need a

cure that they hope will work. If not for the obstacles they'll face, obtaining the vaccine might have been simple.

***For example,** Larry rolls d100 for the objective in his first frontier town and gets a 23, elimination. The story will begin with the players sent to kill someone or some creature? Perhaps a criminal has escaped and is holed up in a town policed by the megacorporation the characters are employed by and they are the nearest employees to deal with it. Or maybe the players don't discover they need to eliminate the person right away, perhaps they figure this out later? He'll have to come back to this during the next step once more is known of the area.*

Next, he rolls a 08, information. The players will be on an information gathering recon mission while in the starship location. Whether they are piloting the ship and learning about something in space or investigating a crashed ship is yet unknown, to be determined. For the last adventure area, he rolls a 26, destruction. The players must destroy something which may not be easy, depending on the obstacles they'll face.

So Larry is seeing his originally-conceived courier mission take an interesting turn. Players must kill a bad guy, investigate some area on or with a starship, then destroy something. Does any of this have anything to do with their courier assignment, or should Larry dump the courier idea? Larry decides he'll keep it and try to work it into the story since he thinks it'll be an easy way to wrap the players up in whatever the random mission entails.

4 Determine Area Primary Obstacles

If the objectives in each area were easy to do, you wouldn't call this an adventure. Fortunately for the fun of the game, the objective won't be that easy to accomplish at all. Obstacles will be in the player's way - some of them will be actively attempting

to stop the characters, some will just be things to be mindful of. Some will be downright deadly. For each objective in each area, roll on the following area obstacle table.

If you roll a 95 or higher, you'll roll twice more and have two primary obstacles! However, don't be afraid to decide for yourself if additional obstacles should be rolled, depending on the objective and the rolled obstacles, you may wish to continue rolling until your imagination is sufficiently spurred.

Against the Clock - The characters must accomplish their objective in an extremely short amount of time... so short that they need to come up with some

AREA OBSTACLE TABLE

d100	Obstacle
00-04	Against the Clock
05-09	Captured
10-14	Easy Mistake
15-19	Endangered Innocents
20-24	Enemy Character(s)
25-29	Enemy Creature(s)
30-34	Enemy Robot(s)
35-39	Equipment Limitation
40-44	Have to Go Around
45-49	Hopelessly Outgunned
50-54	Hostile Environment
55-59	Infection
60-64	Lost
65-69	Middle of Things
70-74	Mistaken Identity
75-79	Morale Problems
80-84	Natural Disaster
85-89	Persuade Other
90-94	Unnatural Disaster
95-99	Roll Twice More

kind of shortcut way to accomplish what they need to accomplish. Working against the clock is a special kind of obstacle that requires creative thinking on the part of the players.

Captured - The characters are captured and must escape while still trying to meet their objective. It's not fun to be captured multiple times in an adventure, and keep in mind that clever players may find a way to avoid being captured! Alternatively, have someone they need be captured, making them have to find a way to free or contact him.

Easy Mistake - Present a situation that the characters come across where the obvious choice isn't the correct one. It would be easy for them to make the wrong choice, side with the wrong combatant, help a bad guy, etc. Then how do they make things right?

Endangered Innocents - There are innocent people that are endangered... players have a moral choice to make: pursue the objective or save/aid the innocent people. They may be teetering over a ledge or unconscious in a burning building, etc.

Enemy Character(s) - Either many non-player character minions or fewer major characters trying actively to prevent characters from meeting their area's objective. Must defeat or avoid or persuade. This should be a significant encounter, not a random one.

Enemy Creature(s) - Creatures are everywhere - or perhaps they're being stalked by one tough creature or a pack of slightly tough creatures. Must defeat, avoid, or bypass in some manner. This should not be a minor random encounter - it is one where tactics and resourcefulness must be used to be successful.

Enemy Robot(s) - The players must defeat or deactivate or avoid securitybots, warbots, a spybot or two, etc. Robots may not be trying to kill the players; they may only be trying to capture them. This is a planned balanced thing, not a random encounter - designed to be a dramatic obstacle to the area's objective.

Equipment Limitation - The character's gear is either limited or lacking, they must improvise or obtain what they need; resource limits are a great contributor to the "frontier" feel. They may have to acquire 1-5 things in order to accomplish the objective. Use sparingly - the find-the-key-to-open-the-ogre's-door theme is an over-used one that has a distinct video game feel.

Have to Go Around - The path the players must take through the area to achieve the objective has a major physical obstacle preventing passage. Players have to be inventive to find a way across/around/through or find another path. Examples include blown bridges, rifts caused by earthquakes, raging rivers, etc. Not necessarily a disaster - just an obstacle.

Hopelessly Outgunned - The players face a situation where going for their weapons would mean their death,

yet the force that wants them dead isn't going to stop. What do they do, surrender and hope they are willing to take prisoners? Try to talk their way out of things? Flee for their lives and hope they can escape? Hide? Violence isn't an option for this obstacle.

Hostile Environment - The environment itself is deadly, characters must deal with very deadly plants, toxic air, pitfalls, loose footing, quick sand, lava beds, etc. Similar to a natural disaster except this is what constitutes "normal" for this location and ways may exist to deal with it.

Infection - Characters must avoid being afflicted with an effect or disease while trying to accomplish the mission... or perhaps they get infected and must seek vaccination! The Frontier is a place full of parasites, toxins, diseases, and maladies. That's why Frontiersmen are so hardy... whatever doesn't kill you makes you stronger.

Lost - The characters must navigate a labyrinthine area. Perhaps it is a deep canyon with many paths, or an office building with multiple floors and the elevators are out, and no single stairwell goes all the way up. Maybe they're in a wilderness area and they lose their way. This obstacle slows characters down trying to accomplish their objective, giving more opportunity for random encounters/events.

Middle of Things - The players find themselves in the midst of something big that takes place seldom. A war, revolution, competition, celebration, etc. The event they find themselves in the middle of should be an obstacle to them completing their objective. Perhaps they were told to look for a man in a red hat, and come to find a parade full of people in various red hats... or maybe they are supposed to destroy a building but find it being used by a camera crew filming a holo-vid!

Mistaken Identity - The characters are mistaken for someone else. Perhaps that makes them wanted criminals or maybe the opposite: people might expect more from them than they're willing to give. A creature young may mistake a player for its caregiver. A child might latch on to a player's character and consider him her guardian.

Morale Problems - The characters, either because of a past problem or one they just endured, begin suffering from morale issues. They become emotionally compromised: they bicker, hold grudges, and generally behave in a manner un-becoming a hero. Have each player make a WIL check - whoever fails must choose a negative emotion or mental state and cling to it (jealousy, helplessness, remorse, etc.) until the area's objective is complete. Successful completion of this area's objective is just what the characters needed to shake this morale problem! This is an excellent role-playing opportunity.

Natural Disaster - The players must deal with an extreme disaster of natural origin, making the objective difficult. Sand storms, hurricanes, radiated areas, lava

eruptions, landslides, tornados, heat flares, earthquakes, rapid erosion, pressure fluctuations, are all fine examples. Opportunity for extreme dramatic license – find ways to damage the characters, make the threat real.

Persuade Other - There is another person – a character – who is vital to the area's objective in some way. He doesn't wish to comply and must somehow be coerced or forced to help in order for the area's objective to be met. This can be an excellent role-playing opportunity.

Unnatural Disaster - A disaster is at hand, but it is one caused by mankind. Perhaps it's illegal use of a terra-forming device, or detonation of an explosive causing a tidal wave or collapse of an underground structure, a raging inferno fire set by an arson, etc. This is another opportunity for dramatic scene descriptions. The threat of danger should be extreme.

For example, Larry rolls d100 for his first area and gets a 07, his players are captured in the first frontier town. They're captured but have to defeat someone or some creature. Perhaps when they arrive, they're falsely accused of a crime they didn't commit and jailed for it by a corrupt lawman in the frontier town - maybe that lawman is who they were sent to destroy! He puts that idea to the back of his mind and rolls for his next area.

He rolls a 76, natural disaster. Hm... in a spaceship they have to investigate for information... Larry's not sure what to do with this one.

He rolls his next one and gets a 95 so he gets to roll twice more. His two new rolls are 37, equipment limitation and 56, infection. In the last frontier town where they're going to have to destroy something, it won't be easy because they lack the supplies to destroy it and must obtain them somehow (through diplomacy? theft? Larry will have to put this to some thought) and will have to be somehow avoiding being infected.

5 Determine Final Encounter

Every story has to have a climax. Although each area might have mini-story arcs, the entire mission would feel less than cinematic if not for the presence of a final encounter. It is here that the characters will face the story's main villain or deal with a main encounter area. Referees should put some thought into the results rolled so far and see if they can intuitively make up a final encounter. The final encounter usually takes place in the last area of the story, typically after that last area's objective has been met (though sometimes the last area's objective might be tied into the final encounter to make it more dramatic).

Final encounters should be designed for the players. Don't just make up a final encounter before knowing what the players will be... you need to make sure to give each player something to do. If all of the characters are militarily inclined, you can make a challenging combat encounter as a final one. If one of those players is a technician with little to no violent skills, you might want to give an opportunity for him to use his skills in that final encounter.

If ideas are escaping you, roll on the following final encounter table. Keep in mind that "facing" a major enemy may or may not take place on a battlefield. Players might be facing them in contests of skills, or in a crazy chase scene in which they must reach somewhere before their foe.

For example, Larry rolls 1d10 and gets a 5. His final encounter is with a master villain. He decides his master villain will be a scientist rather than a warrior... but to give his militant players something to do, he makes the villain scientist protected by a megacorp security guard contingent.

FINAL ENCOUNTER TABLE

1d10	Final Encounter	Description
1	The NPC Horde	The players must deal with horde(s) of minor NPC foes while trying to accomplish some time-demanding task
2	Creature Horde	The final encounter is against a horde of creatures trying desperately to kill the characters, though the players may be creative enough to find a way to get around or avoid them.
3	The Robot Horde	The players must deal with a large number of robots who have a directive to destroy them or capture them
4	Traitor	The main enemy is with the players, and the final encounter is with someone they believed to be an ally
5-6	Master Villain	A cinematic bad guy, who thinks himself unstoppable, faces off against the players. He may have a small minor NPC or robot contingent, and may try to escape if he's outclassed.
7	The Creature	Players must have a final encounter with a powerful creature or alien being – something they surely think will kill them all!
8	Face-off	Each of the players faces off against one equally-powerful major NPC, a group of villainous foes probably behind everything.
9	Double-cross	The players must face a force with similar skill and equipment as them who work for the same employer! they've been double-crossed!
10	Obstacle	Roll on the obstacle table then roll again on this table, re-rolling further results of 10. This can make for a very exciting scene, one that requires a lot of cinematic-style storytelling.

6 Put it all together

Now that you have all the story elements, it's time to try to weave it all into a cohesive story ready for a night's session. Brainstorm on what each obstacle might entail, and how the objectives of each area might lead to the next area. At this stage, you don't need maps or statistics or anything yet, you're just working with the story.

Larry tries to fit all this together, still using his "courier" mission idea to get the mission going. He looks at his notes so far and comes up with the following:

Area 1 - Frontier Town, objective = elimination, obstacle = capture.

The players are sent to a frontier town under the control of the megacorporation for which they work. They are to deliver an important package of medicine to the town doctor. He requested this medicine long ago and has recently sent an urgent request for the package to be delivered immediately. The players book passage on a space liner, to be deposited by a loaner lander at the destination world. Their lander will be their way off the planet when their mission is complete (another liner will be passing in a few days).

When they arrive at the fringe star system and land on the planet and head for the hospital, they find that it is burned to the ground and when they're seen by the local law, they're immediately arrested and thrown in jail! The sheriff isn't acting quite right. He doesn't care much about enforcing the law, but when he sees the players are bringing some medical supplies for the doctor, he confiscates the package and arrests them. The players are outnumbered two-to-one by deputies that seem a bit over-eager to draw their pistols.

In jail, they meet up with the doctor who's been thrown in wrongly like them... who attests that the "sheriff" crashed here in a starship a few months back and is afflicted with some nervous-system-affecting malady that makes him have no conscience and crave power and control. Pure evil. The doctor was the one who requested the medicines, which are psychotropic in nature. He wanted to treat the sheriff, who has taken over the town by killing the previous sheriff (whose body lies rotting in a canyon). The townsfolk are afraid of the sheriff and won't act against him. A group of thugs and cutthroats have allied themselves with this sheriff, and now wear deputy badges.

The players have to escape jail, get their weapons (or acquire new ones) and defeat the sheriff (perhaps with the aid of the medicines and the doctor) to give order back to the town. Once this is done, the doctor reluctantly takes the role of the new sheriff until the corporation can send a new one.

Area 2 - Spaceship, objective = information, obstacle = natural disaster.

Once they accomplish the events of area 1, the doctor shows them where the defeated sheriff's ship crashed on a map he gives them, out in the badlands where the dust storms raze. The players are asked to go investigate it because he believes whatever afflicted the sheriff might be contaminating the ship still, because the local wildlife has become very violent of late. They are given a sampling kit and surgical masks and asked to go take samples of the area.

The players must brave the wilds of the sand storms, traveling to the crashed spaceship (which turns out to only be a lander, not a starship). On the way, they have random encounters with local wildlife (a random encounter table should be made). The creatures are acting very aggressive and violent – as if they, too are afflicted with the mental illness that affected the sheriff.

Once they make it to the crashed lander, they find it overgrown with vines and weeds, difficult to gain entry into. While trying to clear all the foliage, they are attacked by a large creature who has made the lander its lair. The creature is thoroughly crazed by influence of the contagion within the lander! Once they defeat the creature, they gain access to the lander and find that it still has cockpit power. Players can learn that the lander came from another town on the other side of this same world, only about 15 hours travel by lander.

The distant town isn't under control of the player's employer corporation; it's a town where another megacorp does scientific research. The pilot must have picked up whatever neuro disease he had from the labs there. The players relay this back to their employer, who instructs them to get on the next vehicle bound for that port, to find a way to put a stop to this biological virus.

Area 3 - Frontier Town, objective = destruction, obstacle = equipment limitation, infection

The players traverse the distance between towns in their loaned lander. It is a long journey (about 15 hours or so), and the lander is able to fly at an altitude above the raging sand storms. They encounter a few flying creatures but they pose no threat. Their mission: find whatever is causing this contagion and put an end to it.

They arrive and it is a pretty normal frontier town (though there is an overbearing smell of rhyntus, an herb used in local recipes). Self-sufficient and full of rugged, durable people. The characters ask around and find that the lab in the center of town is a highly defended place and to gain access they will have to prove they work for the other megacorp. To do that, they'll need to get uniforms and badges and will have to falsify registration in a computer database. They must acquire these things.

The uniforms can be acquired at the launder shop (breaking and entering, bribing the proprietor, etc.). The badges are a little trickier and cannot be acquired easily... players will have to falsify them or steal them (or, if they lack imagination, hire a forger to do the work for them). The database work will be the most difficult and will require a bit of hacking by the players. Once they've acquired all the equipment they need, they can try to get into the complex.

That's where the problem begins. The locals have all been given antidotes to the contagion (once the virus got out of the lab they had to act quickly, and have added medicines to the local water supply). The characters will not be immune, and will be facing exposure while in the lab. If damaged (the first time they receive even 1 STA of damage), a character must make a STA check or become infected. An afflicted character has no conscience and will do whatever he wishes, hurt anyone he doesn't need later, and generally seek personal wealth and power.

