

The

STAR FRONTIERS®

Collectors Checklist



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Well met and welcome to the Collectors Checklist!

This is the *Star Frontiers* Collectors Checklist, your first aid when collecting *Star Frontiers* material.

I made this checklist for myself to keep track of what RPG products I own. Many times was I in the position to photocopy ("Xerox") a module or booklet that the owner didn't wish to sell. So gradually my collection expanded with not only genuine products but also with photocopies. Since the coming of the officially digitized classic products (ESD's) and hundreds of homemade scans it is even harder to keep track of what product you own in what format. With the Collectors Checklist you will be able to sort your whole collection, no matter what the format is!

The checklist is divided into several sections :

<i>Stock №</i> :	The item's publishing code
<i>SubCode</i> :	When an item belongs to a specific group of items it carries this code
<i>Title</i> :	The product's title (dah!)
<i>Copy</i> :	Check this if you have the original item
<i>Xerox</i> :	Check this if you have a copy (Xeroxcopy for instance) of the original item
<i>ESD</i> :	Check this if you have an official digital copy of the original item
<i>Scan</i> :	Check this if you have a homemade scan of the original item

HINT: you can even write down the number when you own more than one copy of a product ;)

Feel free to copy/share/print this list. More Collectors Checklists can be found at our new website:

<http://cc.soundsupport.net>

Have a nice day !

Richard

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Versions:

Version 1.0 : PDF checklist with cover

Stock №	SubCode	Product Title	Copy	Xerox	ESD	Scan
		Star Frontiers : Core Rules				
7007		Star Frontiers Game (1980)				
7007		Star Frontiers Game (1983)(renamed "Alpha Dawn")				
		Star Frontiers : Supplemental Rules				
6801		Referee's Screen and mini-module				
7011		Star Frontiers: Knight Hawks				
7800	SFAC1	Official Character Record Sheets				
		Star Frontiers : Accessories				
7819	SFAC3	Zebulon's Guide to Frontier Space				
		Star Frontiers : Modules				
7007	SF0	Crash on Voltumnus (included with Core Rules)				
7801	SF1	Voltumnus, Planet of Mystery (aka. The Voltumnus Adventure 2)				
7802	SF2	Starspawn of Voltumnus				
7803	SF3	Sundown on Starmist				
7809	SF4	Mission to Alcazzar				
7815		2001: A Space Odyssey				
7816		2010: Odyssey Two Adventure				
7805	SFKH1	Dramune Run				
7808	SFKH2	Mutiny on the Eleanor Moraes				
7810	SFKH3	Face of the Enemy				
7812	SFKH4	The War Machine				
7817	SFAD5	Bugs in the System				
7818	SFAD6	Dark Side of the Moon				