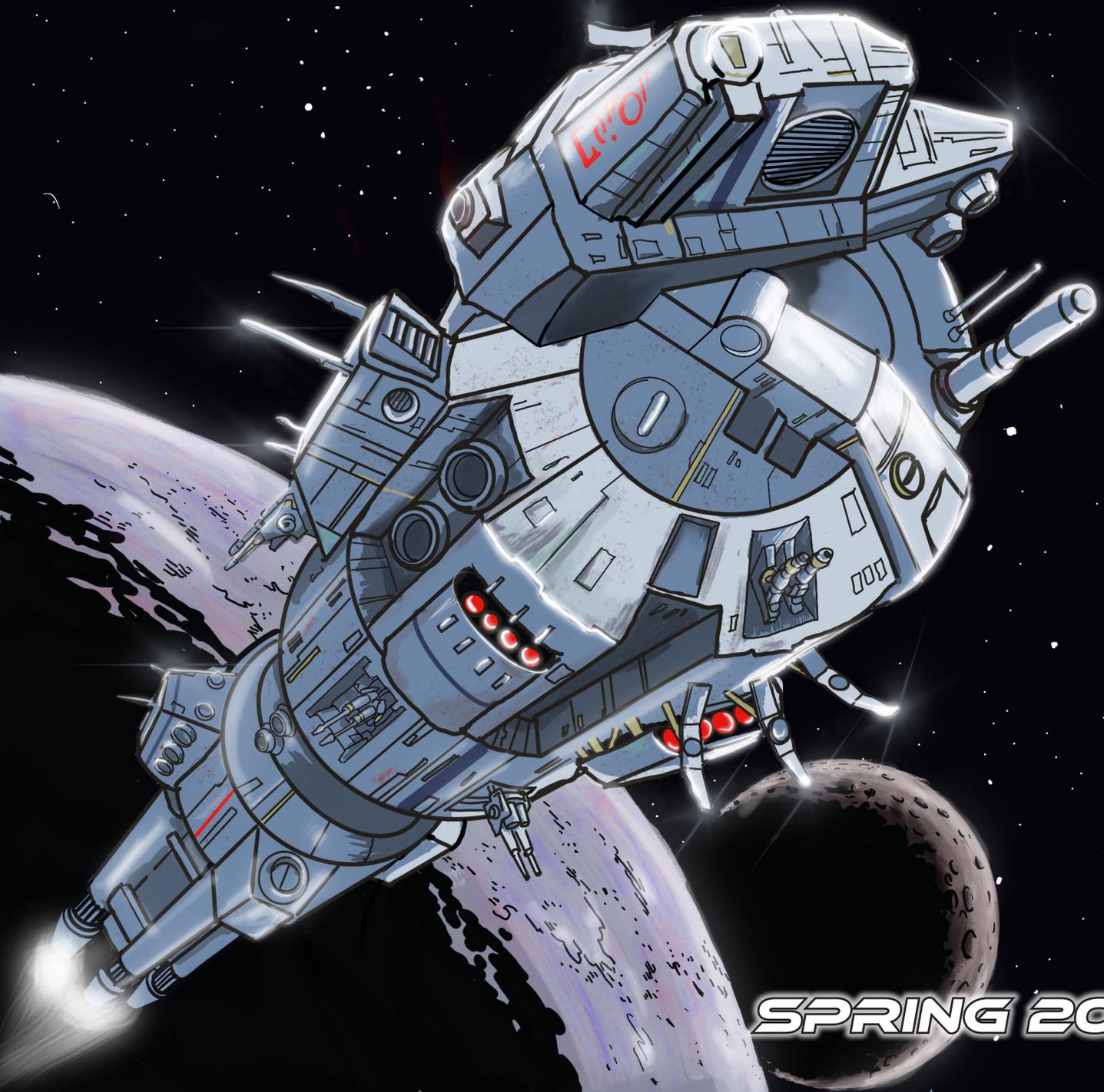


STAR FRONTIERSMAN VOL 2

ISSUE 31



SPRING 2024

THIS MONTH'S COVER

Enter the Dreadnought. Richard 'Shadow Shack' Rose designs ships larger than hull size 20. Is this just an over bloated Space Fleet budget or just what the UPF needs to defend our worlds?

Cover art is by Aaron O'Brian. O'Brian is the illustrator for the "Return To Snakeland" graphic novel and the weekly webcomics "Return to Snakeland" and "Olympus Punk". O'Brian lives in Buffalo, NY

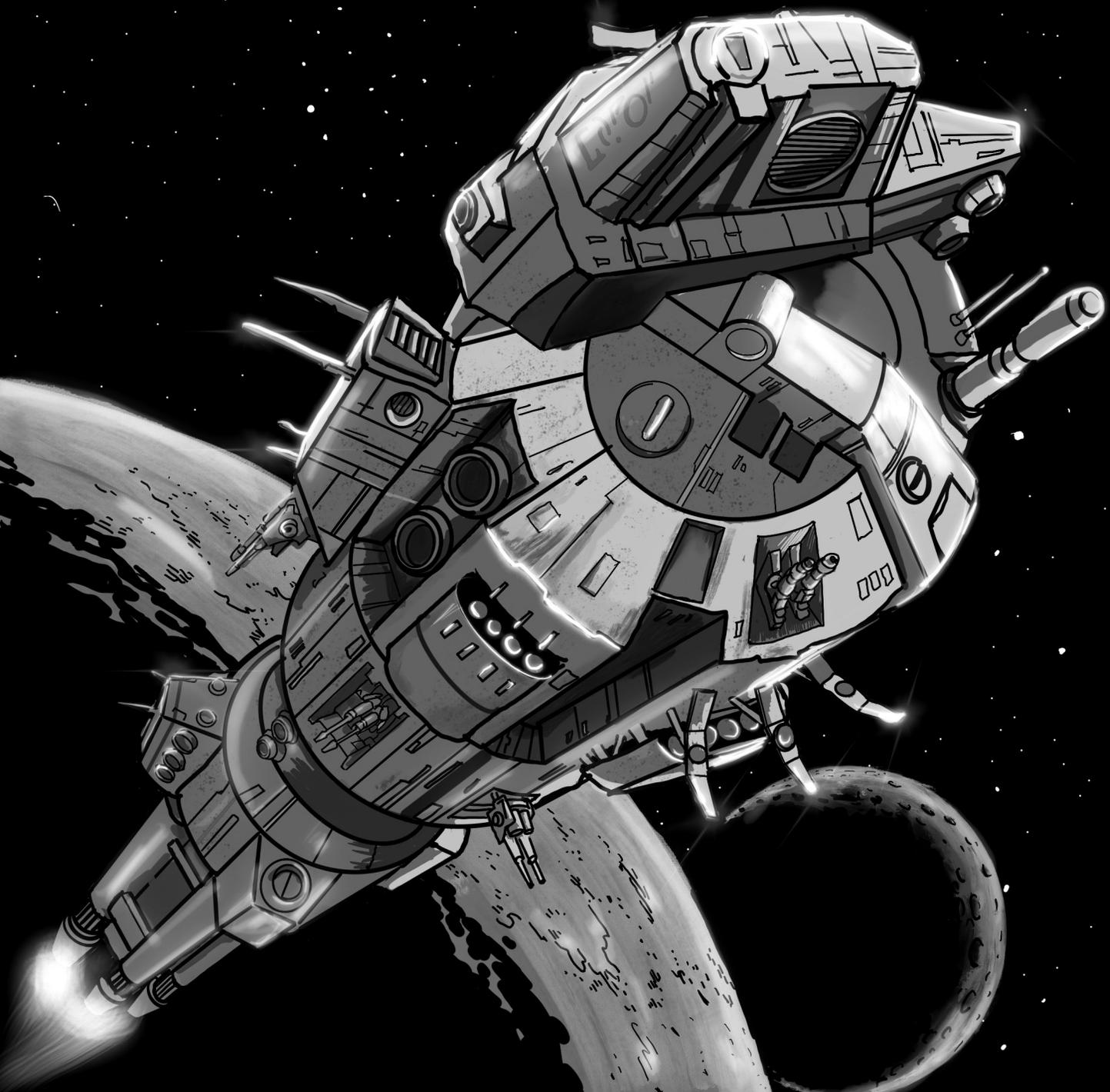
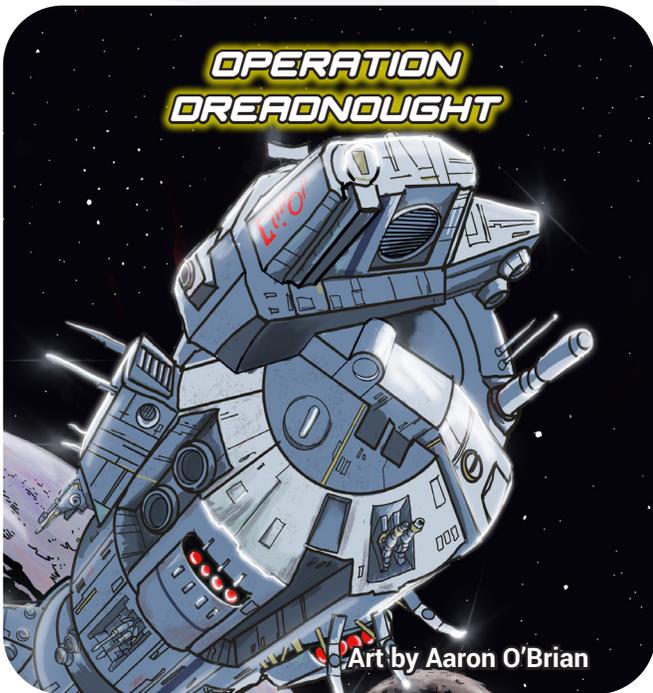




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We also have a Patreon with various several membership tiers to choose, from free to the Explorer's Guild.



You can also support the magazine by sending comments, suggestions, and submissions to: starfrontiersman@gmail.com We are looking for Star Frontiers content under 14,000 words and in docx, pdf, odt, rtf, and txt formats. Art in jpeg, png, and tiff formats.

Also check out our merch from our [Cafe Press Store](#).

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The Editor's Corner

Meet Your Friendly Frontier Assistant Editor

Greetings and salutations, fellow Frontiersmen, women, and neuter-dralasites alike! I thought we could mark this issue with a day that is, sadly, a day that is no longer remembered by taking some time out of our daily lives to sit down and have a little chat. There are, of course, those who do not want us to speak. I suspect even now; orders are being shouted into chronocoms and men with blasters will soon be on their way. Why? because while the truncheon may be used instead of conversation, words will always retain their power. Words offer the means to meaning, and, for those who would listen, the enunciation of truth. And the truth is, there is something very wrong with the Frontier, isn't there?

That was paraphrased from V for Vendetta, and it probably would have been a fitting quote for my Sovereign Domain Authority article from the last issue's Star Devil's Triangle. Alas, let's have that chat anyway, albeit in another format. This issue I'm pinch-hitting for Tom Verrault with what I hope to be a recurring theme: Meet Your Assistant Editors. Yes, that title above was also paraphrased, that time from Spiderman.

Anyways, my name is Richard, but most folks just call me...Richard (Mel Brooks/Blazing Saddles this time). Longtime and new readers alike may recognize the name as it has graced numerous articles in both volumes of Star Frontiersman, a special publication of Star Frontiersman, as well as the Frontier Explorer. It's safe to say I harbor a passion for this game, one that rivals my influence via comic books and movies, and comic books that were made into movies as well. Other hobbies would include firearms and motorcycles, the latter being the origin of my online handle 'Shadow Shack' as a description of my garage filled with (Honda) Shadows. With an array of hobbies like that, please don't ask me to narrow it down by picking just one, variety is the spice of life after all.

As the most recent addition to the Star Frontiersman staff, it has been a joy and pleasure working behind the scenes of this fabulous fanzine. I'm working with a gaggle of great guys and a gal too, to help bring this publication to reality each quarter and I hope the efforts are equally enjoyable to you, our loyal readers. Because without you, those efforts are wasted...we appreciate your support of this mag and the content presented within that is dedicated towards our beloved game Star Frontiers.

Spring has sprung, which means another quarterly issue offering a cool collection of content for you to enjoy. We've gone theme-less for this issue, fret not...that recurring theme of themes will return very soon to the pages of Star Frontiersman. We're belting

out some more fine content that our rising ranks of readers can use in their games, which is a thoughtful theme in its own right.

This month's cover art is a big kick in the space suit pants featuring an amazing Aaron O'Brian piece of artwork titled "Enter the Dreadnought." After that we're kicking off this issue with an article from TSR alumni writer and legend Tim Kask who explains in great detail how easy it is to write an adventure, showing that it's truly easier than most think while relating how the addition of the adjective "great" is another hat trick altogether. That gets followed by a nifty piece from our own Chief Editor titled "What Year is it in the Frontier" which explores the Star Frontiers timeline compared to our very own here on terra firma which seeks to find a parallel to answer that question. After that I attempted to shelve my disdain for a particular book in the Star Frontiers game and write an honest overview of said book...and that was a lot of work. No, not the writing the quelling of said disdain.

Benedikt Noir and Azro-Carina Renz, a pair of regulars you might recognize from the Alive & Well Facebook group, offer up a nice collection of character concepts via their Rogue's Gallery featuring more of Mr. Noir's amazing artwork worthy of old school/80's RPG publications. As a follow-up to that Alpha Dawn theme, I belted out yet another concept for Knight Hawks a la the Ships of the Frontier column featuring a very unique "gift" that a budding referee may consider awarding to his/her party of potential space-faring adventurers...and you're bound to grasp my emphasis on the word "potential" once you've read it. Star Frontiersman theme writer, Oscar Rios, bounces back to the Alpha Dawn theme with another look at scatterguns featuring specs & techs for various shotguns that can be used by your party of thrill-seeking murder hobos.

Operation: Dreadnought comes next, an article that compliments the aforementioned Sovereign Domain Authority problem presented in the last issue, featuring background descriptions and rules for making really big starships. And I do mean BIG. We close the issue after that with yet another malicious malefactor in the Star Devil's Triangle, one that earnestly explores my collective cornucopia of comic book content.

We sincerely hope you enjoy this issue and many more to come, and we always appreciate the overflow of offerings from our readers and fans alike. If you have something you would like to share with everyone else through our publication, please send them our way at please send them our way at starfrontiersman@gmail.com as we would love to include it for all to enjoy. Until then, Bring on the Ba...

...whoops, wrong column. Keep those hovercycling knees in the Frontiersman breeze!

Richard 'Shadow Shack' Rose



YES, I SURVIVED A CRASH ON VOLTRUNUS, AND ALL I GOT TO SHOW FOR IT WAS THIS T-SHIRT!
OUR YOUTUBE SPONSOR, TABLETOP TAPROOM, SUPPORTS THE MAGAZINE BY SELLING MERCH
IN ITS [CAFE PRESS STORE](#). CONSIDER SUPPORTING US BY PURCHASING A TEE SHIRT OR COFFEE
CUP.

WRITING AN ADVENTURE IS EASY

By **TIM KASK**

Writing an adventure is easy. Writing a good adventure is harder. Writing an adventure that other people want to play is the tricky bit.

(And then there is writing an adventure that you were conned into writing.)

Back in my Eldritch Enterprises days, I got conned twice by my good friends Jim Ward and Chris Clark. The first was writing a fantasy short story to go into our anthology, which I did, and surprised me by being very well received, much to my bemusement. The second con was putting my name on a trio of sci-fi releases that became the “Dark...” series: *Dark Outpost*, *Dark Visitor*, and *Dark Colony*. That last one, I was informed, was to be mine and Chris’ to complete.

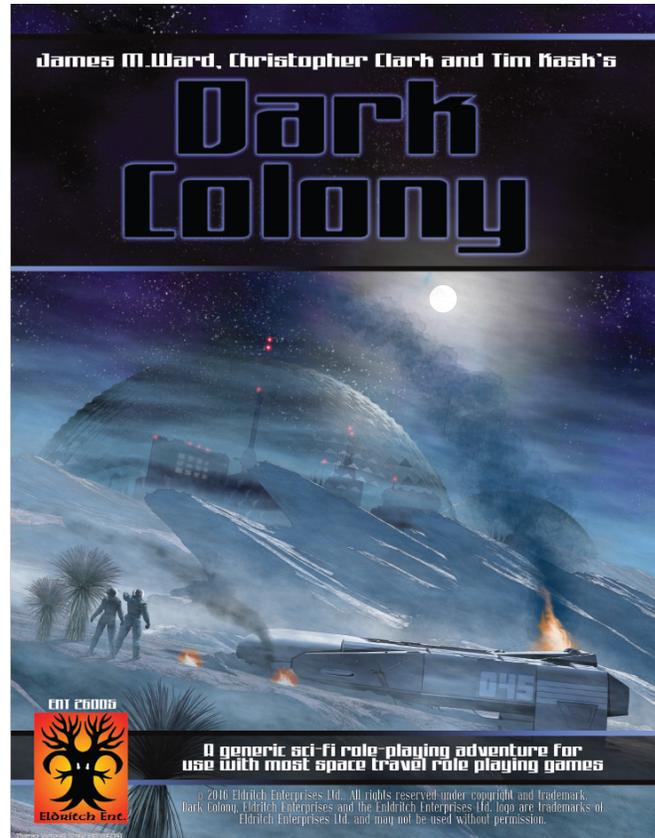
I used to read a lot of sci-fi. I have played sci-fi board games. I even own the mega-monster re-issue of Ogre. I have not played sci-fi RPGs since the playtesting of *Gamma World* and *Metamorphosis Alpha*. I had to find a different approach. Chris had the “spaceship stuff” and I had the planet (which he named for me) stuff. (That naming became profoundly embarrassing after I had read the completed adventure and saw my surname splashed all over.)

The usual format for writing an adventure could be more complex. First, you create, in your mind, the rudiments of a setting for some fun. This is also called an outline, whether on paper or thought out in your head. You flesh it out, building walls or designing spacecraft or what have you. Then you populate it as you figure out what is going to be “The Cheese;”, why are the players “here”? Next, you figure out the perils: gas traps, pits, funny floors, ceilings, stuff you don’t recognize or know how to work, and that kind of stuff. Then come the non-player characters, Neutrals wandering about, (perhaps some of them are helpful), and the “monsters” (herein defined as anything opposed to the players).

This is the point where it becomes highly restricting.

As an author, you must now decide just how much agency the players will have in your clever idea. How many encounters? What kind of goodies? What danger to be faced?

When I was informed of my participation in the project, not possessing a shred of experience playing a game in this genre, and certainly little or nearly no experience in this field, I determined to do it my way.