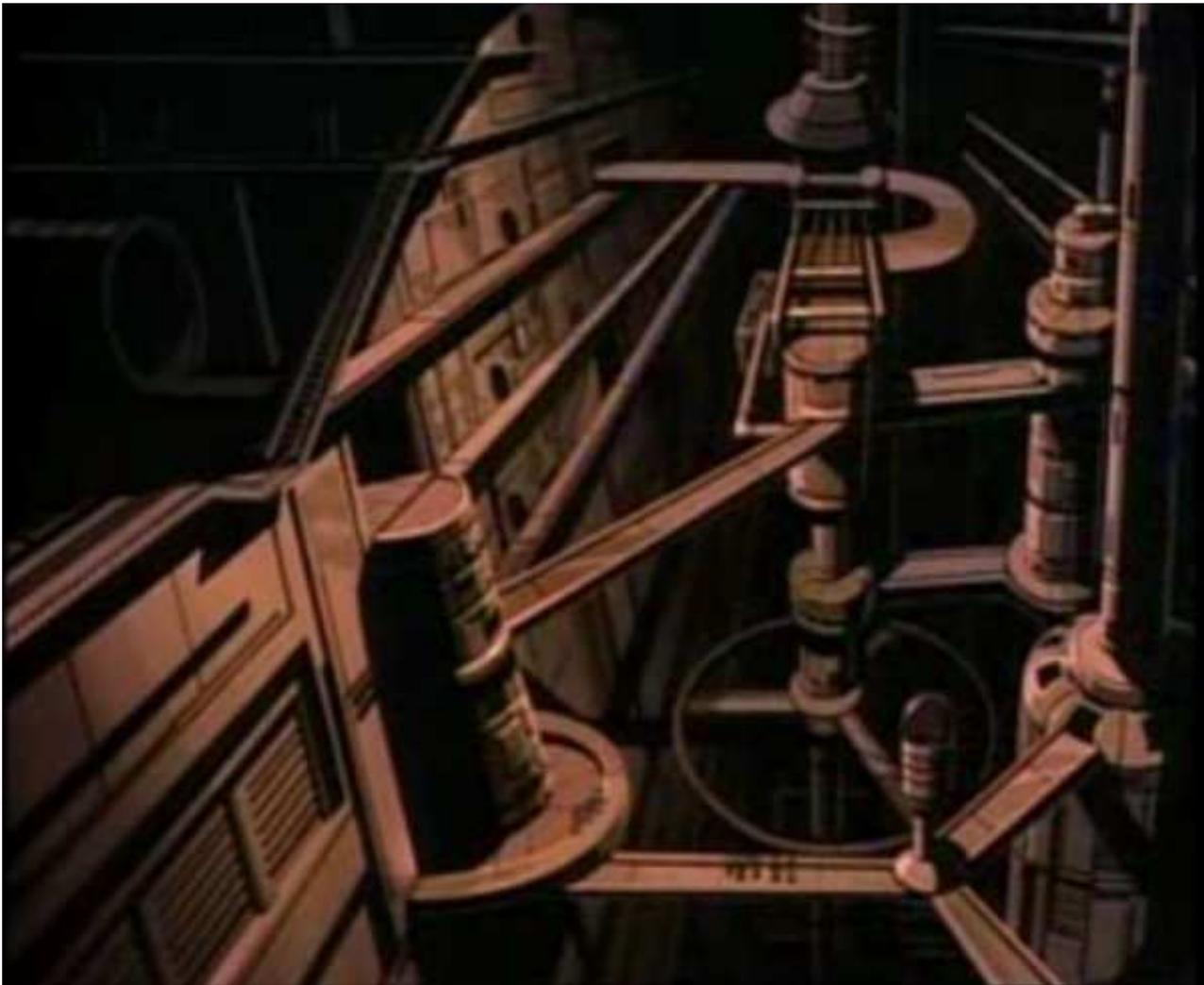
Once in the lab, they find evidence (video logs, documents, or information in a computer) showing that the psychotropic lab experiment first infected the lead scientist, Dr. Drekkan. His megalomania made him mad, but not before he swayed most of the scientific staff to work with him in seizing control of the town. Drekkan was eventually captured by the security force, and the few uninfected scientists worked out an

antidote, curing Drekkan and the rest of the town. Epsilon Laboratory is quarantined due to contamination by a new strain of the virus that they haven't yet found a cure for (this is what afflicted the sheriff the players defeated in area 1). Evidence shows that extreme heat caused by fire can kill the strain, but they want to study it and learn from it and that is why it is quarantined.

The players must set fire to the building, especially the lab area, or set the place to explode. Of course, the security force doesn't want them to do that. When the players destroy the Epsilon Laboratory, they succeed in the objective of this area.

Final Encounter = master villain

When the players succeed in destroying the lab, they have to leave in a hurry. The security force is calling in reinforcements and they need to get in their lander and leave now. When they get to the landing platform, however, they are surprised by a very angry Dr. Drekkan (creator of the virus and once a victim, now cured of course) and a contingent of well-trained security officers. They demand the characters surrender and drop their weapons. But even if they do, the doctor orders a massacre. Based on the look in his eyes, it seems Dr. Drekkan might not be cured after all...



IN THE NEWS

By parriah
(Jess Carver)

UNIVERSITY OF ZEBULON ARCHEOLOGISTS NARROWLY ESCAPE DEATH

[[**FLASH! Outside the frontier**]]

The University of Zebulon announced today that they have a team of scientists on a nearly airless planet somewhere outside the Frontier where they are studying the remains of what has been termed "Indisputably Tetrarch Ruins" similar to the ones on Laco, which has been dubbed "Peace City" by Archeologists there. Seen above, in a grainy still holoivid, the team, lead by Dr. Piet Jamison, grandson of the famous Volturnian explorer, narrowly escaped the collapse of the building they were exploring.



Our confidential sources on the expedition tell us that sabotage is suspected. What did someone not want found out? Who was the culprit? Will anyone on the expedition survive?

Stay tuned to Frontier Network News for further updates!

Ancient Dralasite Cryo-pod Discover! **Breaking News!**

Miss-jumped freighter returns with news of ancient crash site of a Dralasite Journey Class Cryo-Pod. The independent freighter Void Cruiser has recently returned after being overdue for two months and announced discovery of a new jump route to a habitable system. Excitement over the news cooled when it was realized that the Void Cruiser's crew only

had the route coordinates for the return trip as their trip to the new system was a miss-jump.

However, a firestorm was initiated when photos of an ancient Dralasite Cryo-pod were leaked by an unknown source in the crew. University representatives from all over the Frontier began to descend on the Void Cruiser. Yet an explosion accompanied by violent decompression of the Void Cruiser's bridge is reported to have destroyed all computer records from the unfortunate ship as well as killing several members of the crew.

Star Law is investigating but refuses to comment on the matter.

If the photos prove to be authentic, they and the system they were taken in, the Dralasite Journey class Cryo-pod could hold clues to the mystery of the origin of the dralasite race. Not since the arrival of the Dralasite Colony Sphere filled with Cryo-Pods containing cloned dralasites arrive in the home vrusk system has any clue to their origin been discovered. The Colony Sphere's lack of a propulsion system and active crew has lead many experts to postulate that the Colony Sphere was accelerated to 1% of light speed by an external means and aimed at a distant star system. Some have even suggested that this was done to preserve their race in the face of an implacable enemy like the Sathar.

[[**Cryo pod close up**]]



Unless the steps of the Void Traveler can be retraced we may never learn the truth.

BONEYARD STATION

By Richard "Shadow Shack" Rose

Triad's moon (Evergleem) hosts the orbital station "Boneyard", spinning gracefully and playing host to spacers from around the Frontier seeking used spaceships and parts. Owned and operated by the vruskan entrepreneur S'ta-Rat'l (aka "Shat Rat"), this orbiting junkyard of salvaged space ship hulls and components has become an overnight success story and an invaluable resource to down on their luck spacers.

Shat Rat offers daily shuttle service from both Evergleem and Triad. A one way ticket costs 500Cr or a round trip 800Cr from Evergleem, and 750/1200Cr from Triad. In addition, Shat Rat's offers affordable room and board during any stay at Boneyard Station. Shuttle fare can be waived, being applicable toward any purchases made.

Boneyard Station is a size:4 station, with three hubs joined in tandem. The "ring" extends from the center hub, along with reinforced girders extending from the two outer hubs. It is considered as a Class:III construction yard, applicable only for new equipment...any piece of used equipment can be purchased ranging from communications, support, atomic drives, elevator lift shafts, etc.

Shat Rat's charges a minimal dock fee for crippled vessels, applicable as long as the owner is purchasing parts from his yard. The triple hub docking bay has only one public entrance/exit, and those bay doors open into the public docking bay. Behind that and separated by another set of bay doors (the actual center hub) lies the docking facilities and complete hulls section, along with available docking space for anyone wishing to restore such craft. Elevator shafts to the main station connect here as well. A third set of bay doors behind this portion leads to the actual scrap yard, where all the salvaged and stripped parts are stored ranging from the functioning and non-functional alike, ranging from drives, hull and armor plating, RCS thruster banks, and partial hulls just to name a few. Launches are available for trekking through the heap, piloted by a Boneyard staff member. The outer bay doors are only accessible by Shat Rat's personal craft for the purpose of loading/off-loading salvaged components and hulls. S'ta-Rat'l's personal class:20 freight hauler can often be seen anchored outside the aft hub, the station must stop rotating for such docking procedures.

Shat Rat's keeps a rather accurate inventory of

what is in the scrap yard, as well as what is available on the commercial deck. The commercial deck is where smaller components can be purchased, both new and used, including computers and programs, life support equipment, astrogation equipment, communications equipment, tools, spacesuits, etc. Registration and insurance offices can also be found on the commercial deck, as well as banking centers that can help players finance any additional costs above and beyond their initial budgets.

Refurbished/rebuilt ships along with complete hulls can be viewed within the central bay as well. If anyone wishes to purchase a complete hull or a wrecked ship from Shat-Rat's, he will move the ship or hull into a service bay and allow for characters to use his facilities to complete the craft to their specifications as long as they continue to purchase parts from him and his station. Considering the standardized fee of 2000Cr/month (500/week or 50/day) rate at most stations, Shat Rat's 500Cr/month fee (125/week or 12.5/day) is quite a deal...but if anyone on his staff catches clients importing goods he will raise the docking fee to the standard 2K/month rate as well as moving the craft out to the public bay. Any further violations will result in ejection of the craft into orbit at which point characters will be on their own, as Triad's militia is not too keen on space junk orbiting either their lunar colony or their planet.

To this end Shat Rat has a few armed vessels at his disposal, which also serve to patrol and guard his extensive collection of goods. In addition to a couple squadrons of PF-5 Shadow Star fighters, Shat Rat's also employs a pair of gunned escorts and a few redesigned twin engine I-76 Enforcers, a Shat Rat specialty



construction. And as mentioned previously, if that's not enough, S'ta-Rat'll's personal vessel oftentimes can be seen parked outside the station. In addition to hauling home salvage vessels and parts, this gunned freighter is a threat to smaller craft that may try to take an unfair advantage of Shat Rat's offerings. Shat Rat's also keeps a small contingent of lightly armed class:5 to 8 freighters on hand to patrol the Frontier for "treasure" to add to his yard.

Most spacers find Shat Rat's as a great place to do business, and many return for his services. In addition to local services, he also ships parts via the Federation Courier Service to those unfortunate enough to be in command of a disabled craft elsewhere. He has an uncanny memory when it comes to his customers, and will usually direct their attention toward any special acquisitions he has acquired that may suit their preferences. Needless to say his business is well known in the circle of Spacers, and those that do business with him become affectionately known as "Space Rats" within said circle.

Boneyard Station

Type:	III Spaceship Construction Center
Class:	Armed civilian station
Size:	4 (800m diameter, 400m triple hub diameter x 1200m length)
HP: 240	Powerplant: n/a
ADF/MR: 0/0	DCR: 180
Armament:	LB(x4)
Defenses:	RH, MS (x2), ICM (x8)
Equipment:	Subspace Radio, Videocom, Radar (x10 range), Energy Sensor (x5 range)
Docking Facilities:	Public (bay #1): HS:1-18, 144 hulls Private (bay #2): HS:1-18, 144 hulls Scrap Yard: (bay #3): n/a

SS Shatter Star (S'ta-Rat'll's personal freighter)

HS: 20	HP: 120
Powerplant:	8 Ion C
ADF: 1 MR: 1	DCR: 120 Crew: up to 40
Armament:	LC, LB, RB, EB, PB; grapples
Defenses:	RH, MS(x2), ICM(x8), Light Hull Armor
Comm/Detection:	Subspace Radio, VideoCom, Radar (x2 range), Energy Sensor, WNB (deluxe), Skin Sensors, deluxe astrogation
Cargo Capacity:	18 (forward 8u Bay, aft 10U bay; each with one cargo arm)
Crew Accom:	2 Double Suites (Captain + XO), 18 Double Cabins
Passenger Accom:	0 captain
Ship's Vehicles:	Lifeboat (x2), Lg Launch (x2), Workpod (x2); 4 Fishhooks (16 S-3 fighters)

SR-475 Freighters (x4)

HS:5	HP:30
Powerplant:	3 PGC Eureka Atomic B
ADF: 4 MR: 3	DCR: 55 Crew: up to 10
Armament:	PL, PLT(x2); Grapples
Defenses:	RH, ICM(x3), Light Hull Armor
Comm/Detection:	SubSpace Radio, Radar
Cargo Capacity:	4
Crew Accom:	2 Single Suites, 4 Double Cabins
Passenger Accom:	0
Ship's Vehicles:	Lifeboat, Large Launch

SR-600 Freighters (x3)

HS:6	HP:36
Powerplant:	3 PGC Eureka Atomic B
ADF: 4 MR: 3	DCR: 60 Crew: up to 12
Armament:	PL(LR), LB(x2); grapples
Defenses:	RH, ICM(x4), Light Hull Armor
Comm/Detection:	SubSpace Radio, Radar
Cargo Capacity:	5
Crew Accom:	2 double suites, 4 double cabins
Passenger Accom:	0
Ship's Vehicles:	lifeboat, large launch

SR-700 Freighters (x2)

HS:7	HP:42
Powerplant:	2 Atomic B
ADF: 3 MR: 3	DCR: 65 Crew: up to 14
Armament:	LC, LB(x2), grapples
Defenses:	RH, ICM(x5), Light Hull Armor
Comm/Detection:	SubSpace Radio, Radar
Cargo Capacity:	6
Crew Accom:	2 double suites, 5 double cabins
Passenger Accom:	0
Ship's Vehicles:	lifeboat, lg launch

SR-820 Freighters (x3)

HS:8	HP:48
Powerplant:	2 Atomic B
ADF: 3 MR: 3	DCR: 70 Crew: up to 16
Armament:	PLT(x2)
Defenses:	RH, ICM(x5), Light Hull Armor
Comm/Detection:	SubSpace Radio, Radar, Energy Sensor
Cargo Capacity:	8
Crew Accom:	2 Double Suites, 6 Double Cabins
Passenger Accom:	0
Ship's Vehicles:	Lifeboat, Large Launch

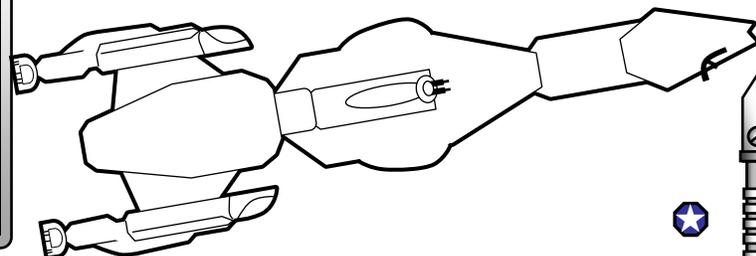
SI-76 Enforcers

Shat Rat modified heavy fighters

HS:2	HP:16
Powerplant:	2 Atomic A
ADF: 4 MR: 4	DCR: 40 Crew: 2
Armament:	PL, AR(x2), PLT
Defenses:	RH, Heavy hull armor
Comm/Detection:	SubSpace Radio, Radar,
Equipment:	Auto-eject module

PF-5 Shadow Star Light fighter

HS: 1	HP: 6
Powerplant:	5 Chemical A
ADF: 5 MR:6	6 DCR: 25 Crew: 1-2
Armament:	PL (long range)
Defense:	RH, Light Hull Armor
Comm/Detection:	Subspace Radio, Radar, Videocom,
Equipment:	Auto-Eject Module, Streamlined



HYPNOTIC TRAINING CENTER

By Chris Harper

Author's Note: In Star Frontiers Advanced rules Hypno training centers were briefly mentioned. The description is vague. It mentions hypnotism, memorization and drugs. I decided to flesh out the idea more. I thought that the Hypno training centers are a great opportunity for multiple adventures.