Old-school playing/writing would not suit. Back in the Dawn of Roleplaying, an awful lot was expected of the DMs. Adventures were written with lots of flavor text, little bits of text to read to the players that were important in the scheme of the design. There would be a few potential scripted encounters available, but very little else. The DM was expected to flush out all the details to fill out the adventure beyond the flavor text. This was a lot of work and expected much of the DM's.

I believe our initial problem with adventure (sometimes called module) writing was that we assumed too much of the DM and laid an unfair burden upon them. I'm as guilty as any from back then. We eventually compiled and published Appendix N for a couple of reasons. First, it showed players where ideas had originally come from. Second, we hoped players would mine those books for ideas as we had.

Sci-fi had the advantage of a lot of TV shows, some good, some not so good, that had exposed the public

to the genre. Classics like *Outer Limits* and *The Twilight Zone* are two stellar examples. There were rocket shows and movie-house serials, so everyone had at least a rudimentary idea of what sci-fi is.

Then came *Dune*, *Star Trek* in its many iterations, and the big one- *Star Wars*, plus a host of others of varying watchability.

That comprises sci-fi's Appendix N.

In writing this I decided on ten encounters that all have relevance to the plot and overarching theme. That is pretty basic, *Module Writing 101*. My thought was "Who are we to arbitrarily limit this, to determine how many hours of play it might yield?" "How can we help the GM, no longer a "DM," flesh out the adventure and customize it along the way without compromising the whole Cheese thing?"

I decided to take two paths on the planet with the Incident Reports, and wrote up 10 of them in a sort of terse, just-the-facts style. They had nifty little tidbits of information, but any or all could be played out at the GM's discretion, to the depth and detail that the GM wanted, giving a greater sense of ownership of the campaign. They were a toolkit for building a Deluxe Edition.

I like to think that they make interesting reading in themselves, and certainly would encourage other budding writers to try this approach. Script out and describe the "important encounters", whatever they may be in your scenario, to whatever degree you feel comfortable. Those are the "bases" the group probably should touch, at least most of, depending on how the adventure and campaign are going. Never forget, though, how the group never goes where you want or the way you want. Experienced GMs know and accept this frustrating quirk they all seem to share.

In choosing which IRs to flesh out, the GM now owns the planet's environment. The GM now has complete agency over how the players learn the secrets of the planet. The GM gets to shape the adventure into whatever linear path they choose or allow it to branch many times; all the roads eventually lead to The Truth.

Then there was the other thing I came up with, a sentient planet. I hadn't seen that done before.

OK, why/how was the planet sentient? So I came up with the mineral idea, which meant a re-thinking of the thing from start to finish. The mineral becomes "the Cheese," and there is a whole planet full of it.

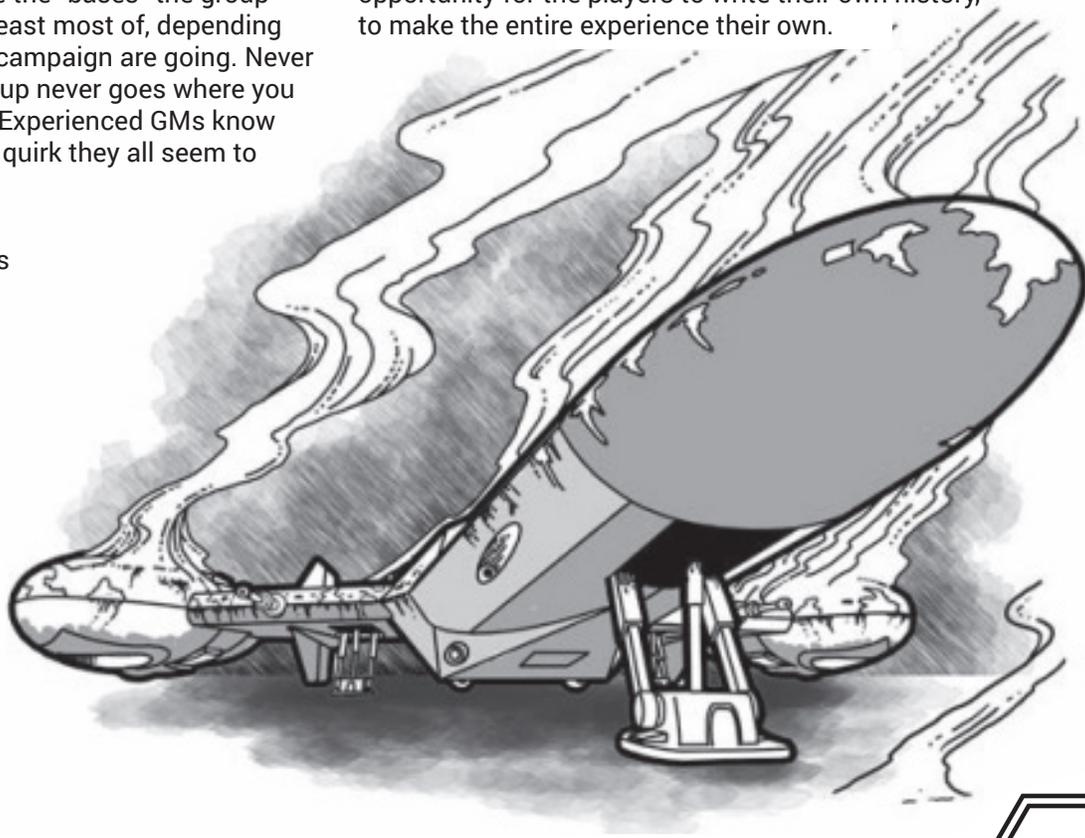
When I write an adventure, I strive to maintain a balance. All the monsters have a weakness, a work around. Nothing is impossible to try, but one should always be prepared for the consequences.

So the probes set the whole damned thing in motion. (Talk about having your ideas get away from you—that one galloped off into the haze.)

I know a lot about infants; two kids, four grandkids (so far), and six great-grandkids. I have had what is called hands-on experience, and that's only counting my immediate family. So the planet started out as a scarily quick-developing infant. I wrote an IR that spilled a lot of the beans, but the players didn't know that they were beans until later.

I had now created an undefeatable entity; one that could simply swallow or absorb everything if it so chose. Or, if the players see the profound evolution going on before their very eyes and act accordingly, could prove to be a boon (an immeasurably valuable Big Cheese) for all.

The truth of this planet is pretty profound. Yes, I am an optimistic sort at heart. Much of sci fi literature is a warning, or commentary, of what's going on or what might happen in the future. The methods available to learn this truth are different, providing more opportunity for the players to write their own history, to make the entire experience their own.





WHAT YEAR IS IT IN THE FRONTIER?

By Tom Verreault

This article was inspired by the question of what year is *2024 AD* in the Frontier? The thought is that if we could identify a year on the timeline it might be fun to write content for that year or even celebrate the Grand Celebration in **FY 111**.

The first task is to anchor the timeline and real world calendar at a particular point in each. The *Star Frontiers* game was unveiled to the world at **Gen Con XV** on **August 19, 1982**. This would be the logical anchor point in the real world's timeline. From our vantage point, this would be the beginning of the Frontier.

Where to anchor the Frontier timeline to the year **1982; FY 0** and the founding of the UPF? The module bundled with the rules was *Crash on Voltornus*; perhaps this should be used to anchor the Frontier timeline? My gut tells me it should be the date of the *Crash on Voltornus* module.

Between August 19, 1982, and March 31, 2024, there have been 15,200 days. Both calendars operate on different lengths of days and different lengths of years. We can calculate the number of hours in those 15,200 days which is 364,800 hours and the number of hours in a GST year is 8,000 hours. Dividing 364,800 by 8,000 gives us 45.6 GST years.

What year did the events of the Voltornus Campaign occur? The answer to that question is which timeline you are using: the Alpha Dawn timeline or the Zebulon's Guide timeline. The Zebulon's Guide timeline has been problematic in that it has contradictory and illogical entries. This is not surprising in that Kim Eastland, its author, stated his intention to remake *Star Frontiers*. Despite all its problems, the Zeb's Guide timeline remained the only accessible timeline for decades until a fan, Laura Mumma, collected all the references to dates from all sources except Zebulon's Guide and published this in the *Frontier Explorer 34*. It was the first time a unified Alpha Dawn timeline became available through publication in 2021. The AD timeline is not as detailed as Zeb's but does have a specific date for

the Voltornus Campaign as FY60 whereas Zeb's is a confusing puzzle as to the date of that campaign.

The Alpha Dawn rules have generally taken precedence over the incomplete revision that Zebulon's Guide represents. Taking its FY 60 date from Alpha Dawn and adding 45.6 to it generates a date of FY 105.6 as of March 31, 2024. It will be FY 106 in 133 Earth days on August 11, 2024.

If this year is FY 105, what is happening this year?

Star Law is given equal powers, rights, and jurisdiction in both the Rim and UPF systems for interplanetary and interstellar crimes. While it works mainly with local law enforcement agencies, Star Law is recognized as the only law enforcement force with full authority throughout the entire Frontier.

An altered Mechanon assassinates the Governor of Zebulon. The UPF suspects that the Sathar may be establishing an extensive spy and terrorist network. The possible Sathar use of mechanical life forms, such as the Mechanons, as agents becomes a prime investigative goal of Star Law.

August will bring FY 106 and the following events:

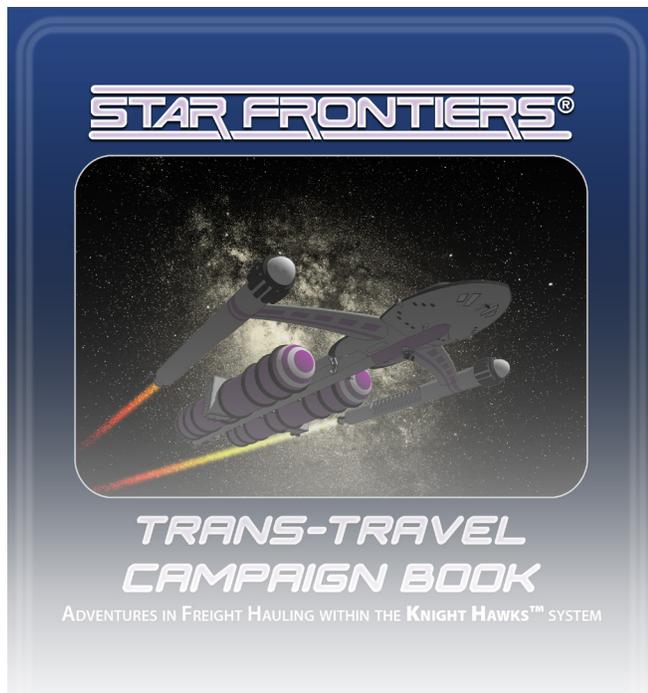
The Mechanons are officially informed by the UPF that they are not considered a stable enough society, at this time, to be allowed equal status in the UPF. They are forthwith considered "wards of the Federation." Their protection and supervision are the responsibility of the Council of Worlds. While most Mechanons accept this as a necessary step toward independence, some rebel and go underground, swearing to avenge their race. Many of these are suspected of being Sathar agents.

FY 106-111, Mapping of the Rim side of the Xagyg Nebula is completed up to the Klaeok system.

Does any of this matter? I say yes. We are fans and devotees of this hoary old RPG. If we say it matters then it matters. I propose that 2024 be the year of the

Mechanon since they are in the “news” twice, with momentous events, and it is also the year we visit the Rim. The challenge is to write content that dovetails off of these events. Are you up to the challenge?

The Star Frontiersman Vol 2 is looking for articles developing the setting and adventures in the Rim and involving the Mechanons. You can send your submissions to starfrontiersman@gmail.com.



The Star Frontiersman Vol 2 is proud to bring you the Trans Travel Campaign Book, a complete resource for spaceship skills while carrying out missions for the Trans Travel Corp. This is 100% canon material to which any referee may add their own house rules to suit.

Produced under the Wizards fan license, it is Pay What You Want so you can get it for free but any funds you wish to put forth for the continued production of other fine Star Frontiers content would be greatly appreciated.



And if you are missing previous issues of the Star Frontiersman Vol 2, they are available for free (or donation, always appreciated).

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[Issue #27](#)

[Issue #28](#)

[Issue #29](#)

WHAT'S WRONG WITH ZEB'S GUIDE?

By Richard 'Shadow Shack' Rose

My dismay for Zebulon's Guide to Frontier Space is bordering on legendary status. No doubt many readers will know of this throughout the various groups and forums from the past few decades. I was recently asked to pen an article about this very topic, to which I wittingly answered, "Star Frontiersman doesn't have enough pages for such a thing." </snicker>

Now I freely admit that it's been a while since I had the desire to pound down some brain bleach and shove pipe cleaners up my nose as mental floss, thus enabling me to crack open my well-worn copy of Zeb's Guide. Having concocted that potion and flossed afterwards, I'm putting aside my disdain as best I can and will attempt a more positive and yet honest "what's wrong" review of the book, so here we go . . .

I suppose the best place to begin with such an article would be...the beginning. First is the concept behind the book itself. It reads like an attempt at a second edition of Star Frontiers. We'll get into that more a little later. As one reads through the book there are blurbs about two future volumes that were never realized beyond those blurbs. Nay, not a single draft nor outline was ever made. So rather than call it 2e Star Frontiers, technically it's 1.333e Star Frontiers.

Beginning with the front cover, that piece of art is simply amazing. What an enticing lure it was to pick up the shrink-wrapped copy off the shelf back in merry old 1985. Alas, imagine the disappointment after spending five hard earned American dollars to get home and unwrap the book to see the interior art. I can only imagine the disappointment if it was \$50 spent on eBay these days. Let's face it folks, aside from the self-plagiarized Trampier pieces lifted from previously published material, that cover piece is the ONLY piece worthy of the title "artwork." Seriously, some of those interior pieces could be freely swapped with other text in the book and nobody would notice.



Photoshop by Tom Verreault

Next up we have three new races. Yes, I said three. Others may argue that there are four, yet I will contend that recycling the Mechanons from the Volturnus modules does not make them new; hence, three new races. They're not a playable race either, which is fine because, well...neither were robots or Sathar in the original rules. I can readily admit that the artwork in this section is probably the second-best work in the book (again, not counting the recycled Trampier work), if by second place the cover art finished the Indianapolis 500 while second place only completed one lap. That really doesn't say much about the rest of the interior work, does it...? In short, the vast majority of artwork is bad, and it should have been left out a la classic Traveller LBBs.

The three new races are, for the most part, acceptable. Not amazing, not mind blowing, just...okay. They just fell short of matching the legendary status of the Core Four we got with the original edition. We got Humma, Ifshnits, and Osakar. Humma are essentially space-going kangaroos with prehensile tails. They tend to be pushy, arrogant, and warlike, which makes them the Yazirians of this book if the Yazirians were less cool. No, that's not disdain...I said, "less cool" not "not cool". We all know that Yazirians are cool because they always wear sungoggles...it's not to protect their eyes, rather it's because when you're just THAT cool the sun shines everywhere. Hence, anything else is going to be less cool.



A Cool Yazirian by Brian Phongluangtham

Ifshnits are space gnomes with severe body hair that gets braided, yet they're completely bald above the eyebrows. They're merchants by nature and are essentially treated as Halflings when it comes to equipping them...meaning no two-handed weapons like rifles or polearms. Of the three, I like the Ifshnits, and the automatic 2nd level trade skill they start with looks to be a nice touch.

This brings us to the last of the three: Osakar, the four legged/two armed beings with hands at the end of each limb. They all look so similar one might think they were cloned. Individualism is the resulting big deal for them. One could feasibly write Attack of the Clones with these critters if they weren't so head-over-palms into making a fashion statement. That head and elongated neck reminds me of E.T. the Extraterrestrial. If I portrayed one, I would have to constantly resist the urge of gravelly uttering the words "phone home" during game interactions.



Photoshop by Tom Verreault

After the new races we have the Resolution System. This is one of the bullet points that makes Zeb's Guide feel like another edition. It's a completely different set of mechanics. This system is a high point of contention on many boards. Love it or hate it, the new table format shares nothing with the d100 mechanics of the original rules, save for the fact that you still roll a pair of ten-sided dice. Many players claim it tried to emulate the Marvel Superheroes system, yet it fails as it doesn't translate well (popular opinion, not mine as I've never played MSH before). Beyond that the ratio of those who like the system versus those who don't tends to lean much more to the latter on the various boards and groups. Personally, I have yet to try it in an actual play environment, and I am having difficulty warming up to it next to the original game mechanics.

Now we move on to what most RPG folks find to be a favorable topic, Character Generation! Basic

generation remains the same from the original rules, meaning the process of rolling ability scores and stats is the same. Being a second edition, one would think that this process should be reprinted in the text rather than sourcing another book...more so considering there were supposed to be two more volumes. Having that many books to rifle through is the main reason I left AD&D and went back to B/X!

Aspiring players have four fields to choose from here: Enforcer, Techex, Scispec, and Explorer. Each profession has a list of PSA Skills, much like the original rules have for their three professions. Once again this is where the similarities end. There are quite a few skills that should be made for some professions that simply aren't available, meaning the player will have to spend more experience points (XP) to complete such skill sets. For example, a Techex can get the Security Systems: Open Locks skill at the normal PSA expenditures but would have to double said points to get the rest of the Security System skills. One neat thing about the new process is the automatic skills each profession gets to enjoy. They're really not skills per se, rather a title that allows some extra points to be dumped into a specific attribute score as defined by each profession. For example, the Techex gets the Agility skill, which gives the character 7 points to spread among his DEX & RS scores.

The next section begins with specific rules relating to Skills & Experience along with a table for Experience Point Expenditures, followed by blurbs relating to Training and Use of Skills with things like prerequisites, such as a TechKit is required for the Repair Vehicle skill; various applications, and a Standard Repair Rule. This is followed by a comprehensive list of the actual skills. The first thing avid original-rules referees will notice is how many of the former sub-skills are separated from the profession, meaning the Technicians from the first edition that start with a laundry list of sub-skills must now pick and spend XP among each subskill instead. Some of those subskills were further divided, such as Operate Machinery and Repair Machinery have Vehicle Operation and Vehicle Repair split off. Also noteworthy is the skills range from first to eighth level instead of one to six as the original edition did...melding with the new resolution system and once again: different mechanics. Some of the skills are quite trivial and some are actually rather innovative. As far as the trivial skills go, maybe this would have been explained better in the future volumes that were never seen (let alone even drafted or outlined) as prerequisites to KH skills --- which would be reaching since so few of those Zeb skills could be applicable as such, i.e. one or two of those Engineering skills at best.