HYPNOTIC TRAINING

Hypno training is common throughout the Frontier. The Hypno training provides rapid practical training in many types of skills. Hypno training centers can be easily found at large cities. Hypo training pods and a psychosocial specialist may even be provided on star ships or remote mega corp operations.

Hypno training is conducted by Psychosocial specialist. The trainee is given a drug called Hypnopsynth. Then they are hypnotized. This enables the trainee's mind to accept and adsorb information much quicker. Then the subject is placed into a Hypno training pod. The pod displays Tri-vid simulations. The simulations are hypothetical situations that the trainee must solve using their skill. The simulations appear completely real to the drugged and hypnotized subject. After five training sessions the being has attained a higher level of skill that can be used in the 'real world.'

If the players want to put experience points into a skill that they did not use in the previous adventure, or want to start a brand new skill set, they will need to visit a Hypno training center. The characters will need to attend the training center every day all day for five days to attain one skill level. The cost is 100 credits.

Referee Note: Due to the intensity of the training and strain to the beings mind. Hypnotic training can only be used once a month.

DIVERGENCE LABS

Divergence Labs are a typical Hypnotic training center. It can be located at any major city or space station within the Frontier. This encounter can be used in between adventures or a starting off point for a new adventure. There are a few simulation ideas below.

1. Reception - There is a counter and chairs to wait. The character will be pleasantly greeted by the receptionist then asked to wait. They will be given a

boring questionnaire to fill out while they wait. Soon Dr. Zeel's assistant Teela will take the character into the pod room.

2. Pod room - This area has six pods. It is dim in this room, lit only by a few everglow strips. A low humming can be heard. The character will be taken by the nurse to a pod. They will be put inside. The pods are made of plastic and contain holographic imaging in a slide down visor. In the arm rest of the chair there is a hypo to remotely administer the Hypnopsynth drug. When the character is in the pod he will be remotely injected. Dr. Zeel will hypnotize the character through the speakers personally. Once the character is hypnotized the simulation programs will start. This is where the fun begins. The characters will be put into simulations that relate to the skill they are trying to improve. They will need to play out the encounter as if they were actually in it. They can take damage and even die in the simulation, then wake up safe and sound in the pod. The game master can do one continuous encounter that uses each sub-skill or change the encounter each time for each sub-skill. Ideally the player will have to play through five encounters, one for each day of Hypno training. Simply drop the characters into encounters you have had in mind but haven't been able to fit them into a game. (See Simulations, below.)

3. Observation/ Control room - This room has tall windows that allow observation of the Pod room. There is a level 4 computer that controls the pods and runs the simulations. The cabinets below hold many doses of the hypnotic and psychotropic drugs to refill the chair hypos. This is where Dr. Zeel and his assistant, Teela, control the Hypno training pods.

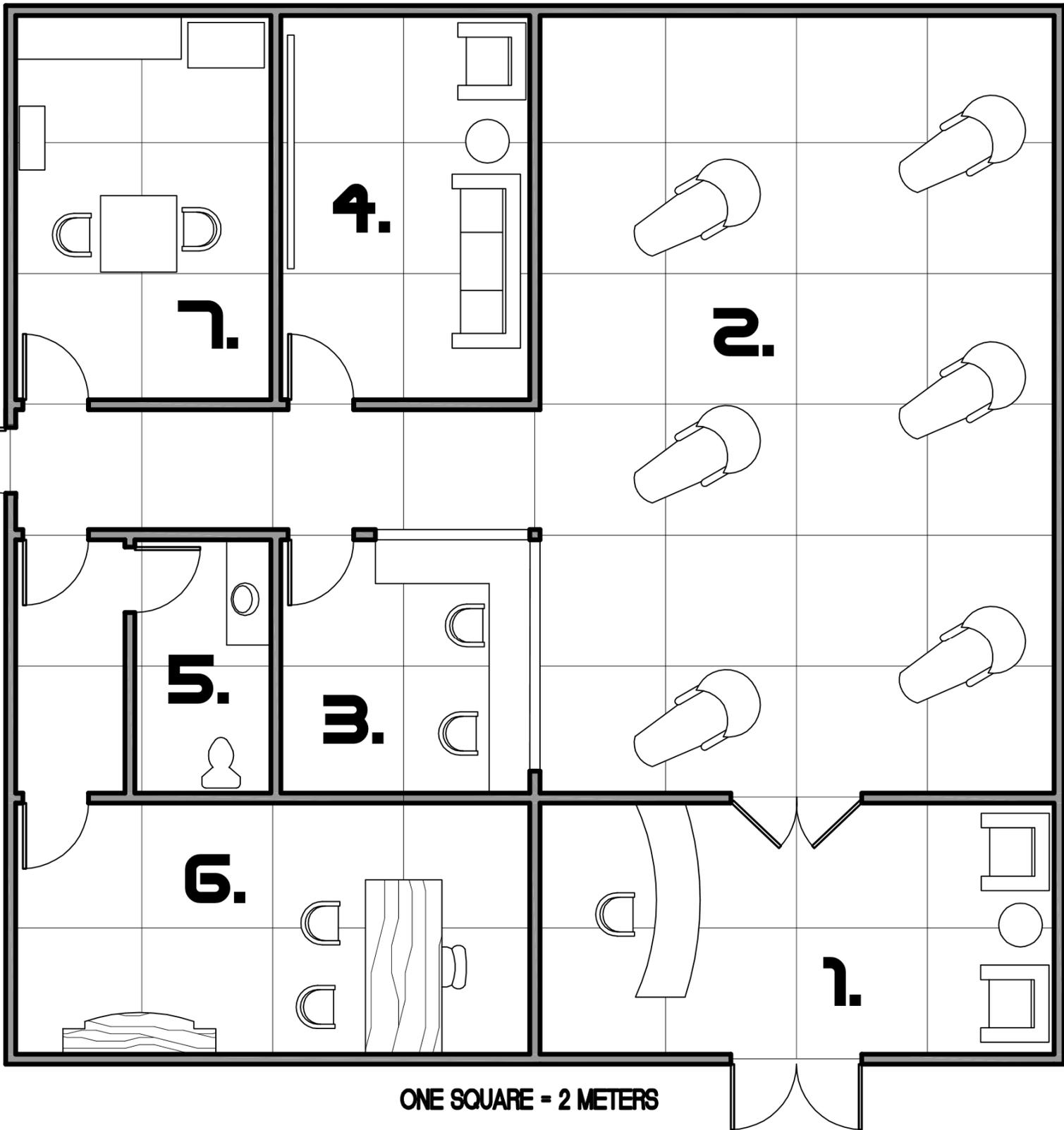
4. Recovery area - This area has overstuffed couches and chairs. There is also a Tri-vid to watch. Characters may be quite shaken after there realistic Hypo encounters. (-10 to all stats temporarily) They are welcome to rest here until they are ready to leave.

5. Restroom - Standard Frontier facilities complete with sonic scrubbers.

6. Zeel's office - This is where Dr. Zeel spends most of his time. There is a large desk with a computer. There are many storage crystals on various psychological subjects. Strange artwork hangs on the walls.

7. Break room - There is a table and chairs, cupboards with snacks, and a freeze field food preserver.





DIVERGENT LABS

SIMULATIONS

When running a simulation encounter don't worry about fleshing things out too much they should be fast and loose. You don't need detailed maps fleshed out NPC's or need to make complete sense. The point is to have the PC's use their skills. Keep in mind that the Hypno training is a quick alternative to playing out a whole adventure to gain experience. So the simulations can seem disjointed. Jump the character to a whole new situation if you want. (As a Referee these can be fun on game nights where you just weren't prepared for the current adventure.) Multiple players can be in the simulation together as long as you combine the skills they want to advance.

Military Ranged Weapon - Characters are dropped into the First Sathar War during the main assault at Outpost 1. They will be using their chosen weapon skill (beam, gyrojet, etc.) a lot. First encounter will be at extreme range then medium, etc, and should also include close quarter fighting. There should be five encounters total. The character should use initiative, move during combat, take cover, reload, fix a jamb and of course shoot.

Military Melee - This simulation takes place on a hidden pirate space station. They spend their stolen creds and time at the arena. The character will fight in an arena against various opponents. Be sure to vary opponents' strength, size, dexterity and fighting style. Suggestions; mad dralasite with a sonic sword, Boon'sheh martial art master, Gorlian war monger or a qickdeath.

Military Demolition - The character is simply sent to blow up a Sathar base. Then to disarm a bomb on a monorail track. Then to build some timers.

Biosocial Environmental - The character has crash landed on an unknown planet with limited supplies. You must analyze the ecosystem. Then find food and shelter before she dies of exposure. Be stealthy and defend yourself. There is a cat like predator hunting you. Did you see the size of those tracks?!!

Biosocial Medic - The character is detached with a squad of marines during the First Sathar war. (See above) It is their job to patch them up, and business is good. Do what you can fix 'em, freeze field 'em but keep moving. Something is killing the colonists such as a toxin, virus or an indigenous creature at a new colony. You must find out what and save them. This simulation works well in conjunction with an Environmentalist.

Psychosocial - The character is in a mega-corp building and suspects a Sathar spy. You must find him/her/ it. Beware; some Sathar agents are adept at Psychosocial skills too and may try to hypnotize you first.

Technological Computers - a mad Vrusk has locked himself in the main control room of the space station. He has set the attitude thrusters to decay the orbit of the station. You must bypass the security locks and

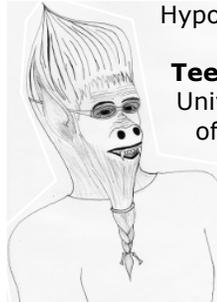
make your way to the engineering deck. Then repair the computer, bypass the control room, and then write a new program, before the station burns up. As you work mad Vrusk belts out Vruskian folk songs over the intercom.

Technological Robotics - The mining robots have malfunctioned and are destroying everything. You must remove the security locks, deactivate, make repairs and finally alter their functions so this sort of thing doesn't happen again.

Technological Technician - Your shuttle crashed. Doesn't look fixable, but yer not getting off this rock without the shuttle. You must infiltrate a high security mega corp building and get the secret plans. It has enough locks and security devices to boggle a Vrusk's mind.

NPC'S

Dr. Zaneous Zeel - An accomplished, Yazirian, psychosocial scientist who is famous among his colleagues. He has pioneered many advances in Hypo training.



Teela Alcott - An intern from Zebulon University. She assists Dr. Zeel in all aspects of the business.

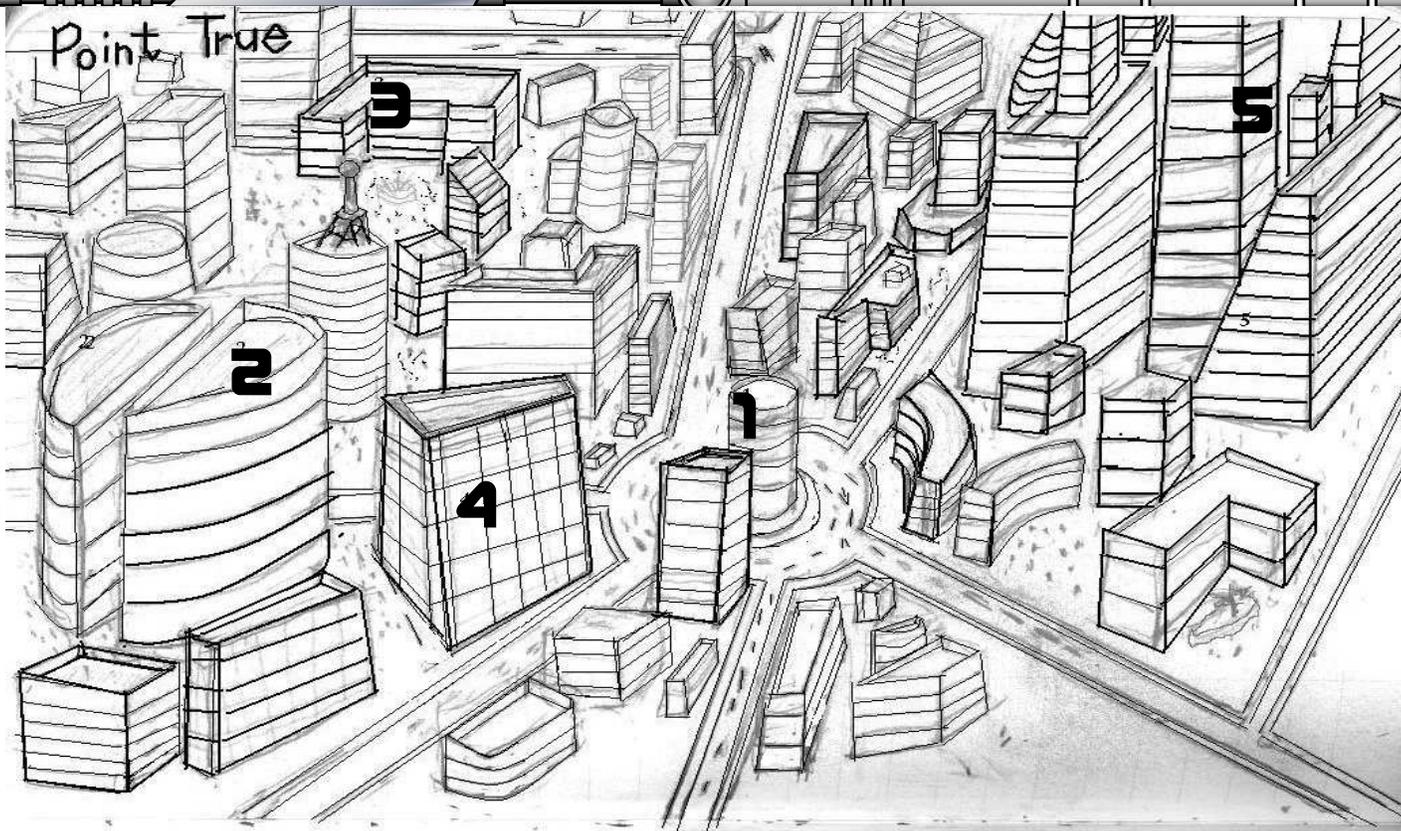
Gorb Bole - A dependable and pleasant receptionist.

d10 Adventure Idea Table

1	Computer glitch ; during an unrelated short simulation you receive an level 1 sub-skill in addition to the training. No charge.
2	Sathar hack ; Sathar agent modified the program giving the PC an unrelated-skill. The Referee determines the skill and can use the PC as a Sathar sleeper agent.
3	Espionage ; receive a free espionage related skill at level 1. After the training a Streeel headhunter seeks you out and makes you an offer you can't refuse.
4	Malfunction ; after training the PC begins to collect Star Law Ranger toys and vehicles for no apparent reason.
5	Free ; the training center gives you 2 more free sessions & goes above and beyond to make you a happy customer. Did something go wrong during your last session?
6	Out of body ; you have an out of body experience. Tunnel, white lights, etc.
7	Damaged ; PC takes 1% of the total damage he received during the simulation due to overloaded trauma.
8	News reel ; the news program was so real after training you believe the events actually happened and nobody can convince you otherwise.
9	Opposite ; if the PC is militant he receives a level 1 psychosocial skill. If the PC is non-militant he receives one level 2 military skill of the Referee's choice.
0	Long session ; PC has a bad reaction to the session late on a Friday. The staff gives him medication to ease the trauma and decides to leave him until Monday. The PC is exposed to countless dralasite debates. When he leaves he may notice the start of a beard and desire (or not) to attend a live dralasite debate.

POINT TRUE

By parriah (Jess Carver)



POINT TRUE, PALE, TRUANE'S STAR SYSTEM

1. **Pale Government Center** located in the exact place where the first exploration ships landed.
2. **PGC Center**, note the size compared to the Pale Government Center.
3. **GVMPI**, largest on any world not primarily populated by Vrusk. Oddly enough, larger than the one on Gran Quivera!
4. **Star Law HQ**, note proximity to PGC.
5. **Streel**, where there's PGC, there's a Streel office complex. It is rumored that Yan-SOON works in this office building, but has never been independently corroborated.

STREEL CORPORATION

Streel has grown remarkably in the last few decades and is fast approaching PGC in size and financial power. Streel offices are now spread throughout the Frontier and Rim, the latter an area the PGC has neglected. Streel backs technological research, banking systems, savings and loan institutions, and financial backings for real estate and agricultural areas.

Headquarters: Point True, Pale, Truane's Star
Chief Executive: Hilo Hadow (Yazirian)

Subsidiaries: The largers are Greater Vrusk Mutual Prosperity Institution, First Dralosite Savings and Loan chain, and the Yazirian Financial Co-op. All of these were once major competitors that Streel acquired.

Allies: MercCo

Enemies: PGC, Galactic Task Force Inc.

Occasional Enemies: CDC

PAN-GALACTIC CORPORATION

Consensus has it that the PGC is the largest business entity in the Frontier, but no factual data has been released to support this belief. The PGC has offices on nearly every inhabited planet.

Headquarters: Port Loren, Gran Quivera, Preglar

Chief Executive: Chang Kim Lee (Human)

Subsidiaries: PGC owns innumerable small and medium-sized corporations, including Trojan Enterprises on Kraatar.

Allies: Galactic Task Force Inc.

Enemies: Streel Corporation, MercCo

Occasional Opposition: CDC, Capellan Free Merchants

PAN-GALACTIC

STAR LAW

Revised & Expanded
By C.J. Williams

Reviser's Note: When Star Frontiers first came out there was virtually no information on Star Law Rangers, except that they were free-ranging lawmen; we were encouraged to start the game as such, but had no clue as to pay scales or duties and only one place indicating any distinction between Star Law and its Rangers. As time went on, several people attempted to expound on Star Law and the Star Law Rangers. The following article attempts to compile a comprehensive understanding of Star Law, what it is, how it's organized and how to be a member, and it fills in many gaps still yet missing until now.

Much of the following information originally appeared in the articles "Freeze! Star Law" by Kim Eastland, "Careers in Star Law" by Alex Curylo, and "Star Law Returns" by Matt Bandy, in issues #87, #91, and #104, respectively, of Dragon Magazine. (See the box at the end of this article for a discussion on the history and nature of the Star Law concept.)

A beat cop does not have the authority to chase an interstellar criminal or Sathar agent into deep space, so an agency with greater authority and resources is needed to apprehend such suspects; an agency that can work with local and interplanetary authorities to track them down. Thus Star Law has become just such an agency.

Star Law is merely one of hundreds of law enforcement bodies within the Frontier, but it is the only organization enforcing UPF law in deep space. Local planetary defense belongs to each planet to take care of itself, and the UPF Spacefleet only handles major engagements. If a situation is too great for Star Law to handle, then the UPF Spacefleet will be dispatched to assist Star Law. Think of the UPF as the United Nations with teeth and Star Law as UN investigators with the authority of US Marshals to carry weapons, use necessary force, and declare planetary emergencies.

One Star Law base exists on each civilized world of any size in the Frontier. These bases range from one-man offices to large complexes, depending upon that world's needs. Star Law itself does not own armies or a great fleet of ships. However, each base has a small assortment of fast, light armed vehicles for planetary and interplanetary transportation, such as flit-boards, air cars, assault scouts, etc., and a number of agents with wide-ranging authority who do not pose a threat to city or regional police forces or planetary armies.

Any official venture beyond the Frontier is undertaken by the Star Law Rangers, while unofficial ventures are assigned to mercenaries, bounty hunters, etc.

All investigations of known hostile races (Sathar, Mechanon, Zuraqqor, etc.) are made under the authority of Star Law. A Star Law agent's authority is very great in this area. But crimes committed by Star Law personnel are handled internally by a special division designed to keep Star Law clean. Investigations of other established security forces (Spacefleet, world armies, etc.) or interplanetary governing bodies (such as the United Planetary Federation) would be handled by special investigative committees appointed by the Star Law Coordinator-General or those fleet's internal security.

Residents of the Frontier sector who are not of the Frontier races, but who have clean records and take the initiative, might also be Star Law officers. Indeed, when dealing with the Rim, they might be more desirable as agents than one of the major races.



The Star Law Officer's Shield with the various motifs. The eight points represent law spreading out in every direction. The five-pointed star is an ancient representation of divine authority. The radiance represents the glory of divine justice. The lightning represents the power of Star Law flashing forth through the stars. The four stars represent the four branches of Star Law. In the text circle are the words "Justice" and "Conviction". "Justice" appears closest to the center or heart of the individual and toward the right hand, showing their love of what is right and true. The word "Conviction" appears toward their left side, indicating support, thus suggesting that the strength of their conviction toward the righteousness of their path will support them through anything.

STAR LAW AUTHORITY

Despite being a law enforcement body, Star Law is not unionized, but is governed by the UPF Charter and the UPF Securities Act. The UPF Securities Act of 5 f.y. was put into place to establish and govern the authority of Star Law and Spacefleet. Star Law retains these authorities during both peacetime and wartime. One of the provisions for membership in the UPF is that Star Law be allowed to carry out its duties on member planets and their territorial possessions without interference from their governments or their citizens. The following summarized articles cover the authority and limits of Star Law:

Article 5: Star Law personnel may detain, pursue, warn or arrest anyone within their jurisdiction who breaks the law. The decision to warn or arrest is at the Star Lawman's discretion based upon local and UPF law.

Article 6: If the investigation of a suspected Sathar agent, escaped convict, or other lawbreaker threatens to turn into a gun battle in a densely populated area, Star Lawmen are trained not to fire upon the suspect if there are innocent beings about. Agents must follow the suspect to a deserted area or arrange for getting innocents out of the line of fire. However, if civilians are being recklessly harmed regardless, in the judgment of the officer, he may make an attempt to disable the suspect if he is reasonably sure of his success without injuring civilians.

Article 7: Star Law personnel of any rank may commandeer any planet-bound vehicle and pilot it, or cause it to be piloted, in excess of normal legal regulations. This authority does not include any overt actions that unnecessarily threaten civilians or civil property, public or private.

Article 8: Star Law personnel have the authority to search a premises if due cause exists. In those cases where Star Law Command can be contacted immediately for confirmation, such must be obtained unless in hot pursuit. In those cases where Star Law Command is more than ten minutes communications distance away and sufficient grounds is ascertained that this wait is to the detriment of or dangerous to society, the Star Lawman may gain access to the premises in any fashion possible that does not include any overt actions that unnecessarily threaten civilians or civil property, public or private and does not exceed probable cause. They must, however, obtain warrants to search private property in situations not covered by the "hot pursuit" exception in Article 9 or probable cause.

Article 9: In cases where a Star Lawman is in pursuit of a suspect or is witness to a criminal act, then the Star Lawman may gain access to and search any premises through which the suspect passes in any fashion possible that does not include any overt actions that unnecessarily threaten civilians or civil property, public or private.

Article 10: Star Law personnel have the authority to protect: society, Star Law personnel by rank, him- or herself, or private property (in that order), in the normal course of their activities, by whatever means necessary that does not include any overt actions that unnecessarily threaten civilians or civil property, public or private.

Article 11: Star Law personnel have the authority to close down any establishment, business, or operation which is either allegedly breaking a law or endangering society and the common good until the appropriate agency, governmental department, or proper level of authority can investigate the problem. (In some instances the Star Lawman himself must investigate the allegations).

Article 12: A Star Lawman in the office of Planet Officer or higher may impose Interstellar Law in a city, county, state, province, island, or continent if he deems it necessary to maintain civil obedience, which action will be reviewed when said action has ended.

Article 13: A Star Law Marshal or higher rank has the authority to impose Interstellar Law on a specific region of Frontier space with special permission from the UPF Security Council if he deems it necessary to maintain civil obedience or UPF security, which action will be reviewed when said action has ended.

Article 14: The UPF may impose Interstellar Law on the entire Frontier if ever such is deemed necessary, which action will be reviewed when said action has ended.

Article 15: A Star Law Ranger Corporal rank or above may pursue criminals or enemies of the U.P.F. in or out of the Frontier.

STAR LAW LIFE

Being a Star Law officer requires going through a rigorous application and admission process, after which you will be enlisted and undergo intensive training. Once graduated, the Star Law officer receives assignments, advancement, and may be reassigned numerous times throughout their career, or even court marshaled. Following are the details regarding each step along the way.

APPLICATION

In order to apply for admission to Star Law, a being must complete a series of forms at a local Administrative-branch office and pass a PER check and must never have been convicted of a criminal act. Obviously, the Star Lawmen have a much greater level of authority than normal law enforcement agents, but they also have a much greater responsibility. Because of this, the screening of Star Law applicants is incredibly detailed and thorough. Corrupted individuals have never gotten through the Star Law screening process, though some Lawmen have gone bad after years of stress and exposure to criminal elements. If the candidate passes the screening, he will be granted an interview with the Admissions Director of the Academy. If the candidate makes a favorable

impression (passes a PER check), he is accepted for Star Law Admissions. If he fails, he may try again next year. The applicant will be notified within two months of acceptance or rejection by the Academy, and must provide his own transportation there if accepted.

ADMISSION

Once approved for admission, all admission procedures take place at Star Law headquarters (Port Loren, Gran Quivera). They will be tested mentally and physically. The admission standards are strict. All Star Law officers must be above average in their overall test scores. Four of the applicant's ability scores must be at least five points above their racial average (see p.59 in the Alpha Dawn Expanded Rules, or p.93 in the Remastered! version), two of which must be their INT and LOG scores.

Example: A player wants his Yazirian character, Saba (ability scores STR/STA 40/40, DEX/RS 45/45, INT/LOG 60/60, PER/LDR 40/40), to become a Star Law officer. Checking the table, he sees that the Yazirian average for Intuition and Logic is 50. Therefore, Saba's scores must be at least 55 in those areas; they are, easily. His other scores are not good enough to qualify in the DEX/RS or PER/LDR areas. Luckily, the Yazirian average for Strength and Stamina is 35, so Saba is qualified to enter Star Law.

The admission procedure is tough. The character will be doped with Telol and psycho-probed while being examined on every facet of his beliefs, attitudes, and history. All interviews are monitored by hidden cameras and sonic analyzers so that any attempts to use Hypnotism or Persuasion skills will be detected. Any character who uses those skills, or who has a criminal record or subversive beliefs (including a "bad attitude"), will never be admitted to the academy. In instances where a Star Lawman may have been in a position to be compromised, they may be asked to undergo re-evaluation by a commanding officer.

Referee: The Referee should enforce the admission standards strictly.

TRAINING

Once they have passed admissions, they will be sent to Morgaine's World for training. (See Training Division under the Administrative Branch

subheading below) Those with exceptional test scores (Passing a STR or DEX check by 20 or more) are trained for the Star Law Rangers.

Once at the Academy, the being must select a PSA, if he hasn't already done so. The cadets undergo extensive physical and tactical training, and are taught all available information on Sathar capabilities and subterfuge tactics, the culture and history of the known races, and anything generally useful to their line of work (which means practically everything). The initial training period lasts one year, during which cadets receive free room and board, and earn a small allowance that they collect only after completing the first year. To determine if the cadet makes it through the first year of the academy, make a LOG check. A failed check indicates that the being has washed out of the Academy. Make one more check with a +20 circumstance modifier for the next 3 years of field training.

Referee: The Referee may apply circumstance bonuses if deemed appropriate or simply pass the cadet if the campaign requires it.

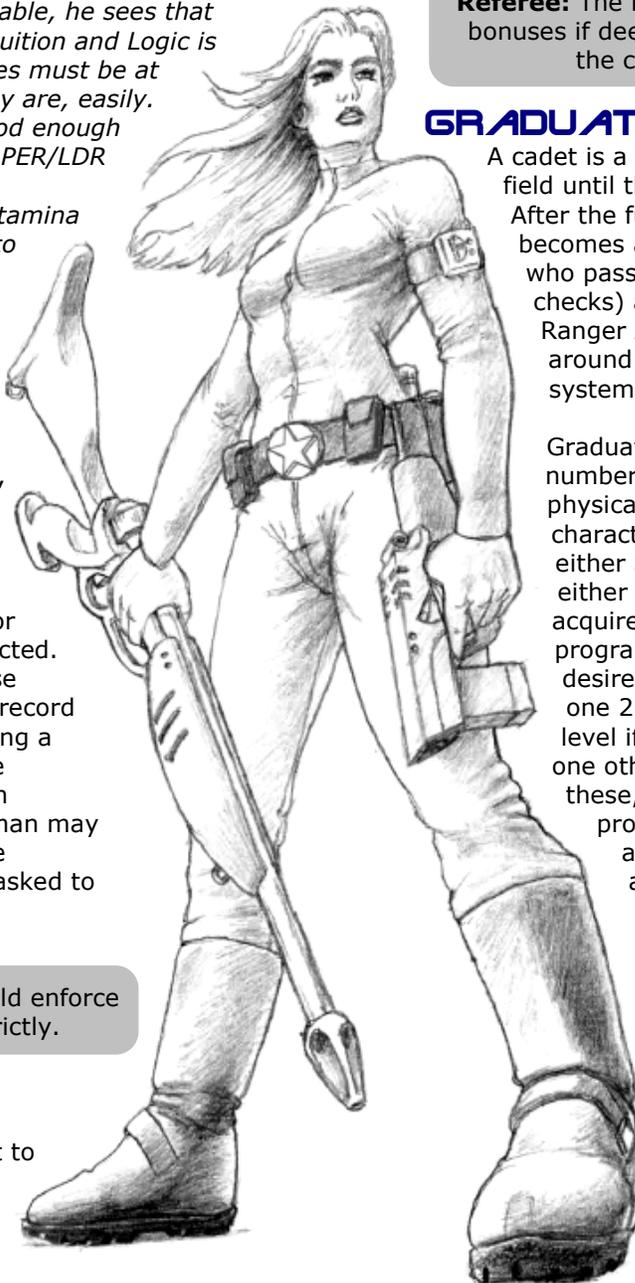
GRADUATION

A cadet is a trainee and does not get into the field until their second year of training. After the full four years of study, the cadet becomes a Star Law Officer. Graduates who pass with honors (passing all ability checks) are immediately sent to the Ranger Academy on Dillon, a moon around Moonworld in the Lynchpin system. (See Star Law Rangers below.)