The Skills & Experience section relaying the process of earning XP is the same as the original rules, meaning 1-3 points based on participation plus any bonuses that are available. One of the prominent lamentations about the original system I've seen and heard over the years would be skill progression vs XP received per adventure, meaning progression is slow. Such fans of the original rules will absolutely LOATHE Zeb's progression. For example, Alpha Dawn calls for 8XP to go from Technician-1 to Technician-2 (assuming PSA, otherwise it's doubled), and that raises all the sub-skills together. The problem I mentioned earlier would be all of those AD Technician skills got spread out across more than one profession, so you can't get them all at PSA expenditure...now you have to spend double XP to get some of those skills (re: the Security System skills).

So rather than spend 8XP as mentioned earlier, now you are looking at spending 2XP for each skill, across more than one profession in some cases resulting in double expenditure. To sum up what it takes to clone an Alpha Dawn Technician going from level-1 to level-2 (remember, that was 8XP in the original rules) the player must now spend 26XP to raise all those individual skills from level-1 to level-2. Spending 26XP in the original rules means your Technician can leap from level-1 to level-3 and have 6XP left to either pick up a new technical skill with 2XP leftover or spend all six on a level-1 military skill. Zeb's version would be called "XP inflation," and I can't think of many people who like that.

A final word about the skills: there's simply a LOT of them. There are roughly three times the number of skills compared to the original system, and as I demonstrated you need to spend roughly three times the XP to improve them. You could feasibly play this game every weekend for a full year and never earn enough experience points to acquire all 120 of them at level-1. All those folks out there complaining about the lengthy experience trade for Knight Hawks ship skills? I present to you: Zeb's Guide skills and a max-pack size box of tissues. In short, you're going to

spend a lot of quality gaming to earn enough points to make a difference with your skills.

Next in line is Combat, what every space-faring murder hobo lives for: blowing \$#!T up!!! This section opens by comparing the similarities in procedures

to the original rule set while relating how the new resolution system resolves everything with a single roll of the dice. Now this is

where I believe a lot of the new system angst stems from...let's face

it, as gamers we LOVE to roll those funny

shaped dice and we love to roll them a

lot. Metaphorically speaking we just

bought a new toy, but we can only enjoy

watching others play with it. The follow-up

section goes on spelling out the procedures by

now get this reprinting the processes from the

original rule set. Remember what I said earlier about

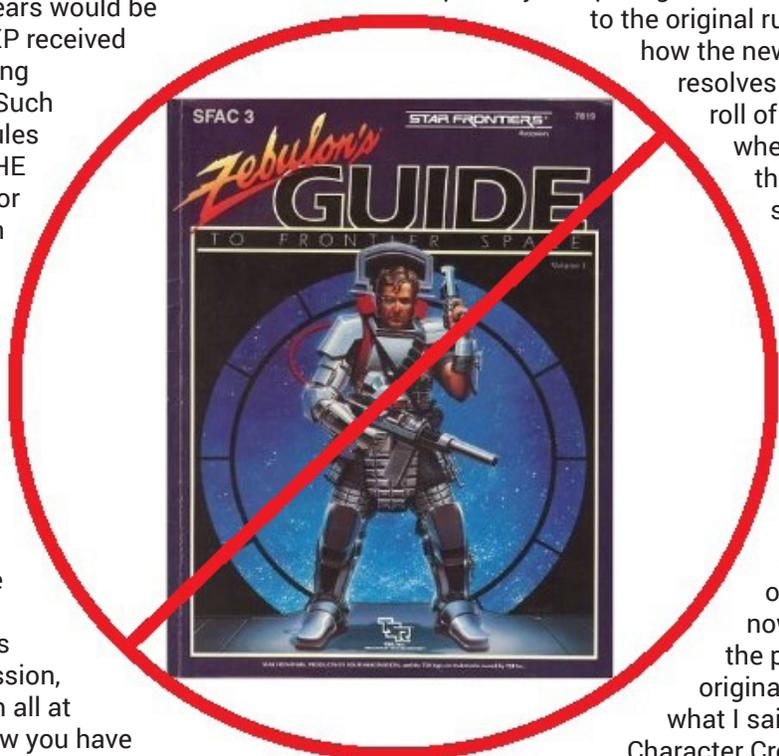
Character Creation? GAH!!! It takes

21 pages after "see the other books"

before the creative team finally figures out that it really IS a good idea just to recite it instead. And just look at how little space it took to do so! C'mon, guys... pick one side of the fence and stand on it.

The next few pages simply define and redefine these steps as it applies to the new system. To their credit it's rather comprehensive, which continues to baffle me as to why they had to take the lazy way out in the aforementioned Character Creation section. We get some handy tables that spec the various weapons and modifiers as they relate to the new resolution system, not unlike the original rulebook tables with the exception of utilizing shaded areas that help prevent your eyes from wandering to the wrong line when looking up said specs. That was certainly a nice touch, even if it was lifted from other outlets such as AD&D and BECM1 books. It still works great.

Once you finish browsing the various tables, we come to another hot topic discussed among Star Frontiers fans: the (optional) Mentalist profession. In essence, this is psionics (re)introduced by TSR into their sci fi outlet. Whether you like or dislike the idea of psionics in your game, one thing is strictly defined here: your character needs a wicked high LOG score before you even consider this profession. It goes on to break down the types of Mentalists in



the game, namely Enlightened Characters and full-fledged bona-fide Mentalists. The enlightened ones begin with one of the prior professions and start the game with an 80 LOG score which “cannot be unusually modified”, meaning you need to roll high and point-swap from the INT score (and hopefully if you enjoy a racial modifier, you get another bonus). Full on mentalists on the other hand may begin with a slightly lower 75 LOG score, but they can point-swap from other abilities such as STR and STA which both must be drained to 30 before swapping from other ability scores. This is an obvious nod to various D&D systems, particularly the race as class versions. The Mentalist section plods along with various disciplines, which is their heightened way of saying “skills.” The various disciplines are spelled out in a similar manner as the Skills section, with notations for the few skills that can only be utilized by the lesser enlightened class.

Next up is The Frontier. It opens with a couple of pages defining the aspects of a system and does so in a slightly expanded version over what we saw in the original rules. Then the book goes overboard, taking the original Frontier system map and expanding it while defining all but six systems. I take reservation to this notion; the original rules present a Frontier setting while Zeb’s Guide completely strips away the exploration aspect of the setting. In other words, Zeb’s version of Star Frontiers should actually be “Star Civilizations.” Seriously, an unexplored system is surrounded by heavily populated systems...surely SOMEBODY saw that one weird star, right? In addition to the Frontier is an expansion dubbed “The Rim” where the new races hail from. Expanded planetary footnotes are found in between the Frontier and Rim tables, further fleshing out a few more systems than the original rules, albeit still leaving a lot to be developed by the referee. One issue I have with this section is the random hodgepodge arrangement of planetary descriptions. The writers must not know what alphabetical order is, so good luck looking up the one you want to know about.

I don’t recall where it detaches from, as there’s a nice removable two-page cardboard map featuring an airbrushed background and travel routes to all (but six) of the star systems. The flip side of the map has various tables for using the resolution system. My worn copy acquired back in merry old 1985 lacks any evidence of where it was originally attached...so I just slip it into this section for ease of reference. As nice as the presentation is, there’s a major issue featured here: that odd dog-leg jump from Zebulon to Capella. The prior edition is pretty clear about jumps between stars being straight lines, yet Zeb’s Guide implies that now we can make maneuver corrections in mid-jump...you know, in those brief few seconds spent in the Void, course corrections utilizing thrust and

maneuvering are mandatory now. This complicates things in too many ways worth listing, I’ve already said enough to fuel that fire.

This next section <deep breath> is the often contested and heavily debated Star Frontiers Timeline. No other section of this book tempts me into imbibing the aforementioned brain bleach and the insertion of pipe cleaners up my nostrils as mental floss the way this one does. Forget everything you know about all of the previously published Star Frontiers material, because that’s exactly what the writers did with this section. The timeline starts 10,000 years before the formation of the UPF with an honorable mention regarding tetrarchs followed by a pair of far-fetched origin points of Heliopes and Mechanons. Then it skips over four centuries and begins discussing when the core four races met along with planetary discoveries and developments. This spans the course of a few hundred years in a random and unorganized nature, and then the big blunder happens: 61 years prior to the UPF (AKA pf or pre-federation), Zebulon is discovered and Volturnus is settled immediately, followed four years later with the same on Anker. Now anyone familiar with Star Frontiers knows that the Volturnus trilogy of modules does not take place this early because, wait for it...

...uncomfortable pause...

...it needs to be explored before it gets settled. That, and the modules have a major Sathar plot while the characters have a working knowledge of them. You know, those evil menacing worms that invaded the Frontier thus creating a need for the United Planetary Federation which hasn’t been formed for another 61 years after “Volturnus was immediately discovered.” Rumor has it that Christopher Lloyd read that and immediately took a ten-pound sledgehammer to his flux capacitor over such a paradox in the time/space continuum.

I recommend a shot glass of Clorox to clear your head of that one.

It goes on with various other events that may or may not mesh, with a two year span relating the First Sathar War which should technically be called “The Sathar War” because 1) the Frontier had not learned of the existence of the Sathar until this event, and 2) they certainly had no idea that there would be a second war, thus facilitating the need to title this one as the first. Okay, so it’s a historical reference and gets a narrow pass.

The formation of the UPF follows and brings us from pre-federation (pf) to post-federation or “federation years” (fy). A bandwagon of various MegaCorps started popping up along with the associated corporate systems being founded/developed,

followed closely with the Blue Plague and resulting plague worlds, and a ten-year corporate war.

At this point, the study of numbers as a mathematical trend kicks in at 61fy where the Third Dramune Civil War takes place. Unlike the total module blunder in 61pf, this side of the 61 coin gets it right by tying in with the Dramune Run module. Like they say, even a broken clock is right twice a day. This gets immediately discounted with a ten year Second Sathar War two decades later. Overly detailed with vague events (oxymoron), why this war with an organized UPF takes so long when the first one took the unorganized populace by surprise and only lasted 2 years is another exercise with pipe cleaners. The rest of the timeline bounces around randomly with another corporate war, Rim expansion and inclusion featuring repeated Frontier events paralleled into said area, and a fashion trend of transparent clothing being the highlights, culminating in a 111 year celebration of the UPF. To summarize the timeline, I can only repeat myself: forget anything and everything you know about the previously published material; after all, Zeb's writers did.

Apologies, as I was unable to curb my disdain over that part. </deep breath>

The next section is a good one that should allow ease of breathing for even the most congested of bellowing Dralasics: Mega-Corporations. This expands on the one- and two-sentence descriptions of the half-dozen in the Knight Hawks book into paragraphs describing an additional dozen megacorps, along with a definition and description of corporate wars lifted out of a prior Dragon magazine article. Good stuff here, folks. This trend spills over into the next section describing various Cadres and Cults, more useful stuff to help fuel any campaign.

The next 25 pages are filled with something any referee can use: New Equipment. Some of it is nifty, some of it is not. Some of it is lifted from gaming magazines such as the proton guns, (a.k.a.. RAFLURs from Polyhedron #20), while others are rather original. The downside here is the aforementioned awful artwork. This section is filled with it. Ignore that and you can cherry pick some useful items to introduce into your game. Gadgets are good, gadgets are great, this section has more gadgets than you can fit on your plate. The remaining few pages close the book with charts and tables relating to the new equipment.

So that's it. I managed to curb my disdain for the better part of this article, and I can close this with a simple overview: Zebulon's Guide to Frontier Space is a good source for cherry picking items that you can find useful in your campaign while ignoring other parts that, well...may cause a degree of disdain. For that I see it as a useful tool, hence the well-worn nature of my copy. As an intended 2e version of the game, it's incomplete. In the immortal words of Gene Hackman in *Crimson Tide*: "It's a message fragment."



I don't see the book as a useful system of game mechanics replacement for the original system, more so since I tend to run starship-based campaigns and I would need the unrealized future volumes before attempting that feat. Finally, it was the last published piece of material for Star Frontiers, signaling the demise of our favorite game...and be it directly or indirectly related, that is certainly worth some degree of disdain.

Frontier Space Player's Handbook

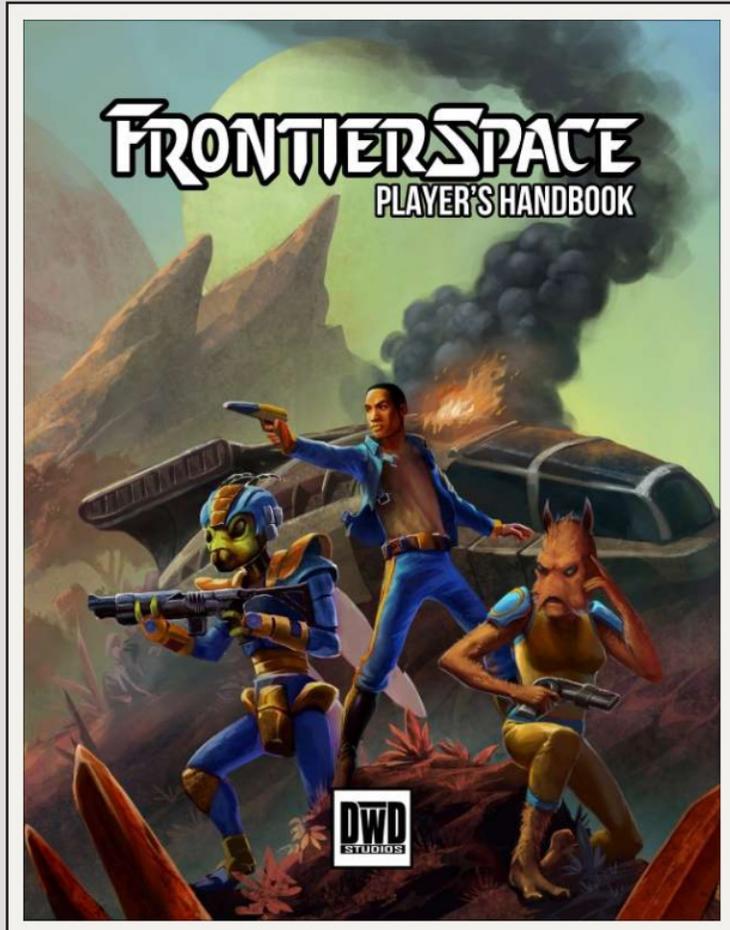
DwD Studios

Among the stars in a distant galaxy there exists a region of densely populated habitable worlds. It is here your story begins, a place commonly called “the frontier” where people dwell and tales unfold.

The Galactic Federation's power now wanes as corporations rise to fill the void left behind by the loss of their protection and authority. Citizens push on against adversity and defy the obviousness of their limitations. They live their lives doing work for the large interstellar corporations and governments. They huddle around spaceports and seek passage to the next system. They fight and they love and they die... but above all else, despite the vastness, despite the isolation, despite the dirt and the dust and the danger... the frontier is alive. And that's what makes it worth fighting for.

The Player's Handbook is the essential sourcebook for every FrontierSpace role player. Contained in this book you'll find all the rules you need for creating, training, equipping, playing, and developing your character. This is a companion volume to the Referee's Handbook, available [here](#).

FrontierSpace is built upon the foundation of the d00lite system, the same game engine used to power BareBones Fantasy and Covert Ops roleplaying games. Years of feedback and continued game system development has evolved this product into something that flows at the game table while getting out of the way of a good story.



Available on [DrivethruRPG](#) as PDF and POD.

ROGUE'S GALLERY STAR FRONTIERS

Character Concepts

By Benedikt Noir with Arzo-Carina Renz

We offer the following character concepts to liven up your Star Frontiers campaign.



JOM DRAMBO

Dralasite military PSA. I think we based his personality on Jack McGee as Doc Kreuger in Space Rangers. ("I'd prefer a solution that involves kaboomite, skipper"). Famous for pairing Kurabanda catapults with Tornadium and scrap iron shards taken from Slave City One. Great guy to get drunk and philosophize with (although alcohol has little effect on him, if he likes you he'll pretend it does, and go along with all the silly stuff you come up with while drunk).

Classifieds

Rim Star Cruises

Looking to get away and experience a bit of adventure, book your vacation trip today with Rim Star Cruises. Our luxurious star liners include routes through Zebulon, Capella, Osak, and Cryxia and soon offering routes to Theseus, Solar Major, and Gruna Garu. First Class Tickets start at 9,000 Cr Journey Class Tickets at 4,000 Cr So break away from your mundane life and find your way to one of our authorized ticket agents today for the sweet taste of interstellar travel and adventure!



YALACROAA

Yalacroaa was from Hakosoar, a clan sergeant (retired) and priestess of the One, no less. Unlike the priests from Hentz (who are an arrogant bunch and make no secret of the fact that they consider all of us scum unworthy of their notice), Yala was a nice girl and as friendly with me as is possible between a high-caste traditionalist Yaz and a cowardly Human biosocial PSA. We met in the Lola Blue, a Spacer bar at the port, and she had a worried look. Not I-forgot-my-rainscreen worried, but true-to-space harrowed, like something was amiss in a really ugly way.

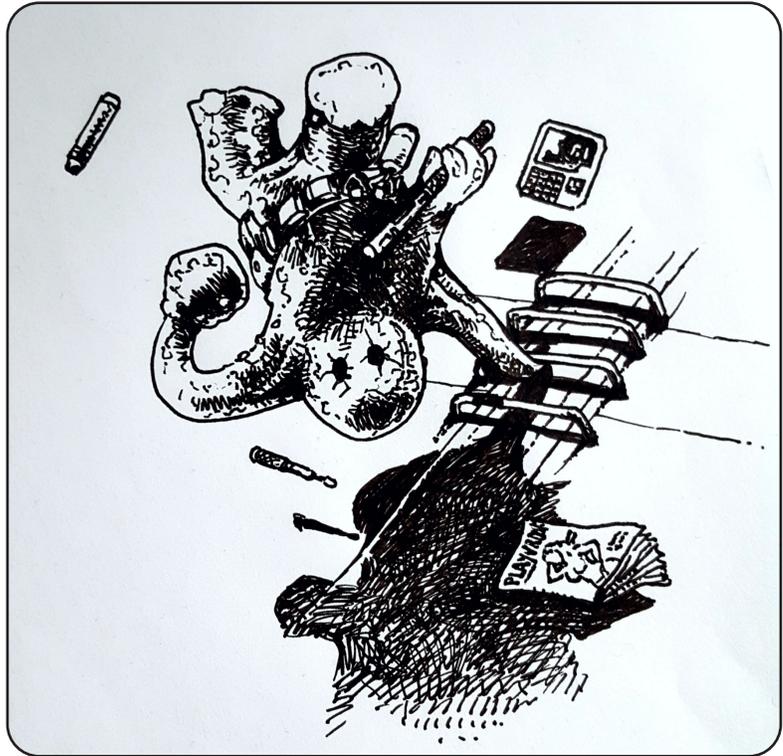
"Reg", she greeted me, giving me a light hug and a peck on the cheek, a gesture she had copied from Skylar. "I must tell you. I've - you know, there's a temple here, and I've been asked to assist the head priest. It's a high honor."