Graduates of the academy receive a number of benefits. The continual physical training improves the characters; they may add five points to either STR or STA and five points to either DEX or RS. They will also have acquired extensive skills during the program, depending on their PSA and desires. The graduate has acquired one 2nd-level skill within his PSA (3rd level if graduating with honors), and one other 1st-level skill. In addition to these, according to their chosen profession, the officer received additional skills and the skills they already chose must coincide with the requirements. The cadet is then assigned to a UPF planet of the Referee's choice in a post appropriate to their training:

Biosocial: 1st-level ranged weapons skill (usually beam), and 1st level in a non-ranged Melee skill.

The biosocial graduate may be assigned to one of the following positions



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to which field work may be possible:

Assessor reviews the effectiveness and mental stability of criminals and Star Law agents, as well as identifying those in various organizations, including Star Law, who have been compromised by the Sathar or who may be anthropomorphic robots posing as sentient beings. Specializes in 2nd level Psychosocial skill and 55 or higher LOG score required.

Forensics Specialist collects evidence from a crime scene and processes it in various ways and provides an educated guess based upon an analysis of the available evidence. Specialization in 2nd level Medical or Environmental skill required.

Field Investigator questions suspects, accesses data files, reviews records and transcripts, and performs interrogations. 2nd level Psychosocial skill and above average (by 5 or more) racial LDR required.

Negotiator/Forensic Psychopathologist makes deals with anyone and everyone, from the kidnapper making ransom demands to the petty hood with information to diplomats threatening action. They also handle tracking intersystem serial killers and terrorists. Specialization in 2nd level Psychosocial skill and 55 or higher PER required.

Technological: 1st-level ranged weapons skill (usually beam), and first level in a non-ranged Melee skill.

The technological graduate may be assigned to one of the following positions:

Data Analyst hacks computer systems, performs computer forensics (accessing secured computers and restoring corrupted data), and maintains the Star Law database. Specialization in 2nd level Computer skill required.

Fleet Mechanic maintains the Star Law vehicles and prepares undercover vehicles and equipment for special assignments. Specialization in 2nd level Technician skill required

Robotics Specialist maintains Star Law's robots and hacks, reprograms, and/or repurposes non-Star Law robots. Specialization in 2nd level Robotics skill required.

Military (Special Forces): 2nd-level weapon skill, 1st-level Martial Arts.

The military graduate may be assigned to one of the following positions:

Bomb Squad disarms or detonates incendiary and other devices, provides pyrotechnics, and utilizes a number of robots to assist in various tasks. Specialization in 2nd level Demolitions skill required.

Weapons Specialist provides heavily armed backup to agents in the field and rushes into the line of fire to secure a crime scene and neutralize dangerous

suspects. Specialization in 2nd level Gyrojet weapons skill required.

Sniper positions himself where he can target a suspect to diffuse a dangerous situation and put an end to standoffs. Specialization in 3rd level Beam, Gyrojet, or Projectile weapons skill required.

Other positions can be acquired later on, with which training is given, but these are the positions available to graduates.

ASSIGNMENT

Once graduated, the new recruit must be assigned to a world and a position appropriate to their training. The Referee may pick a world at random or by design. Generally, Star Law graduates are assigned to worlds where they fit in well with the inhabitants; Dralosite agents, for example, would stand out on a world inhabited almost exclusively by Yazirians. Some exceptions are made as the need arises, and the policy is not particularly strict. Racial diversity should be maintained where possible to maintain variety and balance, and encourage racial harmony.

Star Law agents are respected throughout the Frontier. Whenever an NPC must make a Leadership check vs. a Star Lawman, the agent gets a +5 bonus per rank above the officer..

ADVANCEMENT

Since the agents often have to rely on their own resources, Star Law encourages them to develop their personal skills. This policy has a practical side: Star Law will provide hypno-training (see Expanded Rules, p. 11, Remastered! Rulebook, p. p.41) for any officer wishing to gain new skills or skill levels. To receive a promotion, an officer must state their interest in a higher grade. Their request will be considered by the senior officer, typically the Captain. If promoted, they must spend a certain amount of XP (See the table under Star Law Ranks, below) through training and special distinction to make the grade.

Star Law ranks are treated like SpaceFleet ranks, in that a certain number of experience points must be "spent" to achieve each rank. At least one level must be gained in at least one skill before another rank can be achieved.

Referee: The point at which PCs are promoted should be determined by the Referee and should depend less on PC skill levels than on how PCs conduct themselves on cases. As in any law enforcement organization, the remuneration may not be high, but the excitement and satisfaction of a job well done is often reward enough.

A Marshal may only be promoted from within the Star Law Rangers division, but a coordinator may be promoted from either a Marshal or a Chief.

TERMINATION OF CASES AND REASSIGNMENT

A Star Lawman or Chief or lower can be called off a case or have his case closed by either a personal directive or general reassignment, both issued by Star Law Headquarters. Star Law Rangers can only have their cases closed or be reassigned by personal directive from Star Law HQ. Star Law Marshals cannot have their cases closed, but can be reassigned, but only by the Star Law Coordinator-General, and then another Star Lawmen of equal or higher rank must take over their cases. Star Law Coordinators cannot be reassigned or have their cases closed, but they can be recalled by the Star Law Coordinator-General for briefing or debriefing. Star Law Coordinators can be forcibly retired, but another Star Law Coordinator must take over the case, and the entire case file and official actions ordered are reported to the UPF Security Council to prevent any cover-ups.

COURT MARSHAL

The rarity of treason cases recorded within Star Law is due to the intense screening of Academy applicants. Any disobedience of orders is dealt with swiftly. Severe disobedience results in the offending party being relieved of duty and court marshaled (the results of which are decided by the Referee). Most such court marshals end with dismissal, forced resignation, or forced retirement, though simple demotion as a punitive action is also a consideration.

RETIREMENT

At old age for the character's race (see the article "Old Yazirians Never Die in Dragon Magazine, issue #108, p.86), the character becomes eligible for retirement. Once they reach venerable age, retirement is mandatory. Star Law officers are retired on a pension.

ORGANIZATION

Star Law is split into four branches: Administrative, Penal, Intelligence, and Enforcement. Each has its own responsibilities integral to the workings of the agency.

Referee: Obviously, the number of scenarios that can be built upon the needs of the different types of Star Lawmen listed below is far greater than those for a first level Star Lawman. Referees might wish to start players in low positions, such as a Star Law Deputy, and bring them up through the ranks.

STAR LAW RANKS

Following are the actual ranks for Star Law personnel. Regardless of one's position (i.e., City Officer, Medical Officer, etc.), a Star Lawman's rank (as defined below) determines their pay grade and status.

The following ranks are listed in order of authority from highest to lowest:

Chief: A Chief Officer oversees a division of Star Law and are all subordinate to coordinators and the Enforcement branch's Marshals (See Enforcement, below). A chief cannot exercise their authority in any

jurisdiction other than the one they have been assigned unless permitted to do so by their coordinator at Port Loren. The Chief works closely with their assigned Marshal.

Captain: Exercises authority on assignments, whether in a city or in deep space. The Captain coordinates and oversees major operations in their area and pushes necessary information further up the chain of command while parsing out local data.

Lieutenant: Assists the Captain in overseeing and coordinating and collects information to make sure the Captain has all they need to govern the organization beneath him and appries the Captain of the current situation within the city or combat zone.

Sergeant: Supervises troopers of lower rank, handing out daily assignments and making sure the troopers under them are prepared for the days assignments based on the latest intel on local situations.

Corporal: A Corporal is often assigned independent duties and special privileges beyond the junior grade (Private) and are trusted for their experience.

Private: A Private is fresh out of the academy. After a period of time, usually one to three years, the Private is evaluated and may be promoted to a higher grade. On rare occasions a Private might be promoted into positions as high as a Lieutenant or made a Star Law Ranger, depending upon his background, skills, and abilities.

Star Law Ranks		
Rank	XP Needed	Pay (Cr/day)
Marshal*	125	300
Chief	100	200
Captain	75	150
Lieutenant	50	125
Sergeant	25	100
Corporal	15	75
Private	0	50
Cadet	0	10

* Enforcement branch only.

Each chief commands one to three captains. A captain is in charge of one or two lieutenants; each lieutenant is in charge of one or two sergeants, and each sergeant is in charge of five to ten deputies.

ADMINISTRATIVE BRANCH

Administration coordinates the other branches of Star Law, organizes the information given over by them and by other law enforcement agencies, and recruits and trains agents in the Academy. Most Star Law offices which are open to the public are Administrative in nature; the whereabouts of other bases are generally kept out of public view.

The command structure within the Administrative division is fairly simple. The Coordinator is in charge of the workings of the branch. It is not necessary to go into depth about the ranks within this branch, as PCs will not become heavily involved with it on most

occasions. Some of the more important administrative positions are given below.

Coordinator-General: As the head of the Star Law organization, the Star Law Coordinator-General answers to no one but the UPF Security Council. This person directs all matters of general importance to Star Law. The Coordinator-General communicates directly with the branch coordinators.

Coordinator: A Star Law Coordinator commands all of the lower levels of Star Lawmen in their branch division in the Frontier and Rim and has complete authority to venture into alien space with any personnel they choose in order to operate in the UPF's best interests there. There are only a small number of Coordinators, one for each division of each branch of Star Law, and they report to the UPF Security Council and the Coordinator-General.

Star Law Laboratories. This special division of the Administrative branch of Star Law is entrusted with the development of special weapons, devices, and teams to address the needs of Frontier law enforcement in the other branches of Star Law. They are particularly noted in the development of the SilverTwins team and their vehicles.

Subspace Relay Division. This division handles communication for Star Law personnel throughout the Frontier and beyond. Subspace operators communicate with personnel on a particular planet or planets, taking information from them and relaying orders to them. Data administrators sort relevant information from irrelevant material gathered by the subspace operators. Any data deemed to be of importance is entered into the Administrative Information Pool. Computer operators enter the data collected by data administrators into computer systems and later retrieving it for persons who request it and possess the proper security clearance. Three department heads, one for each of the other three Star Law branches, review all ingoing and outgoing information of major importance, and personally handle all internal directives for their branch.

The Shipping Registry. As Star Law's authority began to spread, a need was seen to control shipping and facilitate astrogation between worlds, thus the Shipping Registry was born. The Shipping Registry is a division of the Administrative branch that controls imports and exports from planet to planet and has authority to apprehend and search any vessel it deems suspicious as well as to perform scheduled random searches. They also send out civilian astrogation specialists to collect astrogation data and provide star route information to commercial pilots within the Frontier for a cost to make astrogation faster and easier in the commercial space lanes, reducing days of calculations to a matter of moments. To retrieve the information, pilots pay a fee, generally around 2,000 Cr., based upon their destination and cargo weight, and their cargo must be registered. The Shipping Registry battles drugs, smuggling, and piracy and acts as the

first defense against Sathar attack by providing outpost ships on the edge of unexplored space.

Training Division. The Star Law Academy, located on Morgaine's World, offers one of the best educational programs in the Frontier sector in a huge complex which includes hundreds of hectares of land enclosed in climate-controlled domes that simulate adverse conditions found on various worlds for the purpose of combat and survival training.

The Ranger Academy on Dillon, orbiting Moonworld in the Lynchpin system, is considered the most advanced training facility in the Frontier. There they train the SilverTwin teams (See the *Star Law Rangers* subject under the *Enforcement Branch* subheading below) in addition to the rest of the Rangers.

The instructors for the academies are members of the Administrative branch, though they may have been culled from the other branches. High ranking members of the other branches are occasionally called upon to lecture.

ENFORCEMENT BRANCH

The Enforcement branch is the largest branch of Star Law, and is responsible for keeping peace in the Frontier sector.

Typical armament for officers in the Enforcement branch includes a laser pistol, a stunstick, a belt pack with two power clips each, a skein suit with tactical helmet, and an albedo screen. Heavier weapons and defenses are assigned only as needed. Other equipment, such as toolkits, are supplied to each individual officer.

The following positions are common to both divisions of the Enforcement branch:

Marshal: A marshal inspects the Enforcement personnel of planetary offices and advises any necessary adjustments that may be needed and direct Ranger assignments. A Marshal's jurisdiction extends into the Rim systems, and some even patrol the Rim exclusively. Each Marshal commands a division of Rangers and one or two planetary offices.

Deputy Officer (DO): A Star Law deputy is a low ranking officer (Private, known as a Junior Deputy, or Corporal, known as a Senior Deputy). They are assigned with foot patrols, air patrols, and general duties, such as maintenance or office assistance to higher grade officers of Lieutenant rank or higher.

Referee: A group of non-Star Law individuals may be recruited and deputized as "Star Law Emergency Deputies", usually from local law enforcement, whose mission is to help out Star Lawmen in trouble or assist an officer in locating a criminal, but never for tracking down a Sathar, as that takes special training. They can only be assembled by a Planetary Officer, Ranger, Marshal, or Coordinator. Their stats are usually normal for their race, and they should be armed and armored competitively by the Referee.

The posse does not exist to haul the player's afterburners out of the fire all the time. They can help if the Referee has swamped the players with foes or as henchmen. In some cases, a PC may be a deputized individual of this type.

Upon assignment following graduation, the Deputy Officer receives his dress uniform, his duty uniform (a military skeinsuit in Star Law blue), and regulation weapons for his assigned planet — typically a sonic stunner, 2 tangler grenades, and a stunstick, but certain planets such as Outer Reach, as well as the Star Law Rangers, require more powerful weapons as standard issue, and perhaps a defensive screen as well.

Frontier Enforcement Division (FED). The FED is the common face of Star Law in the Frontier. They handle the harder cases on planets and give assistance to local planetary law enforcement where requested.

Certain planets are assigned different organizational groups of FED and Administrative officers depending upon their needs and populations. An outpost world might receive only one unit, while a moderately populated world might host a battalion. About 50 personnel are assigned to Morgaine's World as staff and security elements for Star Law Academy.

Equipment assigned to planetary stations includes one vehicle for every five officers, usually an aircar fitted with a heavy weapon, a small arsenal of handheld weapons, including lethal and non-lethal, and a spacecraft, usually a shuttle. Other equipment, such

as toolkits, are supplied to each individual officer.

The following positions are common to the Frontier Enforcement Division:

Planetary Officer (PO): As a kind of assistant to the FED coordinator on major civilized planets, a Planetary Officer is a Chief who oversees the various city offices of Star Law.

City Officer (CO): A Captain that commands Star Law officers in an assigned city or planetary territory.

Star Law Rangers. Star Law Rangers are a special division of Star Law established to counter piracy, hijackings, interstellar organized crime, corporate wars, terrorism, and especially the Sathar intelligence network. They were formed to relieve the UPF Spacefleet from spreading their very costly resources too thin in the Frontier. Star Law Rangers are identified by their special red-striped white uniforms. These are the foot soldiers in the defense of the Frontier from Sathar spies and organized criminal elements. Though the work of defending the Frontier is demanding and dangerous, Star Law Rangers thrive on it. They don't stop until they have caught or disposed of the culprits.

Uniformed Star Lawmen are feared, respected, and loved throughout the Frontier, hailed as saviors of the Frontier in driving out the Sathar



menace and making the space lanes safe for public transit and commerce. Their courage and dedication have resulted in their becoming universally admired as folk heroes. Star Law Rangers are heroically depicted on posters and in holo-vid ads throughout the Frontier. They are as much a part of public entertainment as local law enforcement.

An average Star Law Ranger team includes 2-6 members. Some may be deputized posse from other law enforcement agencies. The Rangers usually travel in a small entourage typically consisting of two Spec Force personnel, a medic, and at least one tech.

There are two ways to become a Ranger: Be promoted straight out of the academy for graduating with honors, or be promoted from within the ranks of Star Law for exceptional service that demonstrates qualities desirable in Ranger service.

The following positions are common for Ranger teams:

Spec Force Officer: Those trained in special weapons and tactics are known as Spec Force officers. They are skilled in survival and heavy weapons. All Spec Force personnel must specialize in a military skill, have the environmental skill, and are usually saddled with Gunnery and Piloting when on an assault scout.

Medical Officer: Medical Rangers must specialize in the Medical skill. These officers are also generally called upon for psych evals, so are expected to have at least 1st level Psychosocial skill.

Tech Officer: These officers are required to operate and repair vehicles, computers, and communications equipment in the field. They may specialize in any of the 3 tech professions, but at least one tech officer needs to specialize in the Technical skill.

Over time, the roles of the Star Law Rangers were expanded and special teams were developed, including the SilverTwin teams that include a 5 member team with a heavily armed and highly advanced car and cycle pair that can alter between ground mode and hover mode for which the team is named.

INTELLIGENCE BRANCH

The Intelligence branch of Star Law is concerned with the gathering of information for the purpose of sniffing out Sathar agents (and other unfriendly spies), infiltrating pirate strongholds, subverting corporate wars, interrogating traitors, and investigating Star Law officers. On occasions, the information is useful in preventing unwanted occurrences like a corporate war or smuggling operation. Each division of the Intelligence branch utilizes the same structure. The available careers in the Intelligence branch of Star Law are as follows:

Chief Agent (CA): A Chief Agent is a Lieutenant or Captain who commands a small group of deep cover agents and others. They may also command all officers below their rank and govern investigations that assist other law enforcement and security forces. Chief

Agents have broad authority. They have the power to override the authority of other security forces with whom his duties bring him into contact.

Deep Cover Agent: While most Star Lawmen can go undercover, intelligence agents are in "deep cover." They have been hypno-trained to know all there is to know about the organization that they are infiltrating, so they quickly rise to positions of authority. Deep cover agents spend years developing their cover and may not even reveal themselves to player characters so as not to jeopardize their missions, but can pass information to them secretly. They are not listed in Star Law records and only answer to their own Chief Agents, their own Coordinator, or the Coordinator-General, and are found in high risk areas such as the Rim. These agents have authority to break any law necessary to perform their jobs, except directly killing innocent parties. If made public, Star Law will disavow any knowledge of these individuals and may even put warrants, or even bounties on these individuals to maintain the individual's anonymity.

Referee: If a campaign calls for it, the Referee may choose to make the PC's Deep Cover Agents.

Star Law agents are often called upon to perform undercover work. These assignments will be of two basic types: infiltration and replacement.

In infiltration, the agent attempts to join an organization, "become" an enemy agent, or other similar action. In such a case, Star Law will fabricate a history for the agent right back to his birth records, and will alter computer databases and hypnotize key people so that almost any amount of checking will not discover anything unusual about the agent.

Replacement occurs where an enemy agent has been neutralized, but Star Law does not wish that fact to become known and wishes to plant its own contact inside the organization. For this type of assignment, setup will include plastic surgery, voice and carriage training, and memory overlays so the agent has instant access to memories either from or comparable to that of the one being replaced.

Special Agent: A generic operative of the Intelligence branch. They must have a 2nd-level skill as a computer operator. In the course of normal duties, a Special Agent may be called upon to perform a breaking-and-entering mission or interrogate prisoners. When on an assigned mission, Special Agents will be issued whatever weapons, defenses, and equipment are appropriate and reasonable. They may even be called upon as a special tactical force to back up Deep Cover Agents.

Star Spy Division (SSD). The SSD is the very public undercover division of Star Law. They specialize in covert ops to uncover criminal activities that threaten the stability of the Frontier. They maintain a high public profile, even investing in the Frontier holo-vid industry to maintain a heroic and loved face in the public, as much of what they have to do is not pretty,

but maintains peace and security throughout the Federation for the safety of all, or so the slogan goes. The holoivid stars who play Star Spies even represent the SSD at high society galas. They maintain constant recruitment and glorifying advertisements. Despite the seemingly self-serving ads and popular holoivids, they have been very successful in maintaining law and order since the end of the corporate wars, which, incidentally, was accomplished primarily through the efforts of the SSD, who at the time were quite secretive until a certain incident caused them to seek damage control through good press. In fact, every person disavowed by Star Law is considered a hero who has sacrificed himself for the greater good, even if they are in fact not associated with Star Law. The person's public status suddenly skyrockets afterward and the tabloids clamor for the new faces, as they have no other faces to put to Star Law but those that have been disavowed and the holoivid stars.

Psi-Corps. Introduced in 108 f.y., Psi-corps is a special branch of Star Law charged with apprehending criminals with psionic powers and mutant capabilities, control the mentalist underground, investigate paranormal, fringe science, and divergent strain (mutant) activities on the Frontier, and assist in deterring and ending Corporate Wars. Unlicensed mutants and Psionicists that stray from their quarantine are tracked by Psi-Corps and returned to their assigned areas, and in cases of serial quarantine-breakers, restrictions may be imposed. A Psionicist Psi-Corps officer (Psi-Op) will be stationed on worlds with a burgeoning Psionicist or divergent strain population and is trained to resist mental attacks. Despite their depiction in the popular entertainment, Psi-Corps is dedicated to the protection of the mentalist and divergent strain individual, as well as the society at large.

Psi-Op: Psionic Operatives are agents with psionic abilities. It does not matter what psionic belief system they hold to (i.e. Mentalists, Psionetics, Psionologists, etc.), but they must adhere to the training of Psi-Corps. Psi-Ops are all trained in 4th level telepathic discipline; from there, the Psi-Op chooses what discipline they wish to specialize in; some choose to specialize as telepaths and are utilized in the most challenging interrogations. Mind-shielding Psi-Ops are commonly assigned to high political dignitaries within the Frontier, such as to each member of the UPF Security Council.

Psi-Ops uniforms are an intense mesmerizing blue color designed to facilitate theta brain wave activity and make one's mind more open to a Psi-Op's mental capabilities.

Gen-Op: Genetic operatives counter geneticists and operations that create mutations, as they are bringing into the world those who will be persecuted, as well as causing untold pain to many upon whom they experiment. Mutants are often recruited to infiltrate and disband mutant organizations bent on subversive activities. However, not all Gen-Ops are mutants. Normals are also recruited, as genetic experimentation

affects everyone, and reaching an illegal genetics operation often requires being genetically pure. The Gen-Op believes that mutant and general public safety is dependent upon mutant anonymity. These operatives undergo their training in secret at the Ranger academy on Dillon.

Referee: The Referee chooses how they want Psi-Corp to act or be perceived within the Frontier, whether a secret organization or widely known.

If secret, then they disavow any association with Star Law and is disavowed by Star Law. The Psi-Corp struggle to keep Psionicists and divergent strain individuals largely unknown in the Frontier in order to protect both the Frontier and especially individual Psionicists, because fear of psionic capabilities and mutations causes many less enlightened citizens of the Frontier to act out violently against the Psionicist.

Internal Investigations Agency (IIA). Though corruption is rare within Star Law, it does happen when Star Law officers or agents are corrupted by greed or exposed to Sathar hypnotism. The IIA is entrusted with ensuring that Star Law officers are operating above reproach. They are usually recruited from the ranks of whatever division they are to infiltrate. When investigating Star Lawmen, they have the command authority of a Star Law Ranger. If necessary, they will call in a Psi-Corps Psi-Op to probe those suspected of being Sathar Collaborators or Corporate spies. They are plain clothed, though may dawn whatever uniform they need to infiltrate another division of Star Law.

PENAL BRANCH

The Penal branch oversees the punishment of beings convicted of major felonies by UPF-member planets, through their judiciary systems. Only certain major felonies, such as mass murder, major arson, interstellar piracy, mass counterfeiting, espionage for unfriendly powers (such as the Sathar or Mechanons), nuclear or biochemical extortion, kidnapping that involves murder, major industrial espionage (classed as a felony), treason, spacecraft or metropolitan sabotage with loss of life, assassination of law enforcement or government officials, and the like, are considered here.

Sentences are rarely commuted after conviction, except in extraordinary circumstances. It must be demonstrated that rehabilitation is not possible for the criminal in question. If death is the penalty for a crime, the prisoner is executed on the world where he was tried and convicted, and is not shipped to a penal colony. Sentences for penal colony inmates range from a minimum of 5 years to life.

Penal colonies are established by Star Law on uninhabited or sparsely populated worlds and moons. Those irredeemable criminals given life without possibility of parole or release are sent to "the pit" drilled deep within the moon, A-G, around Histran to live out the rest of their days, however long or short they may be, forgotten by the inhabitants of the Frontier.

CRIMINAL PURSUIT PROCEDURES

There are only a few things you need to remember when pursuing and apprehending your suspect:

- First and foremost, identify yourself as a Star Law officer. This is for your protection, sometimes physically, but most times legally.
- Until you identify the suspect, you must treat all parties involved with respect and patience. But if threatened, you may take any permitted action necessary to subdue the offender and protect yourself.
- If you must pursue the suspect to apprehend them, then you may break or blow locks, acquire any vehicle available that is not already performing a public service, hack computers and robots, and gain access to any area necessary. (Though be warned that if you pursue a suspect into a restricted or top secret area, those protecting said area cannot be held accountable for what happens to you in the process. And afterward, you may be handled as someone possessing sensitive information, and you are required to comply so long as your own life is not endangered and a reasonable report may be filed with Star Law.)
- You may not recklessly endanger the lives of civilians. This means that you cannot fire into crowds or drive any vehicle through any pedestrian-occupied square. Your job is to protect, not injure, non-hostile sentients.
- You may not recklessly damage government or religious property of any kind. Though there is a certain amount of leniency in this matter, government and religious property is to be viewed as hallowed ground.
- You must get permission to perform tasks that are beyond the limits of your prescribed field duties.
- When disabling an unarmed suspect, you may only use the force necessary to subdue them. If they submit, you must immediately desist from any further use of force, except that necessary to keep them subdued without injury while binding them.
- While you may not severely abuse any suspect in your custody, you are not required to show them any respect, though respecting even a suspect can keep doors open to you both in Star Law and with the suspect that might otherwise be closed off by a bad reputation.
- When transporting or detaining suspects, they must be properly restrained in such a way that they may not escape and have no means to harm themselves or others. If you cannot properly secure them in this way, it may require your constant observation of the suspect.

The perimeter of a guarded penal colony is lined with guard towers which project an energized field between them. This barrier is powerful enough to stun anyone touching it into unconsciousness, and it will disrupt the electrical field of any vehicle passing through it, causing the vehicle to stop (or crash, if it was in flight). Each tower (standing about 100-200 meters apart) is heavily equipped with laser weapons to discourage attempts by pirates and criminal gangs with starships or air cars to free prisoners. The guards themselves are heavily armed, and the entire compound is kept lit by ground and air light systems. It isn't uncommon to have a small town spring up a few kilometers from the prison, housing the prison officers and their families as well as all support personnel. A small military base, funded by a local government, may also be present.

Available penal officer positions include::

Senior Warden: A Chief or Captain who directs the activities at a penal colony. Each Senior Warden is assisted by a number of Junior Wardens

Junior Warden: A lieutenant or Captain who supervises the staff and operations at a guard tower, laundry room, or work camp. To attain the status of a Junior Warden, a guard must acquire a 2nd-level skill as a technician. A Junior Warden pilots the air car belonging to their assigned guard tower.

Guard: Academy graduates in the Penal branch of Star Law begin their tours of duty as guards. Unit guards perform administrative duties when not serving directly as guards. There may be as many as 20 towers around a colony, each with 2-4 guards, and 10-30 guards may be on duty at any time within the main facility, depending on the size of the facility. The guards themselves are rotated from active (tower) duty to reserve (desk) duty once every 30-60 days.

ROLE-PLAYING A STAR LAW OFFICER

Role-playing an officer of Star Law should not be difficult, as we should call strongly upon a slightly more idealized version of modern legal concepts. As in most civilized societies, every criminal is granted certain rights, not because they are sentient, but because they are someone's child, brother, sister, aunt, uncle, niece, nephew, friend, or best friend. Chances are, no matter how vile the criminal may be, it is quite likely that someone loves them, even if that love is misplaced, and there is no reason to punish those associates of the criminal by hurting the one they love. Like it or not, this is the way of things. Besides this, even if you saw the crime with your own eyes, the criminal must still undergo a fair trial and thus still retains limited rights of citizenship and fair detainment until proved guilty in a court of law.

BEING AN OFFICER

Below are several things to keep in mind when being a Star Lawman. The better you express these, the more distinctly you will stand out as a Star Law Officer.

Focus. Star Law Officers are not concerned with local law breaking. They don't waste their time with drug cases, theft, or even murder cases. They serve the Frontier, and not an individual world. You can call in a report and act as a witness, but do not pursue a suspect whose crime does not fall within your jurisdiction.

Cooperate With Local Authorities. A Star Law Officer seeks to maintain public order in line with local law enforcement. They cooperate handily with the local law to ensure the way is smoothed out before them. If local law enforcement resents Star Law, then it makes their job more difficult, so Star Law Officers seek to put local law enforcement at ease and make reasonable concessions where necessary. They will even let local officers get the "jacket" where appropriate, as Star Law Officers are not concerned with who takes down the suspect; Star Law is only concerned with the successful closing of the case, and that is the only thing the Star Law Officer is credited with.

Set the Example. Star Law Officers are to represent the law and the rightness of it. An Officer that disregards the law disregards Star Law. The people look up to Star Law officers and see them as the hope for a bright future, as the advertisements espouse. Star Law Officers that cannot maintain the dignity of their office are booked down to a Deputy position until such time that they are able to straighten themselves out or are let go.

Be Professional. A Star Law Officer is not pushy, aggressive, overbearing, gaudy, obnoxious, or offhand. They seek to provide professionalism and courtesy to the citizens of the Frontier. You were chosen for Star Law because you were a cut above the rest, and every day is a chance to prove that. The internal motto of Star Law is that catching the bad guy is a clean deed and should be done in a clean way. Besides, everybody is watching. So in all things, present yourself above reproach.

Be a Hero. Yes, you were hired, not just to be a law enforcer, but to be a hero, a role-model for children, and a bastion of hope for those in despair. Glory and honor are paramount in a Star Lawman's life. You must do whatever you can within your power and legal authority to fulfill your job. Take reasonable risks; jump the chasm, swing the rope, climb the wall, jump off the cliff into the water, run into burning buildings, jump through windows, race through narrow alleyways at high speed on flit-boards, go wherever it is you need to go to catch the bad guy, because once you're on their trail, fate has decreed an end to the criminal's activities. And when you are done, you may even be hailed as a hero and a banquet held in your honor. You are the modern version of the king's hero designate of the land. Honor that title in every way. Your status as a hero also serves the purpose of keeping you honest. Because once you throw away your honesty and turn to crime, you cease to have anything to tie you to your job.

COMMENCEMENT

Congratulations, cadet. You are now fully informed of Star Law procedure. You are ready to be assigned to your new post. Good luck with your assignment, and be safe out there.