"That's great", I said, "so why the long face?"

She looked like she was going to burst with shame. "I've been at the temple for a week now, and I forgot my Zahya - you know, the ceremonial pin that fastens the stole -" I had seen her in that outfit on a few occasions, very dignified. - "So I returned to the temple late in the night, and I overheard the head priest talking to a stranger in a hood. It moved strangely like it had no spine, and it hissed and lisped. I couldn't hear everything, but they talked about - they talked about a bomb that the priest was going to set somewhere! Reg, what am I going to do? I can't report him, I'm just a junior priestess, criticism of a high priest of the One is nothing short of sacrilege. We are taught that - we believe that a priest has their reasons for everything they do, and anyone who ascends to the office of head priest can't do otherwise than follow the will of the One."

"Yala, I don't think -" But my reply was cut short. Yala's black eyes went wide, and then everything happened at once. She vaulted the table with her long arms, jumping practically on top of me. Her feet hit my chest, and my chair toppled backward, taking the two of us with it. A metal cylinder hit the table, and bounced once, twice. Yala grabbed me with one hand and a foot, and dove with me behind the bar. There was a bang and a flash, and then a cascade of glass shards descended on us. I heard screams from the other patrons.

I was dazed and couldn't get a grasp of the situation fast enough. My head spun as I tried to sit upright. "What the -" Yala grabbed me with her foot again and pushed me down behind cover without even looking. Her muzzle was drawn into a toothy snarl, there was a smear of blood on her temple, and a sonic sword in her hand that I hadn't known she possessed. Her eyes darted around, searching in the gloomy smoke for the assailant who had thrown the grenade. At that moment she didn't look like a demure priestess at all. This must have been how her ancestors had looked when they went out to declare total war against a dastardly rival clan.



DARGOLOB

Dargolob scuttled down the maintenance shaft at a speed unheard of, grabbing and pushing off things with all of his limbs like a rotund kraken - or a brachiating Yazirian. All I could do was follow him.

"Darg, there are motion sensors in all the crawlways. They'll know where we've gone", I whispered when he finally stopped and I caught up with him.

"Only shows what you know, my friend. They turned them off long ago. There's these little critters who live in here, they can't get rid of them. They kept triggering the sensors all the time, and shipboard sec got tired of grabbing their flashlights and doing a full intruder check every half hour."

"Even so, they'll eventually find us. It doesn't take a rocket scientist to guess where we've gone."

"Lucky for us, then, that I'm a rocket technician. Ah, here it is." "It" was a nondescript ring of valves jutting out of the wall. The maintenance shaft had widened into a room some ten meters across and was equipped with pressure hatches. Darg went busy on the access panels in the wall. The first came loose, revealing a mass of cables and a faded print magazine sporting semi-nude Human females with rather top-heavy anatomy.



This is a Sci-Fi horror scenario for the great FrontierSpace RPG from Dwd Studios, but the provided content is easy to convert and use with any other RPG system.

The Proxima Ascendant is dead in deep space, broadcasting an automated distress signal.

When the team enters the cargo ship, they soon discover that hell broke loose, that they are trapped inside and that something sinister is lurking in the shadows... or some THINGS!

The scenario is designed for a team of 4-6 Rank 1-2 characters, but can be easily adapted to more seasoned or less experienced adventurers.

Ever wanted to play a mix between Alien and The Thing with a more Sci Fi twist ?

Want to offer your players a different, thrilling adventure ?

Are you simply looking for a solid Sci-Fi scenario ?

Then this adventure module is perfect for you!

Available on [DrivethruRPG](#)

"See, Jack, this ship isn't big enough for us to outrun them. So we maximize our chances, right? There are two of them, so they won't split up. They've got automatic rifles, which aren't made for zero-gee. Hold on to something."

I managed to grab a metal strut, and Darg yanked out a connector. Immediately, the continuous sound of the ion drive began to fade into a dull whine. I felt myself getting lighter.

"Cut power to the first ion thruster, and it will do an emergency shutdown. The other one does as well, because if it didn't we'd do a crazy corkscrew. They're mounted off-center. In a few minutes, we'll have zero-gee." The magazine began to float down the room.

Darg was changing his body, drawing some limbs in, extending others. He extruded a tentacle-like appendage and anchored himself to a ladder rung. I watched with alarm as the other arm slowly morphed into something that looked like a large mace on a dinosaur's tail. The third one drew a stunstick from his belt. Satisfied, he tested his mobility against the rung.

"Now when they come in and start shooting, I want you to hit that pressure switch over there, hard. It will blow a few clamps, but that can't be helped. The valve will vent pressured steam down this room - that's what the blast door is for, usually - and send them tumbling for a few seconds. I'll take care of the rest. Just give me enough room to swing."

Classifieds

Recruits Needed

The Hakosoar Militia and Space Navy are looking for able-bodied individuals to serve both planet-side and in space to help protect the system of Scree Fron.

For those that sign the 4 year contract, fare will be provided to the system, regardless of distance. A 1,000 Cr advance bonus is offered upon signup with a guaranteed consignment of 1,000 Cr per solar month of service minimum.



ZKIT'ELTAX

Most Vrusk like things peaceful and orderly. Zkit'eltax was not your typical Vrusk. A military man through and through, in the twenty years of our friendship I'd never seen him out of uniform, either DefenseCo's neatly pressed khakis or a mottled skeinsuit camo. His carapace was dull and blotchy like old leather from fighting under a dozen different suns.

He scuttled into my office like an invading army, pushing my protesting Human secretary aside, before coming to a precise military halt ten centimeters from the edge of my desk. I bared my teeth in a broad grin. He never had had any sense of manners; thoroughly and refreshingly un-Vrusk.

"There's a problem, and I need your help", he chirped.

I leaned back in my seat, spread my patagia into neat folds, and patted my business vest. "I'm not with Star Law anymore, Zkit, I'm a staid, boring freelance business consultant now. Don't tell me you need advice on your taxes."

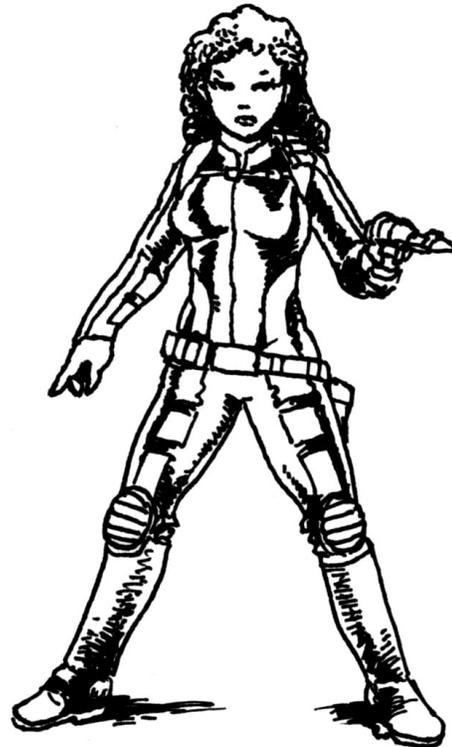
"I need an investigator, and it needs to be someone I can trust. I've sent a team of five to an asteroid base. Guard duty in pairs, one man on standby, two resting. Now one of them is dead with a laser hole in her chest, and the other four all swear they didn't do it.

Skee, those are my boys and girls. A ten-day ago, I'd said I'd trust them with my life. I haven't got any idea how to start. I need this wrapped up before I send a report to DefCo. You used to do this for a living. Will you help me?"

I grinned wider and pushed up my goggles. The sudden bright light made my eyes water, but I wanted to look him in the eye when I said it.

"An honest-to-space whodunnit mystery on a lonely asteroid base? Try to stop me."

SALLY THE SATHAR AGENT



"Grob can't have been the Sathar agent", I mused. "Look, I just looked up his files. He has no experience whatsoever of explosives, so he can't have placed the bomb. That leaves", I flipped open the file, "only myself and -" My eyes went wide.

There was a laser pistol in her hand, all of a sudden.

"And me." The gun was pointed at my midriff, just where I felt an icy lump forming. I was numb.

"Sally, I -"

"I'm sorry you found it out", she said softly, "I really am. I was starting to like you." Then her voice went completely flat. "Don't move. I would like to make it painless."

A YOUNG YAZ MERCENARY



Chasing a hydra through Port Loren had been bad enough. This was worse. Three times we had lost sight of our quarry, and each time he had used the respite to set an ambush. Two had only been designed to slow us down - tangler grenades rigged as booby traps -, but the third time he had sniped at us with an auto rifle. Now Tchik'kav was out of action - I heard the siren of the ambulance behind me -, and we were getting more and more frustrated.

Inner Reach has a gravity of only .8 gee, pretty comfortable for us, but a real boost for a Yazirian's gliding ability. The Drals also like to build tall, at least here in Port Brangal, and to lighten the load the buildings were honeycombed with hexagonal strutwork. They were also overgrown with trees - the entire city was one huge arboretum. It was all very pleasing to the eye, but it meant that a brachiating Yazzie could swing from strut to strut and from balcony to balcony with ease. Every time we clambered painfully up a building, the terrorist just glided over to the next one across the street. Mel and Fayzal were tacking up and down and all around in a hovercar and took occasional potshots at him when he showed himself, but most of the time they missed cleanly.

I rounded a corner and nearly ran into him - he dropped down from a pile of decorative abstract statuary just as I belted past. I could see my quarry clearly for the first time: a young Yazirian, rather small, with light gray fur. He had a rifle slung on his back. I recoiled, and as I did so, he pulled the pin from a grenade and lobbed it at me. There was a muffled

thump, and thousands of rubbery filaments spray-wrapped themselves tightly around my legs and right arm. I lost my balance and fell to the ground. He grinned at me. "Bad luck today, bounty hunter!" With that, he turned and, after kicking me in the head two times for good measure, proceeded to half-leap, half-glide down the next wall. I watched him vanish and cursed.

Then I remembered the Solvaway was in my right pocket, and I couldn't reach it with my free arm. I cursed again.

BLAKE



By the end of the third interview, I was covered in sweat. They had threatened me, tried to browbeat and cajole me, the Vrusk shrink they had sent in had asked deliberately weighted questions cunningly designed to take me off-guard. But it hadn't been the first debriefing of my life, and with the help of Saksa's batch of drugs, I had even managed to resist the generous dose of Telol they gave me. As I said, it wasn't my first time. This time, though, the stakes were high: if I gave in and told the truth about what had happened on that asteroid base, I was fairly sure my good friend Skylar would never see the outside of the DefenseCo corporate prison again.

The next interrogator would be the last. I had resisted the good cop, the bad cop, and the therapist. Now they would send in the heavy hitter.

After a pause deliberately calculated to get my nerves on edge, xe entered. A small, nondescript Dralasite, wearing DefCo's civilian dress vest. I couldn't make out if xe was currently male or female. Despite myself, I flinched.

"Hello, Mr. Blake", xe said. Xir droning voice, amplified by xir bellows-like larynx, seemed to fill the room. "We haven't been introduced. I'm Malgalorb Dreen. I am sure you know this is an official interrogation, and I am your interrogator. I'm also sure you know about Dralasites: we know if you are lying. I'm more Dralasite than many others in that respect - my senses are very finely tuned. You see, I'm paid by the corporation to get to the truth of the matter, and though you can lie to me, I believe that eventually arriving at the truth is just a matter of asking the right questions."

SHEELA



Another fissure! I was fatigued and hungry, and my whole body ached. Sheela, tireless Sheela, was still bubbling with energy, of course, and completely in her element. Every new kind of moss or rock formation we discovered made her positively squeal with glee, even though, to my eyes, this planet went out of its way to present the drabest view imaginable. I clicked my mandibles in resignation.

Sheela already had her legs over the edge and was squeezing her petite frame through the opening. I barely had time to anchor the portable winch in the crumbling rock and hook the cable firmly into her harness. She gave it a cautious tug, did that Human thumbs-up gesture that we find impossible to emulate, grabbed her enviro kit and was down the hole like a squirrelfox.

Waiting is always the worst part. I sit next to the hole with only the slowly spooling winch for company until she comes out of the fissure with more lichen and a few lumps of rock that look like all the others we've collected so far.

This time, though, I was startled by my chronocom beeping. I took the call, and her face appeared on the screen, backlit by strange dancing lights of every color. She was still descending. I'm bad at reading Human facial expressions, but she seemed agitated excited? Fearful? She looked like she might burst with emotion.

"Yes, Sheela? Is everything okay?", I managed to say.

"Skit, take my pack, and throw out everything we've collected. Everything. Every bit of moss and rock. You won't believe what I found down here."

Classifieds

Family of One

Calling all Yazirians, you are all welcome and loved by the Family of One. Come claim your ancestral birthright as one of the chosen at one of our active temples. For those seeking further enlightenment and transformation, find your way to our Homeworld on Hentz. All Roads Lead to Oneworld. GODCo financing is available for those in need, non Yazirians need not apply.

DEUS EX MACHINA

by Richard 'Shadow Shack' Rose

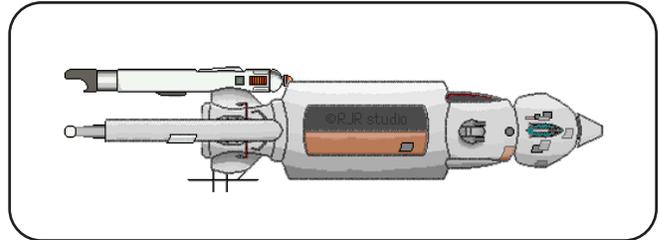
Page 43 of the Knight Hawks Campaign Book lists several alternate methods for acquiring a ship, the last of which is one I always loathed to employ: "Deus ex Machina" which is spelled out in the book: "As a last resort, the referee can intervene in the players' behalf with some miraculous event ('Your rich great-aunt just died and left her mining ship to you. After all, it is a family heirloom.')

That example never jibed with me very well, alas being an example, it shouldn't be construed as written in stone. It got me to thinking, which usually leads to yet another article for the Star Frontiersman fanzine or at the very least, honorable mention in one of the projects at StarFrontiers-dot-us. Which brings us up to date...

For those not in the know, Deus ex Machina translates from Latin to "God from the Machine" and is loosely defined as a situation where an unexpected or implausible event gets introduced into the storyline to resolve situations or magically disentangle a plot. If I were to resort to such lavish measures for a party, this miraculous gift is going to be anything but a butt-spanking newborn spacecraft that just rolled out of the starship construction center. After all, what manner of adventure and excitement would that be? Nay, this is going to be a project, somewhere between the listings of "used ships" and "salvage" found further up that same page of the KH Campaign Book.

Naturally the referee will have to concoct his/her own backstory for this wonderful gift. Perhaps a former client the party has worked for wishes to award the party for numerous successful tasks they performed. A megacorp that has hired the party might reward them with this dust collector that they've spent the last decade wishing it were gone. Or maybe a patron employer acquired it at a Star Law auction and is simply tired of dealing with it. Whatever the story is, sine adhuk vix* I present to you "the machine".

* Latin again, meaning "without further ado".



Art by Richard SS Rose

SS MACHINE-X

Thruster Class Privateer

HS 6, HP 13(out of 30*) Powerplant: 2 Atomic-B (accommodations for 3 drives)*

ADF:1* MR:2* DCR:38 Crew: up to 6

Armament: Laser Battery (not functional)*

Defenses: Reflective Hull (in dire need of fresh coating)*

Communication & Detection: SubSpace Radio,* Radar, Intercom

Misc: Cargo Arm (destroyed), equipped for Deluxe Astrogation Equipment (missing)*, Provisions for back-up life support (main life support equipment is malfunctioning*)

COMPUTER (LVL:4 fp:150 SP:100) 5 access panels

Alarm (3), Analysis (6), Astrogation (4), Communication (1), Damage Control (3), Drive - Atomic B (5), Industry (1), Information Storage (1), Life Support cap:8 (1), Maintenance (3)

Cargo Capacity:6

Crew Accommodations: 4 single or double occupancy cabins

Passenger Accommodations: n/a

Ship's Vehicles: none, provisions for a lifeboat and workpod

* System needs repair, see the descriptions below for details

One look at this neglected starship will obviously discern a dire need for attention. Pieces of hull plating as well as entire sections are missing, what's left of the hull is marred, the reflective coating is heavily worn and even absent in some areas, and the starboard drive is missing. Any engineer that evaluates the craft, or any computer operator accessing the information storage program on the mainframe, can determine the following:

Only the port drive is functional, the mismatched dorsal drive salvaged from another ship is not operational, hence ADF:1. The maneuvering system needs minor repairs, hence MR:2 Once the dorsal drive is repaired but the starboard nacelle is left vacant, ADF will increase to 2. If the maneuvering systems are repaired MR will increase to 3. If both drive and maneuver repairs are made as well as the addition of a functional starboard drive, ADF & MR will revert to the original 3 each.

The hull is in poor condition due to damage, salvage, and neglect. Several repair rolls will be required to restore integrity back to the original 30 hull points, as well as an expenditure of 13,000 Cr for replacement hull plating. This process and expenditure of funds will also cover the missing dorsal bay door as well as the missing sections on the two crew decks. Consider the remnants of the Reflective Hull good for 1d10 hits from laser fire, after which it will be considered as no defense for further attack rolls. A new coating will cost the standard 500 Cr x Hull Size (or 3.000 Cr) at any SCC.

The Laser Battery can be repaired at a cost of 5,000 Cr plus a successful repair roll. What remains of the cargo arm is the base that traverses the lift shaft, it will need replacing at a cost of 1,000 Cr x Hull Size (or 6,000 Cr). Until then any cargo will have to be loaded manually or with robots. The ship was originally equipped with Deluxe Astrogation Equipment that was stripped and sold. Since the original deluxe conduits remain, a deluxe package can be fitted for a reduced cost of 45,000 Cr. If a standard package is desired, then the normal cost still applies. A lifeboat and workpod may be acquired at normal costs to replace the missing units.

The life support equipment is malfunctioning due to missing pieces, it can be fixed with a successful Repair Machinery roll and 2d100+50 Cr worth of parts, assuming the heir does not discover the spare parts stored on the Maintenance Deck (and further assuming said parts will assist the repair). Failing the spare parts, it may be wiser to simply replace it with new equipment since it's one of the more affordable systems at 500 Cr. If the new owners wish to support more than the six beings which it is designed for, it will have to be replaced anyways.

The mainframe computer has all the software needed to operate the craft, although players may wish to add programs to facilitate ease in operation. For example, a Commerce program would be needed for freight handling records, bookkeeping, and other business transactions while some security programs may be desirable to protect the ship and computer itself.

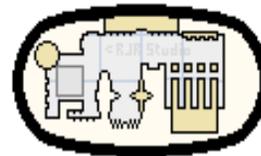
The Machine X (or simply 'The Machine') was originally constructed in federation year 7 so she can be a relatively recent beater or a tarnished golden oldie depending on the time frame of the referee's campaign. For reference, if the players participated in the SF/KH-1 Dramune Run module, that takes place in federation year 61 so she would be 54 years old at that point. If this was a starship freshly constructed at the shipyard, it would have been worth 1,484,880 Cr as equipped. Alas, it's far from new and with all the issues plaguing the craft, players would do well to get a quarter of that if they wished to sell it outright.

A trust fund has been established to keep her berthed at (insert space station & location of choice here) for the next two years, much in the same way the Gullwind's berth was prepaid for six months at Majora Station at Inner Reach (again, Dramune Run). This assures berthing for the craft will always be available, even when the docking bay is at full capacity, as station authorities will order another vessel to leave in order to make room. Aside from the lengthy neglect, she is space-worthy as is...although the players can and should expect numerous problems if they travel as such, starting with the lack of astrogation equipment which translates to "don't let that planet disappear from sight." And there are many other items that need addressing beyond that for safe and sane travel!

DECK PLANS

The deck plans below are rendered in 1-meter squares. As with all my deck plans, north is the dorsal side, south is ventral, east is port, and west is starboard.

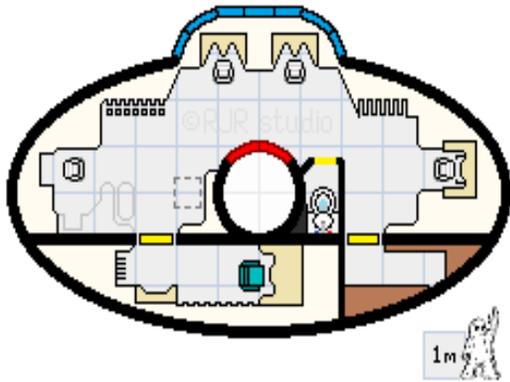
DECK 1A – AVIONICS, SENSORS, & COMMS



This deck is accessible via a ceiling hatch in the bridge adjacent to the lift shaft. Machinery for flight operations as well as the communications and sensors can be accessed here for maintenance. Various pieces and parts are strewn about this area, and some systems may not function properly until they're replaced. The good news is nothing is missing,

although the referee can randomly assess that a part may be hidden, and an extensive search may be needed for that missing relay to make the system operational again. The bad news is the subspace radio is not working, parts are missing from both the transmitter here and the radio itself on the bridge level.

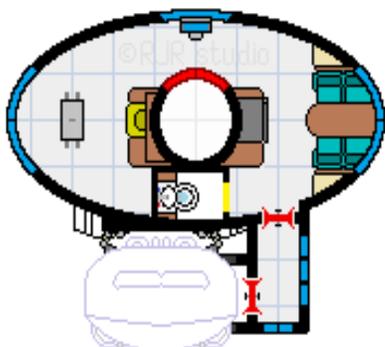
DECK 1 – BRIDGE



This is the main operations center featuring stations for a pilot & copilot (center/dorsal), an astrogator (starboard), and engineer (port). All four stations have a computer access panel, although the copilot station (right seat) has been gutted and will need repair. The mainframe computer is in the starboard/ventral area while a storage area is adjacent to that at port/ventral. A fresher is adjacent to the lift shaft, opposite of that is a ceiling hatch to access the avionics bay above.

A good quirk for this area could make the computer develop a personality with a love/hate relationship with each member of the crew, to the point where bonuses or penalties can be applied to various actions. Purging the level-6 analysis program would be the fix, although it would have to be replaced to assist the astrogator's number crunching (level-4 for the standard equipment or level-6 for the deluxe package). As mentioned earlier, the subspace radio is not working and needs repairs on both ends.

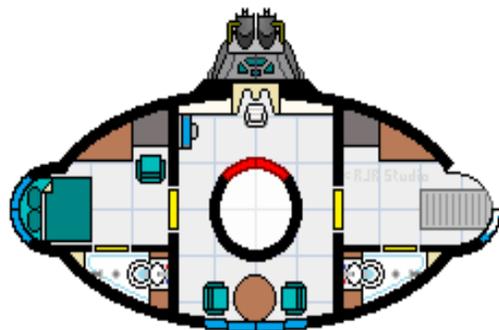
DECK 2 – RECREATION DECK



This is the crew lounge, galley, and rec center of the craft. To port is a booth that seats four and a refrigeration unit flanked by cabinets adjacent to the lift shaft. To starboard is an auto-cooker with more cabinetry against the lift shaft and a holographic entertainment center. A fresher is on the ventral side and a public access terminal is dorsal. Finally, an airlock on the port/ventral section leads to a lifeboat pen, which has been vacant for some time as the lifeboat was sold long ago to finance repairs to the ship.

Perhaps as an ownership quirk, the referee can have the auto-cooker malfunction, dispensing items that were not selected along with under/overcooking food.

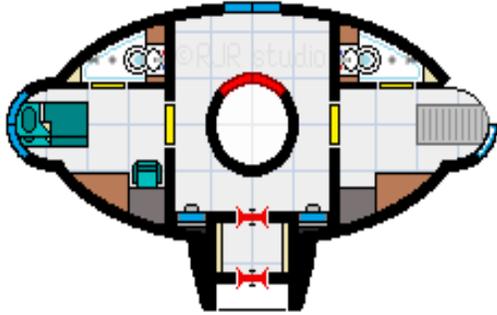
DECK 3 – FORWARD CREW QUARTERS



This deck is one of the two quarters decks. A convertible single or double occupancy cabin is positioned both to port and starboard. These cabins can be equipped with a single bed, stacked bunk beds, or a double bed for more friendly crew members sharing the cabin. Each cabin is furnished with a wardrobe cabinet, desk & chair, and a full-service fresher. Controls for the laser battery are nestled into the dorsal bulkhead, and a small lounge area is against the ventral edge. A public access terminal is positioned near the laser battery controls.

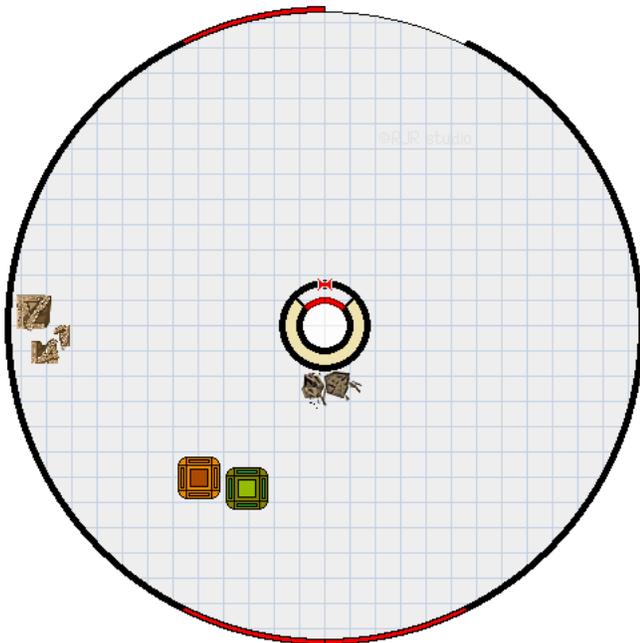
At present the starboard cabin has a double bed and was designated as the captain's cabin by the former owner(s). The port cabin has a single bed frame mounted to the deck and lacks the mattress, bedding, and chair as well as anything else that could be construed as loose items. These items as well as additional support for a double bunk bed are stowed in the cargo hold. As mentioned earlier, a large section of the hull plating is missing, and this is depicted on the deck plans. Since the cabin doors are not pressurized, this deck may not be pressurized until the plating is restored. What remains of the viewport is shattered and will have to be replaced as well at the cost of two portholes.

DECK 4 – AFT CREW QUARTERS



This deck has two more cabins similar to those found on Deck 3, albeit mirror-image floor plans. The starboard cabin has stacked bunk beds for double occupancy while the port cabin is similar to the damaged cabin above on Deck-3, as such this deck can not be pressurized as well until the similar hull and viewport issues have been addressed. An airlock and docking collar occupy the ventral portion, flanked by a pair of public access terminals. The dorsal side has been cleared, although the missing items that echo the starboard cabin are presently stored in the hold.

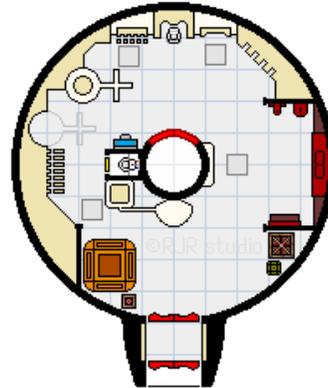
DECK 5 – CARGO HOLD



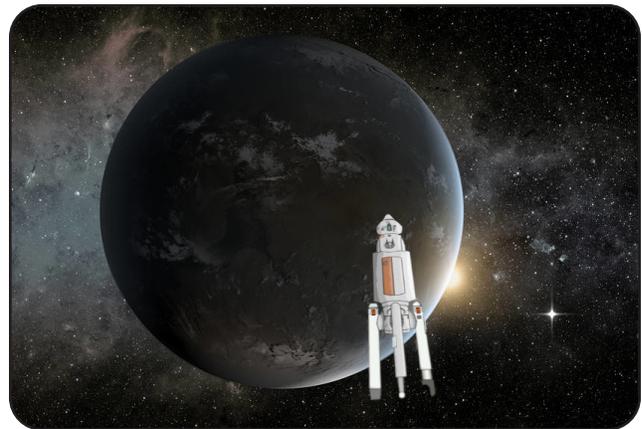
This spacious area is a tiered hold designed to accommodate six units of cargo as described in the Freight Hauling portion of the Knight Hawks Campaign Book found on page 45. The remnants of a cargo arm can be seen on the exterior curtain of the lift shaft, although it is merely a stripped-down base that slides up and down and is otherwise useless for

cargo manipulation. Several damaged and broken crates litter the hold contain nothing of value, joined by a pair of intact containers storing the missing bedding & furnishings from the two damaged cabins. The port/dorsal bay door is missing, as such the hold may not be pressurized until it is replaced.

DECK 6 – MAINTENANCE DECK



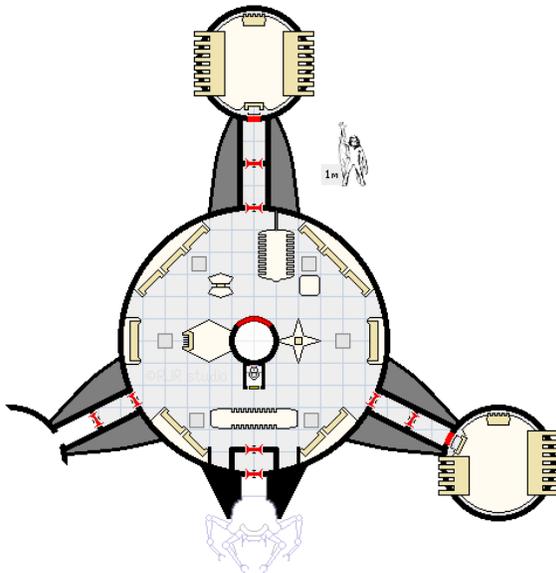
This is the nuts-and-bolts section of the spacecraft. The dorsal end features an engineering station with a computer access panel, this is where half of the overhauling tasks would be performed. A workshop is located to port, featuring a foundry with casting molds against the bulkhead, a tool rack & workbench on the ventral partition, and a laser drill press and laser/lathe on the dorsal wall. The life support unit is to dorsal/starboard, and there is accommodation for a back-up unit ventral from there. As noted above, the life support equipment is malfunctioning. If there ever was a back-up unit installed, it was removed long ago. An area along the ventral end is for large spare parts storage that currently houses four containers holding various new and used parts. A loading dock/airlock is centered in the ventral bulkhead for maneuvering larger parts out for EVA operations & repairs. A quartet of access panels are arranged around the deck for crawling under the various systems for maintenance and repair work.



Regarding the four containers — during any attempts at repairing the systems corresponding to the four storage units, an engineer may utilize these parts. When making DCR attempts or basic technician repair attempts, each container offers a bonus to the roll at a rate of +5% per level. Failure means the parts still apply to the respective systems but simply aren't what is needed for the current task. In the event of failure and at the referee's option, these parts and processes can be used for future repairs on these systems as well. The following containers contain parts for these respective systems:

- Large Container – Engine parts (only usable by an Engineer)
- Medium Crate – Maneuver system parts (only usable by an Engineer)
- Small Container – Life support equipment parts (may be used by a Technician also)
- Small Crate - Communication system parts (may be used by a Technician also)

DECK 7 – ENGINE ROOM



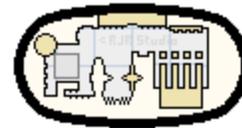
This area is packed with monitoring equipment to keep the trio of engines in check. The circumference of the outer hull is lined with monitoring stations for the drives, and spaced evenly between them are a trio of airlock/decontamination areas with access to each drive. Accessing the drives via maintenance hatches at the other end is where the other half of drive overhaul work is performed.

As noted earlier, only the port drive is functional, the dorsal needs repair, and the starboard engine is missing. Adjacent to the dorsal airlock is a back-up generator and power relay station. Starboard from the generator is a phase amplifier that regulates power to the laser battery. Adjacent to the lift shaft is additional

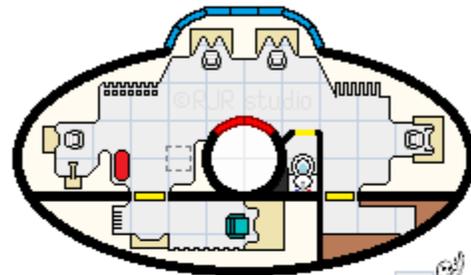
power readouts for the various electronic systems on the craft, as well as a fresher on the ventral side. Across from the fresher is a fuel monitoring center, and against the ventral bulkhead is an airlock for the workpod pen, of which the vehicle is noticeably absent. Flanking the airlock are a pair of spacesuit racks. Six deck panels are evenly arranged around the floor to gain access to the under-deck components of the various pieces of equipment here.

EPILOGUE

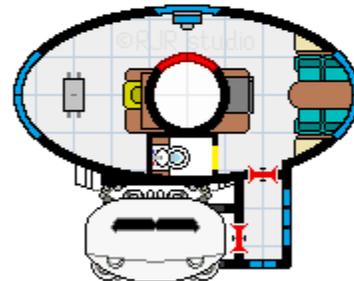
Should the party manage to return the SS Machine-X to fully functional status, print out the following graphics to utilize in their campaign:



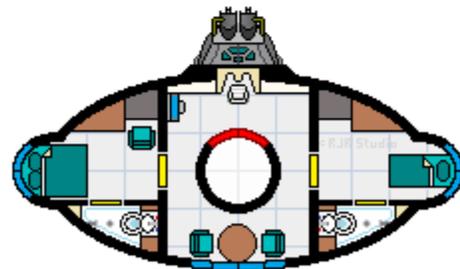
DECK 1A - AVIONICS, SENSORS, & COMMS



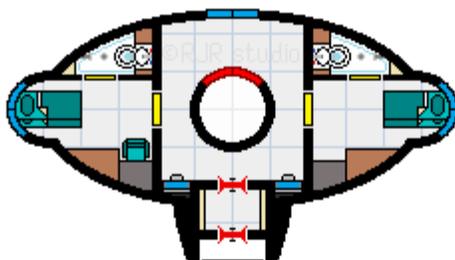
DECK 1 - BRIDGE



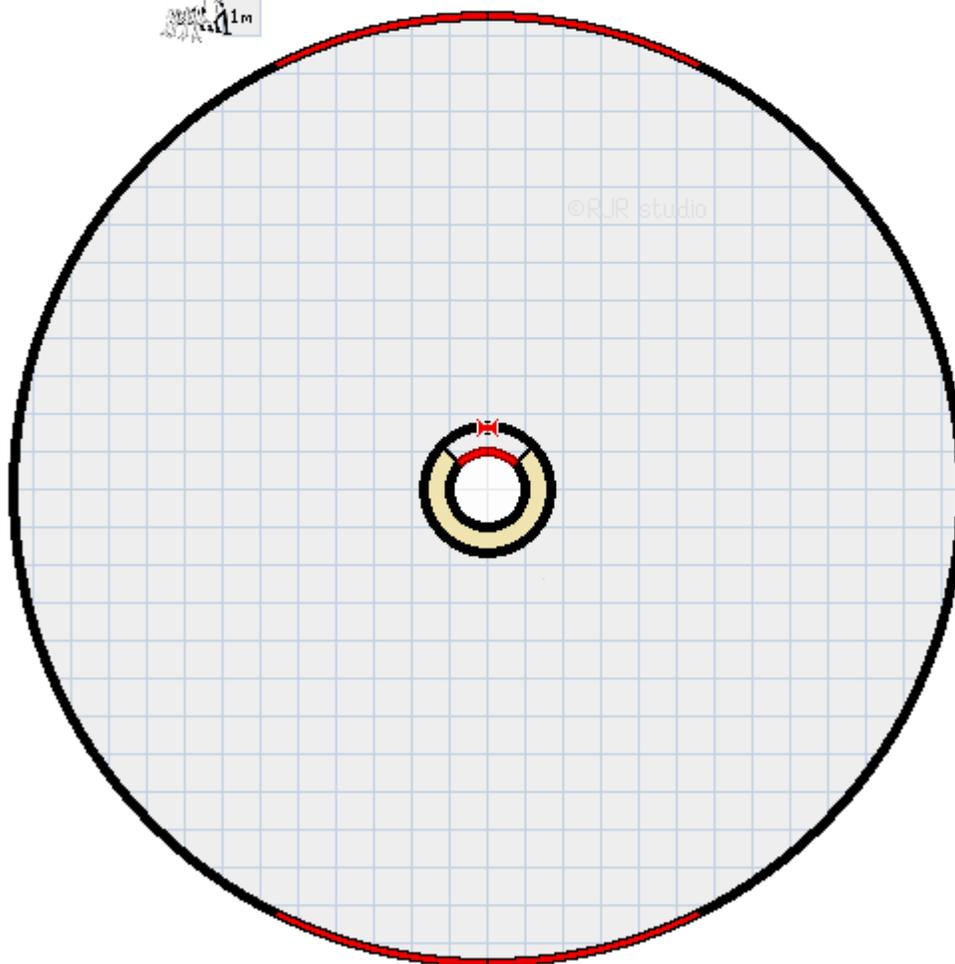
DECK 2 - RECREATION



DECK 3 - FORWARD CREW QUARTERS

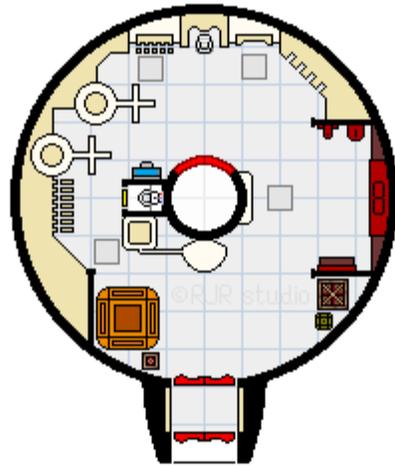


DECK 4 - AFT CREW QUARTERS

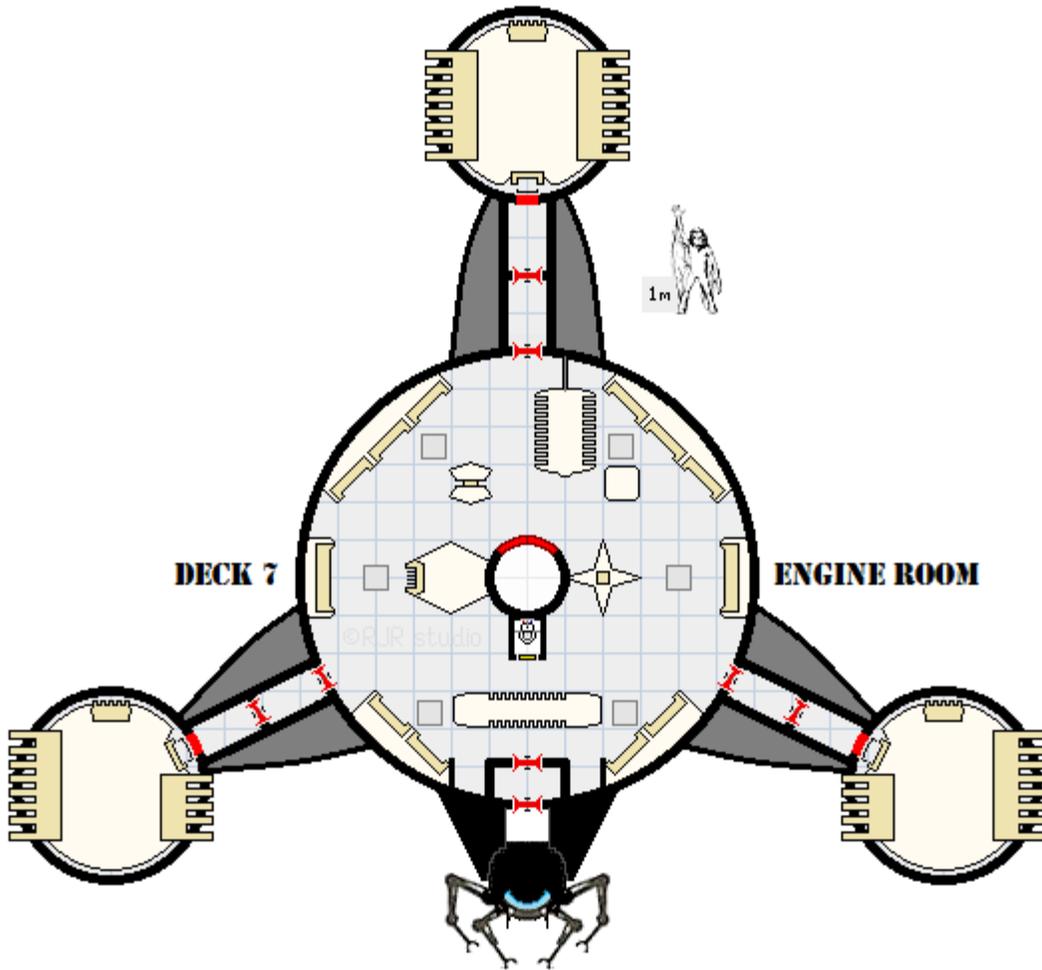


DECK 5 - CARGO HOLD

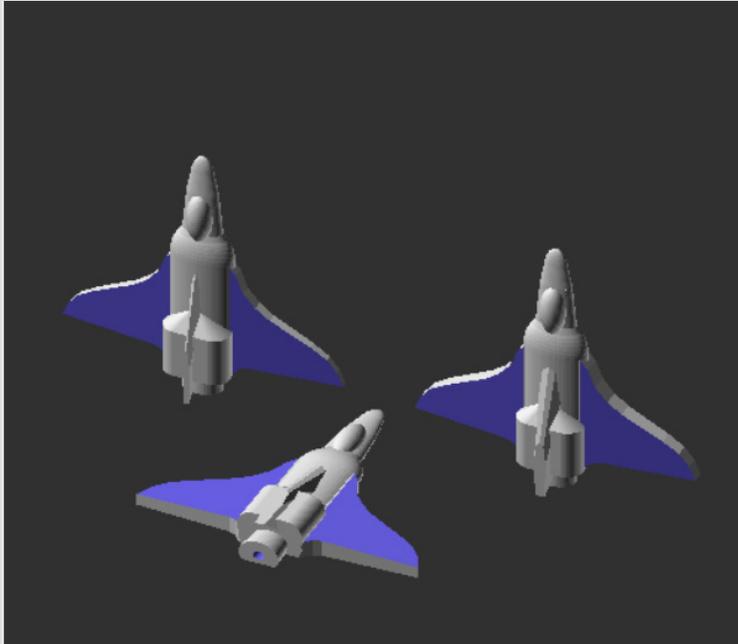




DECK 6 - MAINTENANCE DECK



And that concludes the SS Machine-X (aka Deus ex Machina), proving once again that if it sounds too good to be true, it probably isn't good or true. At the very least, a referee can use this to keep a party both busy and entertained for quite some time. Keep that dilapidated tin in the solar wind!



UPF Fighter MK1 Collection

New Frontier Games

This is a collection of three different variations of the same fighter model optimized for different printers and print orientations.

- **UPFFighter-MK1.stl** - This is the original model I created of the fighter pictured on the game counter. It was designed for printing on a high resolution SLA printer. This model is designed to be printed upright as there are features on both the top and bottom of the ship (i.e. it's not flat).
- **UPFFighter-MK1-FDM.stl** - This is a variation on the original model that is better suited for printing on an FDM printer although if you like the changes, there is no reason you couldn't print this on an SLA printer as well. The main changes are that the rudder-like feature, wings, and engine cone have been thickened to account for the 0.4-0.5mm nozzle of an FDM printer. This model is designed to be printed upright like the first model.
- **UPFFighter-MK1-FDM-flat.stl** - This model is almost identical to the previous model but had been modified to be printed lying flat on the print bed instead of standing straight up. The bottom of the model has been flattened to accommodate this print orientation.

Each model is about 11mm long with a wingspan of 10mm. If that feels a little too small, they print really well enlarged up to 200%, at which point they are almost as large as the *Assault Scout miniatures*.

Here's an image of the first model printed with an SLA printer with a penny for scale. The model still has the printing supports attached.

Available on [DrivethruRPG](#) Price: \$0.99

A SECOND LOOK AT SCATTERGUNS

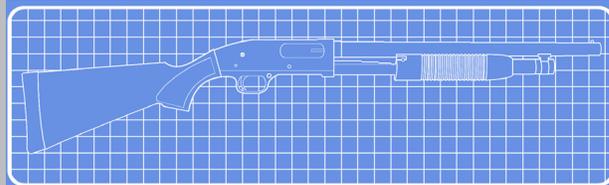
Original material by M. Jason Parent
with additional material by Oscar Rios



It's believed that both Vrusk and Humans brought scatterguns to the frontier, but every race is known to use them now. In fact, the scattergun is such an appealing design that some other weapons have been modified to work in a manner similar to the conventional ballistic scattergun (such as the Humma Rafflur M-4).

Scatterguns are at heart a very simple projectile weapon, similar in design to auto-rifles. However, instead of firing a single slug from each casing, a scattergun fires a cluster of 8 to 12 pieces of 'shot' or 'flechettes'. Humans called their modern scatterguns shotguns, but the general term of scattergun is used in most instances on the Frontier for these weapons, particularly for the military automatic scatterguns.

Scatterguns are popular hunting weapons because they provide somewhat better accuracy than a typical projectile firearm because of the number of projectiles launched at the target. In military roles, they are seen as anti-personnel support weapons, typically used by lower-tech militaries and in house-to-house fighting environments where the shorter range and increased effective rate of fire can be a double benefit. Skeinsuits and Inertia Screens absorb half the damage from scatterguns. There are five base models of scatterguns seen on the Frontier - Pump Action, Auto-Loading, Assault, Pistol, and Sporting.



PUMP ACTION SCATTERGUN

Cost: 200Cr **Weight:** 3 kg
Damage: 2d10
Ammo: 5 shots **Rate:** 2
Defense: Inertia

Weapon	PB	Short	Med.	Long	Extr.
Pump Action Scattergun	0-5	6-15	16-40	41-75	75-150
Flechette	0-9	10-20	21-40	41-70	71-150

Ammo Cost / Shot: 10Cr (20 loose Shot shells)

Ammo Cost / Flechette: 20Cr (20 loose Flechette shells)

Skill: Projectile Weapons

PUMP ACTION SCATTERGUN

The most common civilian model is the pump action scattergun. This model does not automatically load a round into the chamber after a round has been fired, but instead requires that the user 'pump' the weapon (slide the fore-grip back and then forward again) to load another round into the chamber.

Pump action scatterguns do not use a conventional magazine, but instead hold their rounds internally. Because of this, the weapon must be reloaded manually instead of changing magazines. A character can load up to half his Initiative Modifier (rounding up) worth of rounds into a scattergun in one turn. These scatterguns are typically used as personal defense weapons by frontier settlers, and as hunting firearms.

AUTOLOADING SCATTERGUN

An upgrade in usability from the pump action system is a scattergun that automatically loads the next round into the chamber after each shot. These scatterguns are typically used as long arms by police, security and military forces, although some are also used for hunting and home defense.

AUTOLOADING SCATTERGUN

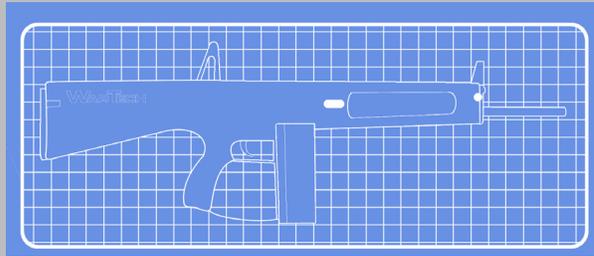
Cost: 400Cr **Weight:** 4 kg
Damage: 2d10
Ammo: 10 shots **Rate:** 3
Defense: Inertia

Weapon	PB	Short	Med.	Long	Extr.
Autoloading Scattergun	0-5	6-15	16-40	41-75	75-150
Flechette	0-9	10-20	21-40	41-70	71-160

Ammo Cost / Shot: 10Cr (10-shot Scattergun Shotclip)

Ammo Cost / Flechette: 10Cr (10-shot Flechette shells)

Skill: Projectile Weapons



ASSAULT SCATTERGUN

Cost: 600Cr **Weight:** 5 kg
Damage: 2d10/5d10
Ammo: 10 shots (2 Burst) **Rate:** 3 (1)
Defense: Inertia

Weapon	PB	Short	Med.	Long	Extr.
Assault Scattergun	0-5	6-15	16-40	41-75	75-150
Flechette	0-9	10-20	21-40	41-70	71-160

Ammo Cost / Shot: 10Cr (10-shot Scattergun Shotclip)

Ammo Cost / Flechette: 12Cr (10-shot Flechette shells)

Skill: Projectile Weapons

ASSAULT SCATTERGUN

The assault scattergun is the merger of the technologies of an autorifle with the design of a scattergun. Although able to operate as an autoloading scattergun, the assault scattergun can also fire bursts of shots, spreading projectiles over a large area and shredding any soft cover in the area. Assault scatterguns are only usually seen in the hands of military forces and some raiders and pirates.



SCATTERGUN RIFLE / PISTOL MOUNT

This large pistol is both heavy and difficult to fire, typically requiring more than one hand to discharge with any accuracy. Because of the shortness of the barrel, range is also significantly reduced. Due to its size it also has a limited ammo capacity, only two shots which must be loaded by hand. The weapon has a breechloader design, meaning the ammo is loaded at the rear end of the barrel. Despite this it remains popular, especially with the criminal element, for its concealability and ability to deliver considerable damage to multiple targets at close range. The system is sometimes carried as a last resort sidearm in wilderness areas where large predators pose a danger.

This weapon system can also be mounted on the underside of a rifle barrel. It requires a 100cr installation fee, in addition to the price of the weapon system, and is not recommended by most manufacturers. This is due to the considerable weight it adds to the rifle, the stress it causes to the rifle's barrel when discharged, and the difficulty it takes in reconfiguring the weapons overall balance (which is the main reason for the expensive installation fee).

SCATTERGUN RIFLE / PISTOL MOUNT

Cost: 300Cr/200Cr
Damage: 4d10

Weight: 2 kg

Ammo: 2 shots

Rate: 2

Defense: Inertia

Weapon	PB	Short	Med.	Long	Extr.
Scattergun					
Rifle Mt	0-3	4-10	11-25	26-60	61-100
Flechette	0-3	4-15	16-35	36-50	51-110

Ammo Cost / Shot: 10 Cr (20 loose Shot shells)

Ammo Cost / Flechette: 20 Cr (20 loose Flechette shells)

SPORTING SCATTERGUN

Made primarily for target shooting, these weapons are finely tuned for balance and accuracy. They are often specifically matched to an individual's grip, stance, and shooting style. They only carry two shells, which are re-loaded via a breech mechanism. They grant the shooter a +5% chance to hit targets if two rounds are fired in a single round, or a +10% if the shooter fires a single round. This stacks on top of bonus for careful aim as well, making such weapons deadly accurate. Most are quite beautiful, a combination of form, function, and refinement custom made for the discriminating wielder. This is reflected in their cost, which is quite expensive.

Scattergun Ammunition - A box of 10 scattergun rounds, loose for manually loading into pump action scatterguns. The rounds are interchangeable with autoloading and assault scatterguns, but do not include a magazine.

SPORTING SCATTERGUN

Cost: 500Cr - 750Cr
Damage: 2d10

Weight: 2 kg

Ammo: 2 shots

Rate: 2

Defense: Inertia

Weapon	PB	Short	Med.	Long	Extr.
Sporting					
Scattergun	0-4	5-10	11-30	31-60	61-100
Flechette	0-3	4-15	16-35	36-50	51-110

Ammo Cost / Shot: 10 Cr (20 loose Shot shells)

Ammo Cost / Flechette: 20 Cr (20 loose Flechette shells)

SHOT VS FLECHETTE

Shot ammunition has a larger dispersal pattern, and is able to cover a wider area when fired. Flechette ammunition has a much tighter pattern, and disperses over a much narrower area. The tradeoff is that flechette ammunition has a slightly better overall range, and tends to be more accurate at closer ranges.

Submission shells (10 Cr per 20 rounds) - These shells can fire anything from small bags filled with sand to loads of sodium chloride (aka - rock salt). They do half the damage of normal rounds, but on each hit the target must make a STA check. Should they fail the victim is stunned for 1D10 rounds, due to the intense, but non-lethal pain.

Phoenix Shells (35 Cr per 20 rounds) - This ammunition is illegal on all frontier worlds. It mixes magnesium pellets in with the standard shot to create a round that unleashes a mix of metal, fire, and burning shards. Targets hit by Phoenix ammunition suffer damage as a normal shotgun shell, but are set on fire. They suffer 1D10 points of damage, per successful hit from a Phoenix shard, on the following round. These rounds are too dangerous to be used in assault shotguns, as the rapid fire caused the entire magazine to ignite.

Scattergun Shotclip (10cr / ammo not included)

A shotclip is a plastic, spring-loaded rack of 10 scattergun rounds. This is available only for autoloading and assault models of scattergun.

Scattergun Shot-drum (25cr / ammo not included) - A shot-drum is a large plastic, spring-loaded cylinder of 40 scattergun rounds. While these are heavy (adding 1 kg to the weapon's weight) and disrupt the balance of the weapon (-5% to hit) most users find these factors to be acceptable for the greatly increased ammo capacity and firepower. This item is available only for autoloading and assault models of scattergun.

Scatterguns Area of Affect: Because scatterguns fire a cluster of small pieces of shot or flechettes, attacking with a scattergun is very similar to using a burst attack with an auto-weapon. Each 'shot' from a scattergun contains 10 projectiles, pellets in the case of shot ammunition, or tiny barbed metal darts in the case of flechette. These projectiles cover a wide area and can affect multiple targets.

A shot can be aimed at up to five adjacent characters in an area between 5 meters wide (in the case of shot) and 2 meters wide (in the case of flechette), or at just

one character. Only one die roll is needed to hit all the characters aimed at. Because of the number of projectiles fired, the shooter gains a +10 bonus on the hit chance.

If the shot is aimed at one character, it causes 2d10 points of damage. If it is aimed at more than one character, it causes 2d10 points of damage plus 1d10 for each additional target. These points are divided as evenly as possible among all the targets. Any leftover points of damage are lost.

EXAMPLE: *Dai Hulad, the Yazirian gangster, fires his scattergun at a group of four Star Law Vice officers charging toward him. All four are hit, so the player rolls 5d10 for damage (2d10 for the first target, +3d10 for three additional targets). The result is 29 points of damage. These are divided evenly among the officers, resulting in 7 points of damage to each. The extra damage point is lost.*

BURST FIRE SCATTERGUNS

-Assault Scatterguns are even more effective against groups – being able to fire up to five shots at a time, similar to the burst attack of an auto-weapon. Each burst from an assault scattergun contains 5 shots, or 50 projectiles. A scattergun burst can be aimed at up to ten adjacent characters in an area up to twenty meters wide (in the case of shot ammunition), eight adjacent characters in an area up to fifteen meters wide (in the case of flechette ammunition), or at just one character. Only one die roll is needed to hit all the characters aimed at. Because of the number of projectiles fired, the shooter gains a +20 bonus on the hit chance, and any benefits of soft cover are lost. If the burst is aimed at one character, it causes 5d10 points of damage. If it is aimed at more than one character, it causes 5d10 points of damage plus 2d10 for every additional target. These points are divided as evenly as possible among all the targets. Any leftover points of damage are lost.