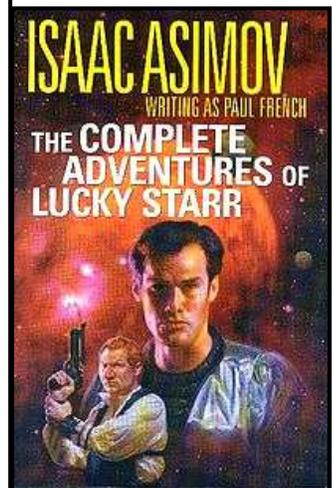
(For issues or comments on this article, go to <http://mystarfrontiers.blogspot.com/>)

STAR LAW RANGERS – INTERSTELLAR POLICE OR MILITARY STRIKE FORCE?

The article "Star Law Returns!" by Matt Bandy, in issue #104 of Dragon Magazine, differs from earlier articles by patterning the Star Law Rangers after the Airborne Rangers (U.S. Special Forces), and titling them "Special Forces", declaring "Ranger" to be an unofficial title. But was this correct? Who are the Star Law Rangers? Are they law enforcement or military? What do the rules say?

Rangers as snipers (Expanded rules, p.22; Alpha Dawn Remastered!, p.13) does not prove a military role as there are snipers on police SWAT teams. Likewise, mentioning Star Law in the same breath with Spacefleet in Knight Hawks doesn't prove a military connection, as on p.43 of the Campaign Book (Knight Hawks Remastered!, p.84) the Star Law Rangers recover a stolen spaceship, a police matter. On the inside cover of Alpha Dawn (p.1, Remastered!) it says: "The UPF created the Star Law Rangers, *an interstellar police force*, to track the Sathar's agents from planet to planet and fight them on their own terms." (Italics mine.) Clearly, the role of a Ranger compares to that of a Texas Ranger or U.S. Marshal, tracking down criminals on a wide frontier.

Space rangers were a theme from 50's and 60's juvenile entertainment, including the Lucky Starr series by Asimov (writing as Paul French), the Adventures of Captain Video TV series, Rod Brown of the Rocket Rangers TV series, The Space Ranger comic, and the Rocky Ranger TV series and comic later referenced through Buzz Lightyear of Star Command. Other shows, books, and comics capitalized on a very similar theme of space cadets undertaking interstellar crime fighting. The Galaxy Rangers cartoon in the 80's continued the theme of space rangers. This established history of space rangers shows that identifying Star Law Rangers as anything other than a police force in a family-oriented sci-fi game would be a mistake. However, organizational information from the aforementioned article is incorporated and corrected here.



EQUIPMENT

SP-4507 BALOR GYRO-MAG

By Chris Harper

The Balor is a large framed magnum revolver with a bolt action gyrojet barrel fitted to the top. The revolver chamber holds 7 magnum pistol rounds. The gyrojet barrel holds one gyrojet rifle round.



Balor pistols were first introduced by Interstar Weaponry. The pistols were designed for Environmentalists that might encounter hostile indigenous creatures that are too large for smaller arms. The magnum rounds have a longer range more stopping power than standard pistols. The gyrojet rifle round provides an even longer range and the benefit of an explosive warhead.

The Balor saw limited sales and has been discontinued, yet the pistol can still be found in the Frontier. Some hard case Star Law officers still use them.

SP-4507 Balor

Type	Projectile			
Cost	600 Cr			
Weight	2			
Defense	Inertia			
Payload	Damage	Rate	Ammo	Range
» Bullet	1d10+3	3	7**	5/15/35/65/160
» Gyrojet	3d10	1*	1	-/5/60/120/200

*The Balor can fire up to 3 rounds in one turn. A character can fire 2 pistol rounds and then one gyrojet round; or 3 pistol rounds. Each time a gyrojet round is fired it must be reloaded.

** Custom cylindrical speed loaders are available for the Balor. The speed loader rapidly loads all seven pistol rounds. Cost 5 credits with bullets. The gyrojet round can also be loaded in the same turn as long as the speed loader is used and the character does nothing else for that combat round.

KTX-40 LASER PISTOL

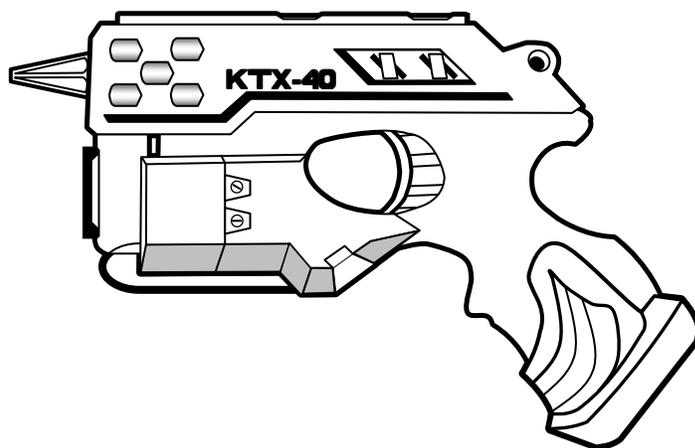
By Larry Moore

The KTX-40 is a smaller version of the standard Wartech laser pistol. Although the size decreases its range and damage output it makes up for it in energy clip size. The "forty" as most call it can take up to two energy clips allowing 40 shots when set at 1 SEU or 8 shots at its highest setting (5 SEU).

KTX-40 Laser Pistol

Type	Beam			
Cost	700 Cr			
Weight	1			
Defense	Albedo			
Payload	Damage	Rate	Ammo	Range
» Laser	1d10/SEU*	3	20x2	5/15/40/75/150

* Pistol setting is 1-5.



BIOSYS INCORPORATED

By Allen Trussell

BioSys Inc., a division of Synthetics Corporation, is a small-sized company on the cutting edge of bioengineering technology. BioSys is based in Lake Vast, on Triad. The company's CEO is Walton Tsamura, a human of genius intellect and great integrity. Although Tsamura runs BioSys as a competitive company, he is a great philanthropist, donating money and medicine as both a private individual and in the name of BioSys.

Tsamura's corporate philosophy holds that a company can both serve itself and the common good. As such, BioSys has grown from its beginning as a research firm concentrating on bioengineered medicine, and has branched into consumer goods, agricultural products

and construction materials. Here are just a few products designed for the mass market.

Aquabreather – a crustacean modified to fit the wearer's face and mouth, an aquabreather fits snugly on the head and provides breathable air through a tube in the wearer's mouth, as well as a clear faceplate for vision. The aquabreather is considered safe at shallow depths, although tests have proven its capabilities to depths of over 500 meters (though problems of pressure make such use impractical). Some users are uncomfortable with having a living creature attached to their face, and fear using aquabreathers. Aquabreathers do not function properly for either dralasites or vrusk as their respiratory systems are so drastically different.

- Weight: 0.5 kg. Cost: 50 Cr.

Biocontacts – when purchased, these are dormant and opaque; once activated, they become fully transparent. To activate biocontacts, the wearer must insert them in the eye like a normal contact lens (biocontacts do not function with dralasite eyespots). After 8 hours, the biocontacts have adjusted to the body chemistry of the wearer, and can be worn indefinitely, as the organisms survive off the wearer's tears. The basic model of biocontacts corrects any vision problems the wearer may have that are attributable to the cornea. More advanced models can enhance vision, adding low-light vision, infrared sight, macroscopic (distance) or microscopic vision and more.

- Weight: None. Cost: 150 Cr for basic, low-light +200, infrared +300, macroscopic/microscopic +300 for x4 up/down, each additional x1 up/down +100 more.
- Other spectra of light (ultraviolet, etc.) can be added to the base cost for 500 Cr per spectra.

Ear Slugs – a living earplug produced in cooperation with X[^]x bioengineering, this creature is basically a tube of muscle the approximate diameter of a human ear canal (though it can be grown for yazirian ears as well as some other species. It will not work for vrusk or dralasites as they lack ear canals) and possessing its own sense of hearing. When noise reaches a dangerous level, the ear slugs clench shut, preventing the wearer's ears from being damaged. When noise levels drop, the ear slugs relax, allowing normal hearing again. Ear slugs should not be worn for more than six standard hours or it will perish from lack of nutrients. When not in use, the ear slugs should be stored in a nutrient bottle, which is an opaque tube filled with a solution of simple sugars and vitamins. The creatures can be sustained on simple sugar water, but are unable to properly react to noise when so treated.

- Weight: Negligible. Cost: 10 Cr. Nutrient Solution: 1 Cr/month.

Packing Seeds – another modified gourd product, similar to the pod crate, the fruit of the packing seed has a tough skin which shrinks when dried, putting extreme pressure on the pulp inside. When used as packing material, the packing seed is placed around the goods to be shipped and then a sharpened stick is

forced through the fruit, causing the dried pulp to rapidly expand. Packing seed can be slightly difficult to remove, but it absorbs shock well.

- Weight: 3 kg per m³. Cost: 5 Cr per kg.

Pod Crates – a modified gourd-like plant, these dark green fruits are grown to provide a variety of sizes, from one quarter of a liter up to 500 liters in size. By applying a simple mesh around the fruit during growth, the fruit can be molded into any shape desired; rectangular shapes are the most common. Once grown to the desired size and shape, the fruit is harvested, opened, and the pulp is removed. Fittings are applied to the tops, and other modifications (such as air holes) are made during this time. After air-curing for a few hours, the crate is ready, with a hardness greater than most woods.

- Weight: variable by size, generally 0.1 kg per liter. Cost: 2 Cr per liter.

SmartFlesh – this appears to be a small blob of clear gel. When applied to a small wound, the SmartFlesh spreads evenly over the wound, sealing it better than any bandage. The SmartFlesh keeps the wound dry in any environment, clean and disease free. Enzymes released by the SmartFlesh speed healing, and can be easily removed once healing is complete. SmartFlesh is self-cleaning, and can be reused indefinitely. One application is sufficient to heal up to 10 STA over 10 turns (1 point per turn), and prevent any subsequent infection (SmartFlesh will not cure or otherwise affect diseases already present). SmartFlesh will not restore STA lost after application, nor will it restore STA due to non-damaging effects (fatigue, poison, radiation, etc.). A character can have no more than 8 applications of SmartFlesh applied at any one time.

- Weight: negligible. Cost: 50 Ct per application.

SynthPlasma – originally designed as a universal blood replacement, and still useful as such, SynthPlasma is composed of microorganisms specially designed to mimic blood corpuscles. The microorganisms mimic the user's blood as soon as they enter the bloodstream, functioning perfectly as the user's own blood. Moreover, it was found that SynthPlasma is even more effective than actual blood, being immune to all known diseases, and boosting oxygen production within the user. A single dose of SynthPlasma gives the user an effective boost as if using Stimdose, Omnimycin, Biocort and Antibody Plus for 8 hours, as well as the normal effects of a blood transfusion. Successive doses of SynthPlasma within 24 hours of the first gain no additional benefit, nor do they extend the 8 hours of initial boosting, though it will offset blood loss.

- Weight: 1 kg/liter (one dose). Cost: 100 Cr per liter.

UTILITY GAUNTLETS

By Bill Logan

These items were designed for comfort and usefulness, as well as some basic elemental protection. They slip on the hands and forearms (and in the case of larger versions, the elbow, upper arm, and shoulder as well). They are often chromed, but are sometimes painted in opaque colors and trimmed with logos or sporty designs. They give the wearer the appearance of having a strong, robotic, armored arm but in fact the device is not meant to be a defensive one (at least not in a combative sense). Utility gauntlets are worn by technicians, demolitions experts, medics, explorers, and just about anyone needing a convenient holder for professionally appropriate modular equipment.

A utility gauntlet is fitted to the buyer, and is unlikely to be comfortably wearable by another. In the unlikely event that one does fit, it takes time to adjust it to the new wearer's comfort and mobility preferences. The mass of the gauntlet is minimal and is ignored for purposes of encumbrance and movement rate determination. Similarly, modular gear (when worn inserted into the gauntlet) usually have their mass effectively ignored (though some components are especially bulky and do have mass).

PROTECTION

Although a gauntlet provides no damage protection from bullets, lasers, sonic, or electrical attacks, it does provide some types of protection for its wearer. It is resistant against most toxins, acids, and poisons. It can withstand a great deal of heat (allowing technicians to work on/with hot engines) or cold (allowing fine-movement even in harshly cold environments). It is resistant against radiation, insulating the wearer from dangerous components such as those found in the core of reactors. It can withstand high pressure deltas, protecting the underlying flesh. It also prevents basic bumps or scratches. Although no specific rules are given, a Referee can allow critical hits on the character to damage or destroy random modular components in the gauntlet, as is appropriate to the situation.

MODULAR COMPONENT SLOTS

A gauntlet has a number of modular component slots. Into these slots may be placed modular versions of several other types of equipment. Use of these modular items requires only that the wearer turn his hand, forearm, or arm in a certain fashion and concentrate in a certain manner. Sensing pads worn on the same hand/arm detect electromagnetic signals sent to the gauntlet to activate devices or switch their modes. No feedback from the gear back into the wearer's hand is possible; modular devices normally have small displays or panels where they display their data.

A utility gauntlet (normal-sized, worn on the hand and forearm) has enough sensory pads, wiring, and structural support for 3 modular components. A utility pauldron (worn on the shoulder and upper arm in addition to the utility gauntlet, useless if worn alone)

adds another 3 such modular component slots. Therefore, if both arms are covered with utility gauntlets and pauldrons the wearer will have access to up to 12 modular components.



Artwork by Shane Tyree, commissioned for the upcoming FrontierSpace RPG.

COMPONENTS

The Frontier may offer a great number of modular components for use in these gauntlets. They may be universal, able to also be inserted into other utility devices such as a universal helmet. The military may have gauntlets and pauldrons you'd never call "utility" – maybe "tactical" would be a better word. But those are not the normal applications of this device and may be covered in a future article. What follows is a conventional list of common modular components for use in any slot of a utility gauntlet or pauldron.

While adventuring, players may come across enemies wearing utility gauntlets for one reason or another. Predictably, these components may easily end up in the hands of the player's characters. Any modular component fits in any gauntlet or pauldron. Changing a loaded modular component takes one turn, just like reloading a weapon. Depending on how much you use these items in your games, this may become the most common way that players acquire their components.

Components from the following list are available on most worlds. Additionally, most small hand-held pieces of equipment can be integrated into a component blank for a 10% fee. The component blank can be purchased for 10Cr.

Utility Gauntlets and Modular Components

Modular
Component

Item	Slots	Mass	Cost
Utility Gauntlet	3	--	100
Utility Pauldron (worn with gauntlet)	+3	--	100

Item	Notes	Mass	Cost
Chronocom Components	Functionality of standard chronocom.	--	110
Demolitions Component	Contains 1kg of Tornadium D-19 and 4 variable timers, along with tools, sensors, and wiring.	2	65
Envirokit Component	Treat as a full envirokit.	2	750
Firex Spray Component	Sprays a fire retardant chemical that puts out flames. Enough to douse a blazing bonfire.	--	55
Gasmask Component	This component can be ejected and worn over the mouth like a normal gas mask.	--	35
Healthview Component	Monitors body vitals and if needed, makes emergency call for an ambulance and gives coordinates for a pickup.	1	100
Holoflare Component	Holds 4 flares that can signal, like a holoflare.	--	12
Holorecorder Component	Takes holographic video and audio recordings and stores them on standard replaceable media.	--	55
IR Jammer Component	Works exactly like an IR Jammer from the rulebook.	--	550
Medkit Component	Treat as a fully stocked medkit.	2	750
Nutrition Component	Loaded with 5 days dehydrated rations. They eject easily and can be reloaded.	2	15
Polylang Component	Works as polyvox, but translates spoken text onto a display terminal from any language to any language of the core Frontier races.	--	1650
Radiophone Component	Much longer range than a chronocom, works exactly as a radiophone from the core book.	2	750
Robcomkit Component	Treat as a fully stocked robcomkit.	2	750
Solvaway Dispenser Component	Loaded with 2 canisters of solvaway. Frees the gauntleted arm 75% of the time.	--	25
Survival Component	Has a compass, everflame, and flashlight.	--	70
Tag Tracker Component	Works identically to the tagtracker as described in Star Frontiersman Issue 3.	--	825
Techkit Component	Treat as a fully stocked techkit.	2	750
Toxy-Rad Component	Builds the functionality of a standard toxy-rad gauge into the gauntlet's modular component slot.	--	22
Water Supply Component	Loaded with vitasalt mixed in with nutrient-packed water to supply the needs for 1 person for 1 day. Can be reloaded with water and vitasalt tablet.	2	10
Zipline Component	A very thin molecu-woven line can be shot up to 10 meters, connects to most materials (magnetic or grapple). Holds 250kg. Re-loaded easily.	1	10

THE OPULATE OF THE OSAKAR

By Thomas Verreault/ jedion357

OR RELIGIOUS PRACTICE IN THE FRONTIER

Author's note: Any similarity to any real world religion is purely coincidental and unintentional. My purpose was to simply offer some fun background material for greater flavor in the game for players or to suggest plot hooks to referees.