BEHIND THE SCENES

The math behind the shot and burst mechanics is based on those of the burst fire weapons from the Alpha Dawn set. A shotgun fires roughly 10 pieces of 'shot' with every attack, therefore being basically as effective as an auto-weapon. However, these individual shots are less potent than a regular bullet, and they cannot be aimed into a spray as effectively as an auto-weapon can be, thus reducing both the base damage and the maximum number of targets as well as the fire zone of the weapon. On the other hand, the automatic scattergun's numbers are almost

identical to those of an auto-weapon burst. Assault shotguns generally have a much lower rate of fire than a typical assault weapon, so we reduced the number of shots in a burst from 10 to 5, thus halving the normal bonuses for firing a burst.

The Star Frontiersman Presents: WoWL 001

TAKING OUT THE TRASH

A WARRIORS OF WHITE LIGHT 2.0 ENCOUNTER



By Thomas Verreault
Deck Plan by Tom Stephens
Art by Scott Mulder

"I didn't mean to say that your ship should be hauling garbage. I meant to say that it should be hauled away as Gollywog garbage!" -Korax

Those might be fighting words in the White Light System but the Royal Marines will still have to prove they are more than capable of "taking out the trash"!

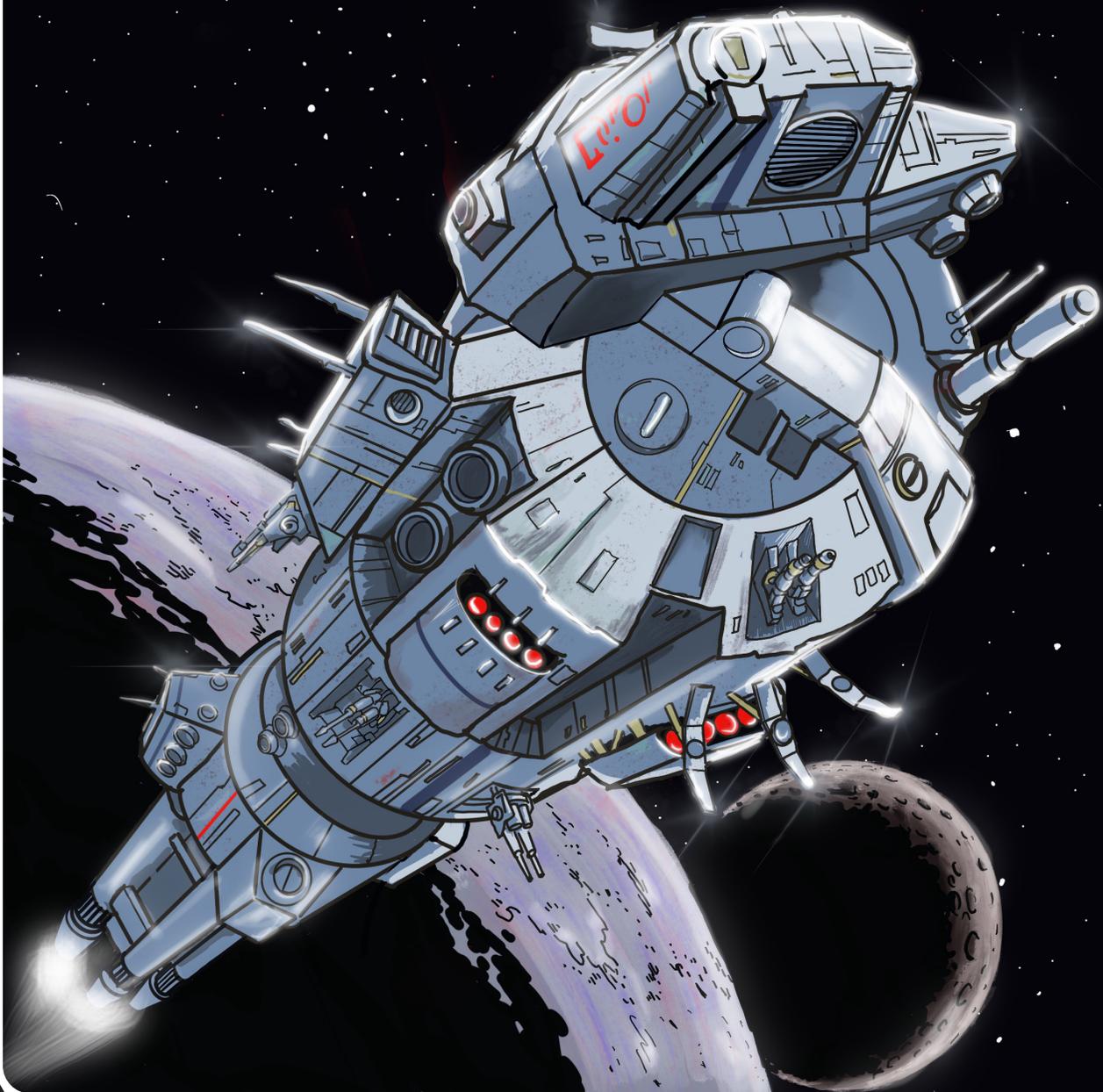
Taking Out the Trash is a Warriors of White Light 2.0 adventure ready to expand the classic WoWL campaign.

Download for free at [DriveThruRPG](https://www.drivethrurpg.com/)

OPERATION: DREADNOUGHT

Because sometimes HS:20 just isn't enough...

by Richard 'Shadow Shack' Rose



Author's Notes — This article was originally slated for last issue (#30), alas due to constraints it got bumped. We really didn't want to leave the faithful readers hanging with just an honorable mention about SDA dreadnoughts and not actually offering any wholesome dreadnought goodness. That would be the same thing as publishing a rewrite of our favorite game with hints of fun and exciting new equipment and then following up such promises by not publishing the second and third volumes of said books...after all, we're the Star Frontiersman, not Zebulon's Semi-Published Incomplete Guide to Frontier Space!

Yes, I said I'd put aside my disdain for that book... and I did. That article is done, and here we are later in the issue. Fret not, said disdain has been faithfully restored. Alas, I'm finished with that topic and we're moving on to something bigger and better. Did I say bigger? Looking back at that prior sentence... yes! I did say BIGGER!!! There's no replacement for displacement, and why should that "other game" enjoy the monopoly on ultra-huge spacecraft known as dreadnoughts?

After four+ decades of Star Frontiers, I say it's past due! Battleships are awesome in their own right, more so considering that the writers dubbed them as dreadnoughts...yep, it's right there on page 7 of the UPF Tactical Operations Manual, and I quote: "These galactic dreadnoughts are the mightiest vessels to travel between the stars."

Well, not any more! If you're ready to be mesmerized by boats bigger than battleships, you're in the right place. Carry on, faithful readers!

PART 1: PROJECT INSPIRATION

Day of the Juggernaut

A Star Frontiers Knight Hawks scenario

by William Tracy

Dragon Magazine, #91, pg. 74

If you haven't seen this article from way back when, you owe it to yourself to track it down. It was quite the challenge to the unfortunate UPF strike force going up against a super-sized starship. The massive Juggernaut, as it was dubbed, had 480 hull points... quadruple that of the battleship dispatched to go up against it! Not only was she loaded from stem to stern with gaggles of guns — including eight laser batteries, one for each of the capital ships that went up against it — she had a complement of 20 heavy fighters hiding within internal bays to harass the inbound fleet. The UPF suffered an unfair disadvantage with this encounter.

PART 2: CAMPAIGN BACKGROUND

Frontier News Network

Operation:Dreadnought Bill Passes by Narrow Majority

---Morgaine's World, Prenglar

f.y. 5/33/70

The Council of Worlds finally approved the bill that allows for larger than Class:20 military craft. The bill wasn't being taken too seriously at first, that is until the recent appearance of what the UPF dubbed as the "Juggernaut": a massive Sathar vessel that dwarfed capital ships in terms of sheer mass. "That's no space station, it's a starship!!!" This opened the eyes of many UPF strategists and they realized that the possibility of more craft, or worse yet, larger craft of such magnitude would spell certain doom for the Frontier.

Immediately following the passage of this bill, military contractors drafted blueprints for such vessels as a class:24 craft dubbed "Strike Cruiser", a class:36 hull dubbed as a "Strike Carrier" that can carry 24 fighter craft or 8 assault scouts in its massive bays, all the way up to one enormous class:50 craft that will simply be known as a "Frontier Cruiser".

News of passage brought smiles to WarTech executives, following a recently awarded extension of their Battleship contract which now translates to even more of their craft that will be called on as support to such larger craft, hinting that the construction of as many as five more battleships may be contracted within the next year or two. And little doubt exists that their offices in the Gran Quivera shipyard will host some of the initial dreadnought constructions as well. Needless to say, shares of WarTech stock should be enjoying more healthy gains in the near future. Pan Galactic is another happy company, an increase in carriers means a potential increase in their new starfighter platform. They are also in the final reviewing stages for a new updated frigate design, no doubt a wide array of smaller capital ships will be required to serve as escort duty for the larger ships on their way.

Even Streel executives aren't frowning. Their new shipyard in Cassidine is scheduled to pump out a completely revamped Heavy Cruiser design with modern features that will blow away the original leftovers from the first Sathar War. Not to mention the possibility of a contract for their S-series fighters that the UPF has vehemently opposed for so long... what with the +50% capacity upgrade to fighter bays these fighter craft utilize. CEO Hilo Hadow (mY) was quoted as saying "We're confident that once all this gets underway, our new cruisers will become the

mainstay capital ship of UPF fleets. Add to that, they cost less and we can produce them quicker than our competitor's battleships. There's a certain advantage to being number two: it lets the competition know that there's something uncomfortable up their backsides, and when it's all said and done they still have to look behind them to see what it is." Spacefleet is considering the purchase of no fewer than three of the new craft, assuming the prototype lives up to Streeel's marketing promises.

Many rallies staged by the Frontier Peace Organization expressing their outrage cropped up during the time this bill was up for consideration, and most of them continue to rage today. Some of them turned violent as supporters from the Anti Satharian League gathered nearby for retaliating demonstrations. ASL leader J. Harrington Farnsworth (mH) was quoted saying "We're all very happy about the passage of Operation: Dreadnought. It's about time the UPF stepped up their efforts." With regards to the FPO, he simply said "When those fools are done hugging the Bachanda Trees, I hope for their sake a strangler chute drops down on them before a worm blasts them in the back. It's always nicer to die thinking that you were right." FPO leaders were unavailable for comment, although one chant has risen to popularity among those against the effort: "Dreadnought ships are on the way, can't get out of their own way!"

An amendment for the possibility of larger civilian freight haulers and liners is now up for consideration.

PART 3: WHY A DREADNOUGHT?

One word: Carriers. The standard assault carrier carries up to 12 fighters. Tactically a fighter can maneuver and accelerate enough to access nearly any target on the battlefield, and if organized as a group effort they can quickly dispatch a capital ship. However they're easily destroyed and require frequent rearming should they survive. So why not have another 12 fighters on stand-by? Offensively, 12 assault rocket armed fighters can be launched to contend with capital ships while an additional 12 laser pod armed fighters can be dispatched to take care of enemy fighters without sacrificing the heavy weapons of the first unit. Nothing is worse than wasting a rocket on another fighter that could have been used to take out a destroyer. The dreadnought carrier offers multiple configurations for accommodating such squadrons.

Another word: Cruisers. Dreadnought size battle wagons armed with gazillions of guns. 'Nuff said...

A third word regarding the amendment for civilian craft: Transport. As in mass transport. Freight or passengers, this tips the scales for superhaulers that

can effortlessly travel from one end of the Frontier to the other between overhauls.

PART 4: WHO HAS DREADNOUGHTS?

The Sathar first introduced such a craft unto an unsuspecting Frontier, an automated cruiser/carrier combination dubbed by the UPF as "the Juggernaut." If the Sathar have more of these monstrosities, and in varying configurations, they stand to hold a higher hand against the UPF in an invasion. Imagine a full-on carrier of the same size, dropping out of the void along with a contingent of destroyers, and launching multiple squadrons of fighters to take out UPF warships while the destroyers make their way effortlessly to their targets.

It behooves the UPF to have equivalent sized carriers that can ferry variable numbers of standard, light, and heavy fighters to face such an onslaught. Hence the formation of the Operation: Dreadnought bill.

PART 5: DREADNOUGHT CONSTRUCTION

Currently the only two shipyards capable of producing dreadnought sized vessels are the orbital Class:I Spaceship Construction Centers in Triad (Cassidine) and Gran Quivera (Prenclar). Even so, these two centers would be hard pressed to accommodate the construction of something larger than a battleship without some serious expansion work on the centers themselves.

To this end, War Tech has pledged to begin construction of a third Class:I center in Hargut (Gruna Garu) orbiting their corporate home office. While the Triad and Gran Quivera centers will be capable of expanding and building long before the Hargut center is up and running, the third center was chosen from past Sathar entry point history: to date they have yet to enter the Frontier from the Yazirian worlds. Add to that with WarTech holding a majority of warship contracts, they'll be able to produce them at a lesser cost locally. Which only means the UPF fleets can begin enjoying larger numbers of fighters, assault scouts, frigates, destroyers, and dreadnoughts.

PART 6: SPECIFICATIONS

The December 1984 issue of Dragon Magazine "Star Questions" article offered vague suggestions for larger than HS:20 craft. Here are a few tables for creating Dreadnoughts in Star Frontiers that should serve to eliminate that vague factor.

HS	Leng/ Diam	#drives & type	ADF/ MR	Hull Cost Modifier
20	600/100	8 C	2 / 2	1
21	640/106	2 D	2 / 2	1.5
22	680/112	3 D	2 / 2	1.5
23	730/120	4 D	2 / 2	1.5
24	780/128	6 D	2 / 2	1.5
25	840/136	8 D	2 / 1	1.5
26	880/145	2 E	2 / 1	2
27	940/160	2 E	2 / 1	2
28	1000/175	2 E	2 / 1	2
29	1060/185	3 E	2 / 1	2
30	1120/200	3 E	2 / 1	2
31	1180/210	3 E	2 / 1	2.5
32	1240/220	4 E	2 / 1	2.5
33	1300/230	4 E	2 / 1	2.5
34	1360/240	4 E	2 / 1	2.5
35	1420/250	4 E	2 / 1	2.5
36	1480/260	4 E	1 / 1	3
37	1540/270	6 E	1 / 1	3
38	1600/280	6 E	1 / 1	3
39	1675/290	6 E	1 / 1	3
40	1750/300	8 E	1 / 1	3
41	1825/315	2 F	1 / 1	3.5
42	1900/330	2 F	1 / 1	3.5
43	2150/345	3 F	1 / 1	3.5
44	2300/360	3 F	1 / 1	3.5
45	2450/375	4 F	1 / 1	3.5
46	2600/400	4 F	1 / ½	4
47	2750/425	6 F	1 / ½	4
48	2900/450	6 F	1 / ½	4

Table Continued				
HS	Leng/ Diam	#drives & type	ADF/ MR	Hull Cost Modifier
49	3050/475	6 F	1 / ½	4
50	3200/500	8 F	1 / ½	4
51	3300/525	2G	½ / ½	5
52	3400/550	2G	½ / ½	5
53	3500/575	3G	½ / ½	5
54	3600/600	3G	½ / ½	5
55	3800/625	4G	½ / ½	5
56	4000/650	4G	½ / 1/3	6
57	4200/675	5G	½ / 1/3	6
58	4400/700	6G	½ / 1/3	6
59	4600/725	7G	½ / 1/3	6
60	4800/800	8G	½ / 1/3	6

Table 1: Atomic Drives					
Hull Size	Engine Size	Cost (SCC:1)	Fuel Pellet Capacity	Trips Between Overhauls	Program Level/ FP
21-25	D	1,000,000	15	20	6(256)
26-40	E	1,500,000	25	30	6(512)
41-50	F	3,000,000	40	50	6(1024)
51-60	G	4,500,000	60	75	6(2048)

Table 2: Ion Drives			
Hull Size	Engine Size	Cost(SCC:1)	Program Level/ FP
21-25	D	300,000	6(96)
26-40	E	600,000	6(192)
41-50	F	1,000,000	6(384)

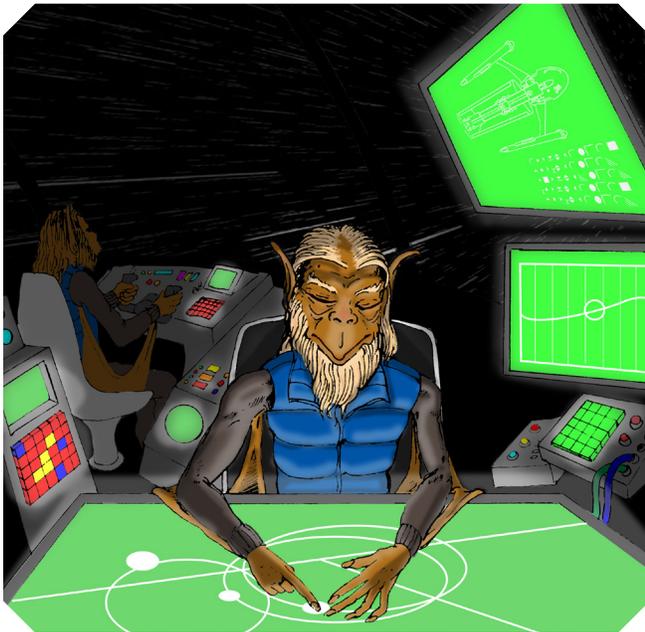
MR: ½ relates to making one 60° facing change every other combat turn. While Ion Drives are available in the G rating, the ADF would be ¼ which would be inefficient for tactical movement for warships let alone attaining jump velocity as the rest of the fleet waits. For civilian craft, consider such drives to be available at 2,000,000 Cr each with a 768fp program, and the resulting ADF score of ¼. For all other dreadnought applications, the ADF for ion driven craft will be one half of what is listed for atomic driven craft (meaning ADF: 2 becomes 1 and ADF:1 becomes ½)

PART 7: DREADNOUGHT SKILLS

While the basic Knight Hawks ship skills are not being amended, the skill required to operate such massive craft mandates additional crew above and beyond what is described for “normal” starships. Obviously such craft will need a level-6 pilot as they are certified for “all starships”. The trick is additional level-6 pilots will be needed, divide the hull size by ten and round down for the allotment. One will be designated as a commander, one as the lead pilot, and any others as copilots. For example, a Battleship (HS:20) would need two level-6 pilots whereas a HS:40 dreadnought would need four level-6 pilots.

Teams of engineers will also be required for designing such craft, with numbers similar to pilots determined by the same formula. Also noteworthy, a dreadnought’s chief engineer should also be a level-6 being with additional deputy chiefs at a minimum of level-5 totaling the same formula of HS/10 rounding up. For example, a HS:26 craft would need (26/2 rounding up) 3 deputies. Auxiliary engineers should double the total of chief and deputies, although they can be of any experience level. Hence, that same HS:26 craft would need (chief + 3 deputies)x2 or eight auxiliary positions.