Due to the parthenogenic reproduction of the osakar, all members of the race are identical. This gave the osakar the distinction of achieving true equality earlier than any other race. However, the consequence of a whole race being genetically identical has given rise to the drive for uniqueness among the osakar. This drive expresses itself in clothing, the more outré the better, and in religious practice.

Religious practice for the osakar is less about the religion then about the osakar's expression of individuality. This approach to religion has been known to infuriate true believers who take offense at the osakar's seemingly insincere approach to religion. As far as anyone can determine, the osakar have no real malicious intent in adopting other religions but the sincerity of another being's heart is tough to gauge.

The members of most religions are usually open and accepting of the osakar converts with dralasites being noted for the greatest degree of openness. The patriarchs of the Family of One have been noted for their prickliness to osakar converts, though such converts seem to feign obliviousness to the cold reception of disgruntled yazirian priests.

The following is a survey of religious practice in the Frontier with analysis of osakar involvement in that religion.

DRALASITE FLUIDIC PHILOSOPHY

This philosophy, though a minor school of thought in dralasite society it is well respected. Of all dralasite schools of philosophy this one is the most theistic of all and is classified as pantheistic. It views the Da´ as a universal spirit/energy that exists throughout the entire universe and empowers all living things.

The primary belief of Fluidism is that through centered meditation a being can experience the flow of Da´.

Two methods of meditation are used which are called the Stillness and the Flow. The Stillness is a classic, restful, emptying of the mind through an emptying sort of meditation that is practiced at days end to still the inner da´ of the being before a sleep period. The Flow is actually a martial arts kata that is a series of limbering and stretching exercises that are said to stir the inner da´ and prepare it to receive the divine Da´. All dralasite Fluids endorse the Dralasitic Creed though not all non dralasite practitioners do so. The thought is that the Dralasitic Creed is for dralasites and not mandatory for other races.

All practitioners of Fluidism learn the Fluidic school of martial arts. The religion can be joined without current martial arts skill but all practitioners will learn at least the basic level of martial arts skill at the earliest opportunity. Naturally enough, there are some variations in the forms of the martial art as per the physiology of each species.

Dralasite practitioners of Fluidism, while not very evangelistic, welcome all species to the philosophy/ religion. Almost universally all dralasites whether Fluids or not take amused delight in asking a non-dralasite practitioner like the osakar what religion they are only to laugh uproariously at the answer of, "Fluid."

BAILLORISM

The so called religion of Baillorism is of yazirian origin. It was an ancient clan rite of blood sacrifice that had faded from active practice long before the Yazirian Star Exodus. Not long after osakar linguist began studying yazirian languages, an ancient poem, The Ballad of Baillor, was translated by them into Pangal. Soon after that an osakar publicly adopted what she termed Baillorism. This term had never existed before and the religious rites practiced were reconstructed from fragmentary literary evidence.

The patriarchs of the Family of One, already perplexed over the seemingly insincere osakar converts to their religion, exploded. They label this purported revival of ancient yazirian blood sacrifice linked to primitive animism as sacrilegious. They were quickly joined in their opposition to this practice by animal rights groups throughout the Frontier as the central rite is the sacrifice of an animal.

At first there were only osakar practitioners of this reconstructed religion but eventually yazirians began to convert to this belief and practice. It has become fashionable among a limited number of yazirians as an expression of dissent against the oppressive nature of the Family of One. Yazirians who perform its blood rites usually seek to sacrifice a wyvole, a vicious,

cunning predator that is said to be the only proper appeasement for the spirits. Osakar tend to substitute other animals. Baillorites can be identified by their holy symbol; a disk bearing a wyvole's head with a dagger imbedded in it, though not all wear it publicly and the symbol is of modern creation.

The leaders of the Family of One have publicly condemned and outlawed it where they hold sway. As an extra measure they have ordered the extermination of all wyvoles except on Hentz. Naturally, wyvoles breeding has seen an increase along with the revival of this religious rite.

An interesting side effect of the revival of Baillorism is the study and spread of Angladoc, the ancient clan dialect of the Anglann clan which is the language of the Family of One's religious rites. It is also the language of the Ballad of Baillor is written in. Prior to this Angladoc had been termed a dead language or "Yaz Latin." Now it is experiencing a bit of revival as yazirians Frontier wide are becoming interested in their roots and scholarship in Angladoc has gathered momentum.

T'OSAKA

T'Osaka is the name of the mythical first osakar. Her name literally means, 'first mother.'

The ancient religious practice that also bears this name is shamanistic in nature. Though it has long since faded from common practice its rites never fully died out.

Its cardinal values are unity and equality. Its most significant rite involves the burning of incense (laced with mild narcotics) while meditating and chanting the name, T'Osaka, repeatedly. Anytime this is done there is a 5% chance (or 100% if the referee deems it necessary) that the osakar will have a vision. A vision can be of any duration (usually brief) and sometimes is of T'Osaka herself while other times it can be an answer to a difficult problem or a foreshadowing of events to come. Anytime an osakar meditates in this manner, with or without a vision, they universally declare a sense of T'Osaka's presence being with them. If there is any one religion that an osakar can be truly said to believe in absolutely, it is this one when practiced by its osakaran practitioners.

The incense required for the meditative rite is illegal on some worlds due to its narcotic nature and thus is often difficult to obtain. The best bet for locating it is from a Capellan Free Merchant though on Rim worlds it's more readily available.

THE MADDERLIAN CHURCH OF HUMANITY

This religion is only 17 years old and originated at Madderly's Star. It is classified as a dangerous cadre by Star Law. However its leaders have astutely used the legal systems of several planets to gain the status of a recognized religion. Star Law endeavors to keep close tabs on the church's activities.

Founded by Schmidt McCormick, a one time follower of Jack LaGrange, McCormick espouses hate towards all non humans. A significant event in the church's history was the Issaka Incident. A Cappelan Free Merchant and osakar named Issaka had indicated to friends that she was interested in joining the Church of Humanity but latter her body turned up murdered. McCormick and the church denied ever having contact with the osakar and Star Law has an ongoing investigation into the matter. The CFM and osakar everywhere are outraged with the church and there is concern that violence could erupt.

The tenants of the Church of Humanity are that god is human and humanity will inherit the galaxy. The church teaches an Apocalypse is coming and it is not the end but rather the beginning where god will cleanse the galaxy of the Daemoniac's evil alien vermin. Once this happens all of the enlightened humans will be given a star system to re-create in their own image. The unenlightened humans who never heard the message will be relegated to inhabiting these star systems and given a chance to come to enlightenment.

Ultimately, god intends that every star system be the home of a deified human, governing enlightened humans. After that god will open gates to other galaxies for them to be cleansed and humanity will inherit the universe.

In the Apocalypse, the Daemoniac and his alien servants will be cast into the Great Abyss, which is an enormous black hole at the center of the galaxy. Any human who has heard the church's message and doesn't come to enlightenment will also be sent there to endure eternal torment.

The church teaches that it was never god's plan for aliens to populate the galaxy. At the Fall of Man, the first man, Adama, was tricked by the Daemoniac into opening a gate to another galaxy that allowed in the spirits of aliens to infest this galaxy. Once these spirits came in they began recreating star systems in their image. For this reason god prepared the Great Abyss for Adama, the Daemoniac, and all aliens.

These beliefs of the church produce two particular results in the rank and file believers. One is that they become abusive to those who hear and reject their message, usually telling people, "You'll get what you've got coming!" Secondly, there has been a marked rise of rank and file believers sabotaging or destroying archaeological digs that are linked to the Tetrarchs or any ancient alien civilization. The church disavows these actions with one voice then rails against the archaeological research from the pulpit with another. Star Law is convinced that these attacks are linked to the belief that a "gate" allowed aliens into the galaxy and that the attacks are an institutional policy from the top down. Unfortunately, Star Law can't prove that McCormick ordered these attacks.

APPENDIX A

Wyvoles

Type	Small Arboreal Carnivore
Number	2-20
Move	Walking-Slow 20m/turn; Climbing- Slow 30m/turn; Gliding- Medium 50m/turn
IM/RS	6/60
Stamina	20
Attack	45% (Bite); 1d10 damage
Damage	1d10

Special Attack: Flying Grapple 60% for 2d10 & grapple & knocked prone, RS check for half damage, no grapple and not prone; grappled prey must make a STR check against a STR 35 to break free; every turn grappled the prey is automatically bit for 1d10 but gets a RS check for half damage.

The wyvole was a native of the lost yazirian home world and were brought to the Frontier during the Yazirian Star Exodus. It has short powerful legs with a patagium (skin flap for flying) stretched between the fore and hind legs. The body is longish for the legs and the head is wolfish in shape with a mouth full of sharp teeth. Its ears are large and mobile giving it extremely good hearing.

A tree dwelling pack animal, it specializes in attacking from the air. Grounded wyvoles will circle their prey

and wait for a pack member to perform the flying grapple before dashing in to overwhelm the prey. A successful flying grapple will slam the target to the ground while the wyvole wraps its limbs around the victim and bites. Other wyvoles will rush in and quickly overwhelm the prey. Wyvoles are considered vicious, cunning and extremely dangerous.

Domesticated Miniature Wyvoles

Type	Tiny Carnivore
Number	1-2
Move	Walking-Slow 20m/turn; Climbing- Slow 30m/turn; Gliding- Medium 50m/turn
IM/RS	5/50
Stamina	10
Attack	45% (Bite); 1d10 damage

Only yazirians consider this animal a suitable pet. They are a miniaturized version of the wild animal but lack the special attack ability. They maintain their pack mentality but it is ascribed to their owners and they are usually vicious towards outsiders.



APPENDIX B YAZIRIAN STAR EXODUS

This event is one of the great defining moments of yazirian history. Upon the realization of their home world's coming demise by the intrusion of a wandering brown dwarf, the race executed a mass exodus after locating and yaz-i-forming the planet Hentz in the Frontier. This unparalleled event heralded massive changes in yazirian society. The most dramatic being the institution of the Family of One as an official universal religion after its leaders seized control of the colony expedition.

A portion of the yazirian population remained behind unable to leave their home world or simply refusing to believe the end was near. Because of this, the Family of One has declared system of yazirian nativity as sacred and forbids travel to it. They successfully deleted all the navigation records of all the exodus ships and it is believed that only the Family of One possesses the jump route. It is presumed to be locked away in computers beneath the high priest's palace.

APPENDIX C ADVENTURE IDEAS

1. A young farm boy on Volturnus is befriended by a "crazy old hermit" and discovers he is the son of a powerful Fluidic Master who turned to the dark side and brought great evil into the Frontier. His new mentor is a Fluidic Master that established a monastery on Volturnus called, the Knights of Zebulon, for instructing emerging mentalist in how to use their power for good. Together the old hermit and young farm boy must quest to set things right.
2. The player characters are hired to smuggle the very dangerous wyvoles into yazirian space to supply the growing and lucrative trade. They have to dodge Family of One Overseers and customs officials and not lose their appendages while feeding the wyvoles. Alternately, they could be hired by a female yazirian whose pup is frail and suffering from a rare disease but has bonded with a domesticated miniature wyvole. She needs the player characters to get her, her pup and the wyvole out of yazirian space. They must dodge Family of One Overseers and a Baillorite looking for a wyvole for a blood sacrifice and avoid losing an appendage to the vicious little animal.
3. The CFM is looking for a team to perform a clandestine punitive strike on the Church of Humanity. This would be a classic smash and grab operation but with an emphasis on smash rather than grab. Players should stock up on explosives.
4. The CFM has decided to set up the Church of Humanity in revenge for the death of one of its ship captains. Through one of their front companies they have set up a fake archaeological dig and leaked news of a "gate." The players are the security team hired to protect it but they are not

told this is a set up or that the dig is not a real one. Can they discover the truth about their assignment and not fall victim to the religious fanatics of the Church of Humanity?

5. The player characters discover evidence that proves Schmidt McCormick met directly with the murdered osakar. The race is now on to escape summary execution by the Church of Humanity and to get the evidence into the proper hands. A possible twist is that the evidence gets lost or destroyed and the player characters can't really go to Star Law with mere accusations. Now they are forced to trek across the Frontier to seek sanctuary in the Rim and deliver their knowledge to the leaders of the CFM. Twist: the evidence is not real but planted by the CFM to stir the pot and expose the church's culpability when the church treats it as real (if the church is truly innocent then it wouldn't seek to kill the bearers of the evidence-oh yeah, those people who are carrying the fake evidence are the player characters - sorry about that).

CLASSIFIEDS



I'd travel 10,000 light years to smoke a worm
HOLSITIC ANTI-WORM FEDERATION
 Chronocom Subspace Relay #
 0111001101100101011000110111001100110010
 101110100

Bixby's SEU Stand's



Franchise available
 Chronocom Subspace Relay#
 49372922830.Whitelight

Join the UPF Cartographical Service!

Are you tired of the same old star systems?
 Bored of ferrying supplies from one dot on a
 map to another?
 Yearning to launch into the unknown?
 Help us Map the stars!



Work with the state of the art equipment and
 best trained explorers in (and out of) the frontier.

(Humans preferred)

Brochures available at Port Loren Public Library
 Reference: **Sarafand Files**
<http://starfrontiers.us/node/4164>

Chronocom Subspace Relay#
710274610483862389

WASTRALA CLAN BIKE CLUB



Now accepting "membership"
 Chronocom Subspace Relay #
 666-389438-666

Introducing the Balor SP4507



Interstar Weaponry
 Chronocom Subspace Relay #
 008273478926740

CHILDREN
 OF ALL KIND
 HALF PRICE*

**WIGGLING
 BROS. OF**



**ZEBULON
 AND
 CAPELLA**

OPENING NIGHT
 DATE NIGHT
 TWO FOR THE
 PRICE OF ONE**

> See the dralasite strong men build the
 largest living structures ever.
 > Be amazed by the fantastic flying
 yazirians on the 1000 meter trapeze.

> Watch in wonder as Ki'Kat-Tu the
 master urusk magician defies science.
 > Dare to share minds with the
 bewildering Ul-Mor.

Special Guests:

The Dragons of Lossend
 Annie Orbitfree Queen of the Ke-1000
 Damon Spru and his Winning Cross Frontier Flyer the Falcon

FUN!

FOOD

**THREE DAYS ONLY!
 PORT LOREN FAIR GROUNDS**

TICKETS: SUBSPACE CHRONOGOM RELAY# 314159265358979323

* ALL DRALASITES MUST
 SHOW PROOF OF AGE

** MUST BE THE SAME SPECIES