Astrogation and gunnery skills still function the same for dreadnought operations.



PART 8: SAMPLE DREADNOUGHTS

SECTION A WARSHIPS

HEAVY CARRIER

HS:20 HP:120 Powerplant:8 Atomic “C”
ADF:2 MR:1 DCR:240
Armament:Laser Batteries (x4), Proton Batteries (x2), Electron Batteries (x2)
Defenses: Reflective Hull, Masking Screen (x3), Stasis Screen, ICM (x12)
18 Fighter Bays (1 x HS:1 fighter per bay)

STRIKE CRUISER

HS:24 HP:150 Powerplant:6 Atomic “D”
ADF:2 MR:1 DCR:240
Armament:Disruptor Cannon, Laser Cannon, Laser Batteries (x4), Proton Batteries (x2), Electron Batteries (x2), Rocket Batteries (x2, 6 salvo each), Seeker Missiles (x6), Torpedoes (2 launchers/6 each)
Defenses: Reflective Hull, Masking Screen (x4), Stasis Screen, ICM (x16)

STRIKE CARRIER

HS:36 HP:220 Powerplant:4 Ion “E”
ADF:1 MR:1 DCR:360
Armament:Laser Batteries (x6), Proton Batteries (x2), Electron Batteries (x2)
Defenses: Reflective Hull, Masking Screen (x6), Stasis Screen, ICM (x24)
8 Fighter Bays (3 HS:1 fighters or 1 HS:2 heavy fighter + HS:1 fighter or 1 assault scout per bay)

ASSAULT CRUISER

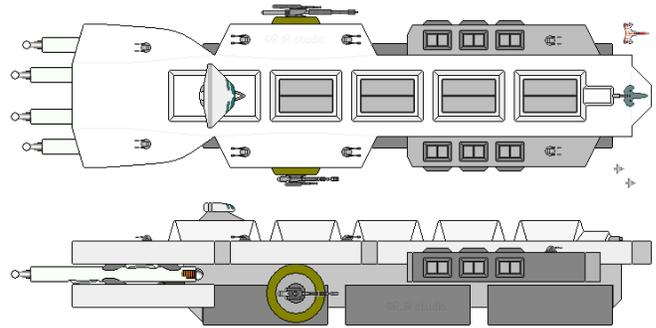
HS:42 HP:300 Powerplant:4 Atomic "F"

ADF:1 MR:1 DCR:420

Armament:Disruptor Cannon, Laser Cannons (x2), Laser Batteries (x8), Proton Batteries (x2), Electron Batteries (x2), Rocket Batteries (x4, 6 salvo each), Seeker Missiles (x8), Torpedoes (2 launchers/12 each)

Defenses: Reflective Hull, Masking Screen (x8), Stasis Screen, ICM (x32)

Medium Hull Armor



FLEET CARRIER

HS:48 HP:300 Powerplant:4 Ion "F"

ADF:1 MR:½ DCR:480

Armament:Laser Batteries (x12), Proton Batteries (x4), Electron Batteries (x4)

Defenses: Reflective Hull, Masking Screen (x8), Stasis Screen, ICM (x36)

12 Fighter Bays (4 HS:1 fighters or 2 HS:2 heavy fighter or 2 HS:1 + 1 HS:2 per bay)

Fighter Bays can also accommodate 1 assault scout + 1 HS:1 fighter each

SS KNIGHT CRAWLER

PGCD-35 Container Cruiser

HS:35 HP:210 Powerplant: 4 Ion "E"

ADF:1 MR:1 DCR:195 Crew:70

Armament: Rotating LC & DC, LB(x4), EB(x2), PB(x2); 12 fighters

Defenses:RH, SS, ICM (x18)

Comm/Detection:SSRadio, Radar (3x range), VideoCom, Energy Sensor(2x range), WNB Deluxe, Skin Sensors, Camera System, Intercom Network

Misc Equipment: Light Armor, Cargo Arms (x3), Deluxe Astrogation, Back-up Life Support, Med Lab, Enviro Lab

COMPUTER (Level:6 FP:1098 SP/Mass:1,600)

Alarm (6), Analysis (6), Astrogation (4), Bureaucracy (5), Cargo Arm (2)x3, Commerce (2), Communication (2), Computer Lockout (6), Computer Security (6), Damage Control (6), Disruptor Cannon (2), Drive, Ion-E (6), Electron Beam Battery (2)x2, Industry (2), Information Storage (6), Installation Security (6), Interceptor Missile (3), Laboratory (3)x2, Language (6), Laser Battery (1)x4, Laser Cannon (1), Life Support cap:120 (1)x2, Maintenance (6), Proton Beam Battery (2)x2, Robot Management (6), Stasis Screen (3), Transportation (2)

Cargo Capacity: 34 (3 main holds @ 10U each w/ cargo arms, 4 auxiliary holds @ 1U each)

Crew Accomodations:10 suites, 30 double cabins

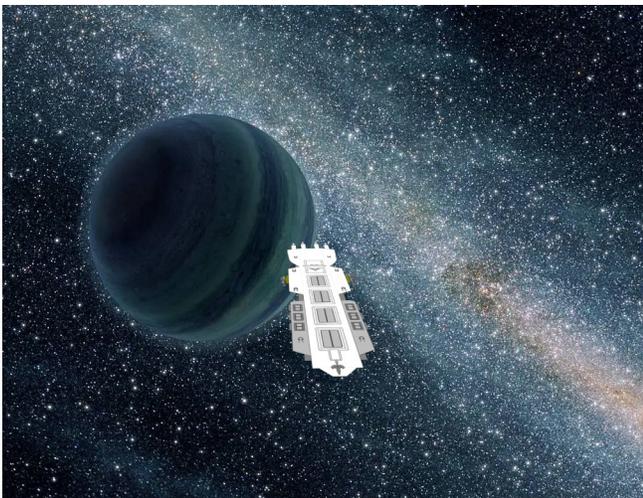
Passenger Accommodations: 10 Journey Class & 4 First Class (all double occupancy)

Ship's Vehicles: 12 F-40C fighters (2 bays), 4 shuttles (separate pens), 6 lifeboats, 16 large launches, 8 workpods; external docking facility for a UPF assault scout

Price: 17,797,200Cr sans fuel, personal safety items, tools, and fighter craft

SECTION B

PROPOSED CIVILIAN/PARAMILITARY CONTAINER CRUISER



Pan Galactic Shipyards was the first to draft a civilian grade dreadnought, albeit a paramilitary design for their own use. The basic hull itself stretches out to a dizzying 1420 meters, 1575 with the engines. It's 350 meters at the widest point, although the majority of the width resides at 200 meters. The main holds are

large enough to house up to a HS:6 vessel, the four auxiliary holds can contain an assault scout in each plus the external docking facility that was intended as a courtesy toward planetary militia inspections.

The extensive weaponry, while insufficient to defeat a dreadnought class warship, is capable enough against smaller capital ships. A new concept has been applied to the Container Cruiser, a prototype design for the forward firing weapons. Seeing as the typical dreadnought lacks the maneuverability to fully utilize any forward firing weapons, the two cannons were instead mounted on huge gimbals in order to rotate a full 360 degrees on a single plane. This allows the weapons to fire either fore or aft, thus warding off any stern attacks as well as 90° flanking targets with simple roll maneuvers with heavier weapons.

Coupled to the main guns and the eight batteries are a dozen fighter bays, each of which can support a single HS:1 fighter craft. Four shuttle pens allow the housing of craft intended to move personnel and supplies between the massive craft and stations too small to berth it. Even though the class:6 stations can accept the dreadnought, oftentimes there simply isn't enough room with other craft already berthed. A 35 day wait can be a bit much, so typically the ship would orbit the planet near the intended station. Numerous launch pens are scattered along the cruiser's hull, easing the workload of the multiple lift shafts within as crew members opt to take a launch to another deck rather than utilize the arterial elevator network. Finally, eight workpods are berthed in the stern.

Triple range radar units and a double range energy sensor array give the craft sufficient early warning. The ion drives can create a "window" to shield it from inbound craft long before they acquire the massive vessel on their radars. The ship is simply too slow and clumsy to get out of its own way let alone avoid a collision, but also far too massive to be concerned with colliding with other craft, it could be likened to an insect hitting the windscreen of a skimmer.

Its massive size and vast arsenal also makes it practically immune to the predation of pirates. After all, it would take an extensive fleet of such craft to overtake it, and the entire fleet would have to survive in order to simply make off with any cargo.

Trans Travel also has plans for a HS:25 TT-2500F Colossus class dreadnought freighter to complement their previous one-off TT-2000F Giantess class mega-freighter design. Strel won't be sitting on the sidelines either, they have submitted their HS:40 SF-390 Leviathan bulk hauler as well.



Astral Horizon For FrontierSpace RPG

Luminous Design

Designed for First Class adventure by renowned starship engineer Dylan Winslett, the Astral Horizon is a cutting edge executive luxury liner based out of the Hardt Space Station in the Tanoos System.

The Astral Horizon is a pre-generated starship with deck plans for use with DWD Studios' Frontier Space Role-playing game. This game supplement will provide you with a ready to use starship resource perfect for individual games or epic campaigns. You can use the material presented here as it is or modify it to fit your specific game needs.

Available on [DrivethruRPG](#) as a PDF.



THE STAR DEVIL'S TRIANGLE

by Richard 'Shadow Shack' Rose

Welcome to the fourth installment of the Star Devil's Triangle, bringing us to a full year's worth of malicious malefactors courtesy of this fantastic quarterly fanzine! To date we have featured one each of human, vrusk, and yazirian antagonists so it's time to round out the Core Four with a dastardly dralasite. Without further ado, allow me to once again quote Stan Lee from one of his titular works in 1976 that is a perfectly perennial favorite of mine: "Bring on the Bad Guys!"

And now you know the secret origin behind this column's classic catchphrase. Speaking of which, this issue's awful antagonist loosely hails from the pages of funny books, albeit not from the Marvelous publishing company Stan was associated with. Nay, this one draws from their Distinguished Competition instead.

This issue's number one bad guy is none other than Louis V. Jameson. Not only is he still alive, but as it turns out he defected to the Star Devil and literally handed the pirates everything.

APRIL FOOLS!!!

C'mon, man...did anyone really fall for that? Doesn't it conflict with the clues in the prologue? First off it was a dralasite that was cited for this issue's maker of mischief. I certainly don't recall ever seeing ol' Colonel Louie antagonizing Batman or the Blue Beetle or any bumbling blockhead for that matter in the DC books either.

Aha, it just might be an antic employed by this issue's actual Most Wanted in the Frontier. Meet Jak Rey-pier. Psychotic and quite loonie by any standards, even his sense of humor is considered warped by dralasites yet sufficient to keep a human audience rolling. Born on Groth with a certified date of 4/1/fy21, he's celebrating that anniversary this month and the gala should prove interesting, to say the least.



After washing out of the Science division at Groth University, Jak Rey-pier ended up on the wrong side of the law. Often donning face paint and a wig as a mock disguise in his short-term career as a petty criminal, he quickly gained notoriety in the ranks of Outer Reach's vast criminal society. He soon fell in with MalCo Enterprises working for one of the Malthar's underbosses, a dralasite known in the underworld as Kal Krissom. He became Kal's right-hand man until the outbreak of the Third Dramune War, when he was assigned to remove some incriminating evidence from MalCo's Axis Chemical Plant. When he and his wrecking crew arrived, the data cubes were already gone. Suspecting foul play, he ordered his crew to evacuate, but it was too late: local police forces assisted by Star Law had already entered the building.

Jak managed to escape after a lengthy battle, but not unscathed. He fell into a vat of toxic chemicals, a lethal mixture that should have killed him. Instead, it fused his clown wig disguise to his elastic flesh and permanently discolored his skin to a pale white hue. He now suffers from multiple personality disorders,

which only makes him that much deadlier. Once his mind is set in motion, the carry through is usually quite devastating.

Fortunately for Jak, the Dramune War claimed many of MalCo's operatives while he was being set up. Jak dodged that fate and went underground. He goes by "Jokhi" now, the native dralasite word for "clown". Despite his delicate mental conflicts, Jokhi is highly skilled in the fields of science, technology, chaos, and conflict. He is well funded, which is to say acquiring wealth is not difficult with his methods of madness. He also retains numerous underworld connections and can assemble a crew at the drop of his hat. His outlandish schemes tend to be both unpredictable and brilliant, with the resulting chaos leaving entire populations in destructive trepidation.

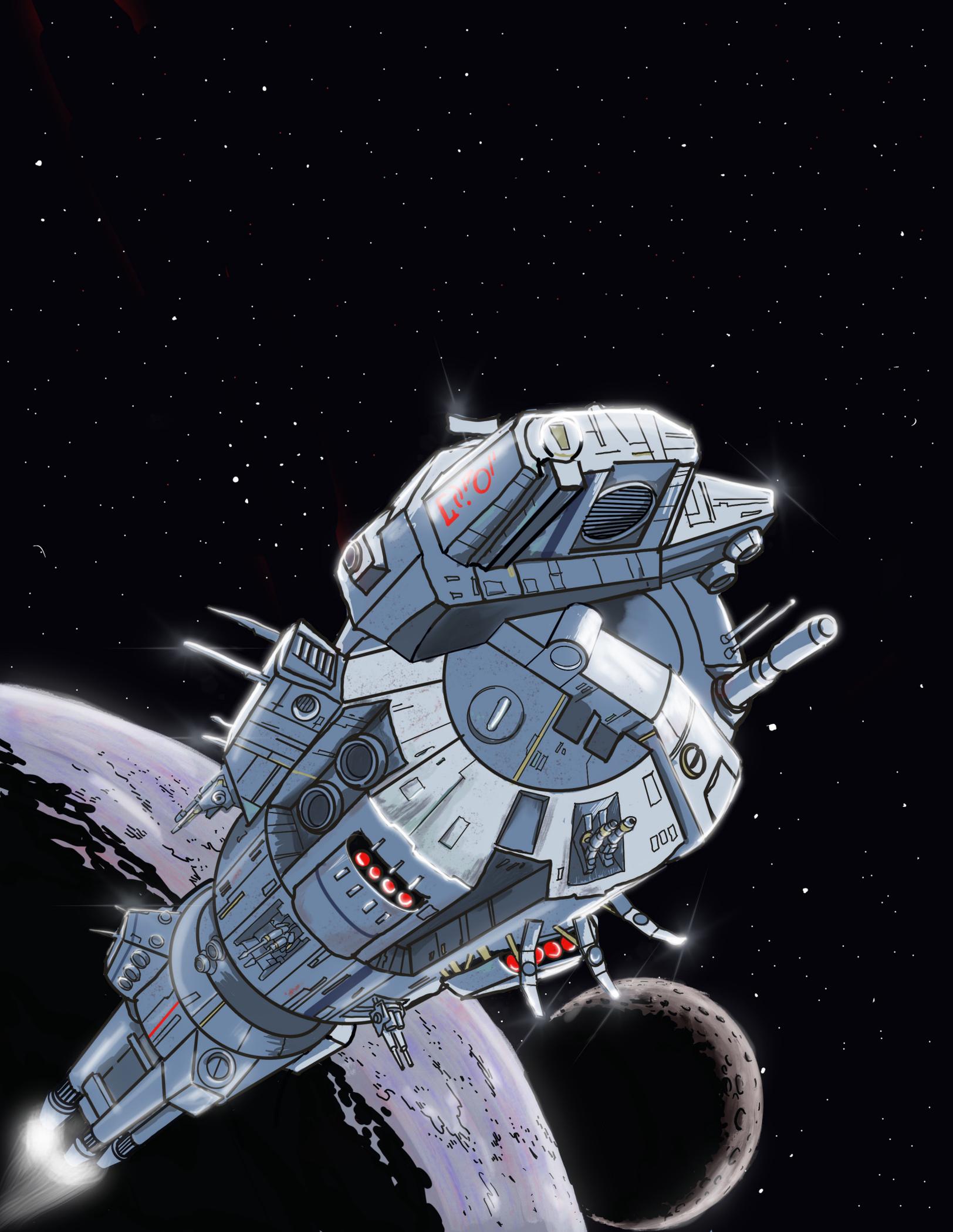
Jokhi is considered extremely dangerous and should not be approached, not even with sufficient back up. His plots are fiendish, and the implementations are swift. His gangs can be readily identifiable by vehicles and equipment that have been hastily painted purple, green, orange, and/or yellow. His exploits are often preceded by televised holo-programs executed in a spectacle of showmanship, and he is even known to stage such performances live in public. The modus operandi is always the same: irresistible bait followed by mass destruction,

and always two or three steps ahead of the law. He often talks to himself with great detail, and anyone interrupting such deep conversation ends up having a less than splendid day. He will often incorporate actual third persons or parties in such talks, calling them by name as if inviting that person into the conversation as well as answering for said persons. However, he will inadvertently exclude them followed by potential maiming if that person should mistakenly interrupt the discussion with their own dialogue.

His formerly synthetic green hair bonded to his skin as a result of his chemical bath. Being fused as such, the hair now morphs with the rest of him during shape changing phases. As such he has full control over the style, which often reflects with his moods. Jak is highly skilled in the Psycho-Social and Computer fields, moderately skilled as a Medic, Technician, and with most weapons, and a novice in Martial Arts and Demolitions. His natural Lie Detection ability is accurate 25% of the time as well, it's not easy pulling the wool over Jokhi's eyespots.

Despite having no Sathar influence, Star Law has posted a 100,000Cr reward on top of any local government bounties for information leading to the arrest of Jak 'Jokhi' Rey-pier.





FRONTIERS

MOST WANTED

CONSIDERED ARMED AND DANGEROUS



NAME OF WANTED

Jak "Jokhi" Rey-pier

RACE / SPECIES: Dralasite

SEX: Male

STR / STA: 60 / 70

DEX / RS: 60 / 60

INT / LOG: 55 / 65

PER / LOR: 55 / 55

IM / PNCH: 6 / 4

PSA: Bio-Social

HEIGHT: 1.4 x 0.8 meters

WEIGHT: 61 kilograms

CLASS 1 FUGITIVE

WARRANTS ISSUED FOR

Murder, Extortion, Racketeering,
Burglary, Grand Theft, Grand Larceny,
Arson, Domestic Terrorism, Narcotics
Trafficking, Corporate Espionage

If this individual is seen you are ordered to immediately contact your local authorities. any attempt to help, harbor or hide this individual will result in charges of treason.

ALIASES

Just call me...
Jokhi!

AFFILIATIONS

Malco Enterprises

ARMAMENTS

SkeinSuit
Albedo Screen w/
Power BeltPack
Laser Pistol
StunStick
Assortment of
Lethal & Non-
lethal props

ASSESTS

Temporary, varies
from location to
location

P.S.
I made this
wanted poster!!!

J.