

ISSUE

3

APRIL
2007

Star

FRONTIERSMAN



A FISTFUL OF CREDITS

Assassins

Tech Journal: Gyrojet Weapons

The ATHOR System in Great Detail

City Encounters Made Easy

Plus new races, equipment, adventure, locations, and more!

Star FRONTIERSMAN

Issue 3: April 2007

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ON THE COVER:

"My original concept for a communications hub, this image was the precursor of a catalog cover and poster."

--Kort Kramer, (c) 1999

FOREWORD

I played two sessions over this month. I had a blast!

My son Noah is 9 and is playing a Yazirian military specialist with a love for making things blow up. His character has very little background, but rolled on the tables I made in this issue: lazy posture and a cold, dead stare. He hams it up at the gaming table, slumping in his chair and glaring at people.

My son Hunter is 7. He plays a Dralasite named Vortimus. He says he has a family complete with small children ("Bobby" is his youngest). I explained to him that Dralasites don't have mommies, and he shrugged and said he doesn't have a *wife* but has a *partner*. Oh boy. (by the way - he said his *partner* is named Vortimisses...) He's good with beam weapons but keeps getting interrupted by chronocom calls from his *partner* reminding him to pick up things on the way home.

My daughter Alexandria (age 11) made a Human character with computer and psycho-social skills. She's a fashion designer who goes on adventures on alien worlds, then comes up with ideas on survivalist fashion. After our first session, she sat down and invented a multi-pouched survival vest. She asked if it could increase the amount of weight she could carry around by 5kg. I thought it was clever so I allowed it. She set her own price for the vest: 50Cr. I love it.

My wife (not tellin ya her age!) made a Human bounty hunter. She still hasn't named her character after two sessions, so we joke around about her name. My sons keep calling her "bob" but she scowls. She saved the group from a big mistake by sneaking out and stealing a ground car. But then I got to thinking... if you don't have a Technician skill... can you even drive? I'm not entirely sure it's covered in the rules. I'll have to investigate. In the meantime, I allow it and just assume she can drive. *shrug*

On their first mission, my sons were nearly eaten by Ambrikahns from Frontiersman #2. My daughter got annoyed every time she had to shoot her auto pistol (she prefers to talk her way out of everything). And my wife was nearly taken for "breeding stock" by some diseased muties looking for clean DNA to revitalize their family tree. Good thing the kids didn't know what I was talking about with that last part!

Hope you all enjoy the material. I had fun accumulating it and putting it all together here. This issue is twice the size as issue #1. I doubt the growth will continue at that rate, but this is more where I hoped to be. Let's keep this project growing!

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Last Revision: 4.17.2007

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QUESTIONS AND ANSWERS

Q Would it be possible to put up all the files as one big file?

-Hobgoblin

Okay - I COULD put it all in one file, and at current that file would be a 34M zipped collection of everything on my site. But I don't think I'm going to do that just yet. If you notice the revision dates shown on the site, I fix typos and problems as I find them, and update often. Updating that big of a file, as well as the main book download files, would be a lot of extra bandwidth that might end up pushing me over the limit and causing Snapdrive to deny access. So I will do as you're requesting, but not until I'm comfortable that at least the main books are not going to get edited too much anymore. Anyone wanting to help out, please edit the core books and send me lists of errors!!

Q I'm curious, does anyone have any idea what the stats on a personal flamethrower would be in Star Frontiers? Or is it in the books somewhere and I am completely missing it?

- Six_Gun_Sam

There was one printed in the July 1985 issue of Dragon Magazine, summarized below:

*Weapon: Flamethrower
Damage: 3d10 +1d10/turn for next 3 turns
Ammo: 10 blasts
Rate: 1 blast/turn
Defense: None
Range: 10/20/30/45/70
Cost: 3,000Cr
Weight: 5 kg+Napalm Tank*

*Ammo: Napalm tank
Cost: 50Cr
Weight: 10 kg
Rounds: 10 blasts*

Description: *This is a rig that goes about the shoulders and back. Further rigging and fuel lines travel down the arms, and end in a wand-like rifle piece. The ammunition is a napalm tank that goes on the back and is quite heavy. When a trigger is pushed, a spark is ignited and the napalm is released in a jet of flame that lasts a second or so per blast. It causes 3d10 damage the moment it hits, then causes an additional 1d10 damage each turn for the next three consecutive turns, then burns itself out. The flame thrower can also be used to set flammable things alight.*

Q Just thinking over the weekend about the skills in the original SF. I was thinking of giving the players 4 pts to spend on them. I would use the house rule that in their primary skill area they could

spend them 1 for 1 rank in a skill but with a max of 2 ranks in any one skill and for the secondary skill area it would be a two for one cost. I feel this would give a bit more diversity to characters allowing a character to be a weapons expert but also have a understanding in say environmental issues. Was wondering if you had done anything like this and if not what you thought of my suggestion?

-Jason Threlfall

Your suggestion is as good as any I can think of. In my campaign I ran for many years, I used a different skill system altogether, one I concocted from scratch. But I don't recommend doing that - it makes supplements and other published material incompatible with your game. I try to show how you can have diverse characters despite the restrictive skill system through the Archetypes section of this publication.

If you want to allow starting characters to have some diversity, how about letting them simply start off with more experience? After normal character generation give each player 12 discretionary experience points to spend on purchasing skills (refer to page 40 of the Alpha Dawn Remastered book). Of course, that's just a suggestion. Your way would work too, but my suggestion serves the additional purpose of getting players accustomed to using the skill cost system. Let me know which you choose - or if you select another option entirely. I'm curious how it goes.

Q Thank you for your work. Very awesome; I remember the days when I enjoyed this game, and I'm planning to revive them shortly. BTW: the added artwork is icing on the cake!

-D.Keough

I know this wasn't a question as much as it is a comment, but I wanted to share one of the many examples of people PMing, IMing, Emailing, and Posting me with their thanks. I really appreciate it more than you know, as all this is quite time consuming. This particular person commented on art and I wanted a place to mention it. I've been trying in vain to find some artists to do high-quality pictures of Yazirians, Vrusks, and Dralasites for a Rogue's Gallery book I want to do, but have fallen short. I strive for a level of professionalism in all of this, despite my lack of it (haha). I hope I'm pulling that off. It helps make this revival seem more possible. So if anyone knows of or is himself an artist capable of doing the kind of illustrations found in the original books or in comic books or other sci-fi games, I'm quite interested. Due to the fact that this is a free publication (by fans for fans) I can't offer pay, but I will give credit. Thanks for listening to my plea!

-Bill Logan
CleanCutRogue of RPG.NET

TECHNICAL JOURNAL

GYROJET
WEAPONRY*by Andrew Modro*

A ripple of gas venting, a wooshing rush, an unerring streak that ends in a deadly wound -- the gyrojet is a truly unique weapon born from a singular idea. The gyrojet concept was created in the real world in the 1960s and, because of manufacturing difficulties and costs, was sidelined, relegated to rich collectors. But the concept lives on, and in STAR FRONTIERS, gyrojet weaponry packs a powerful punch.

This article examines gyrojet pistols and rifles, exposing their benefits and drawbacks as well as investigating their psychological and social impact in the Frontier.

A BRIEF HISTORY OF THE GYROJET

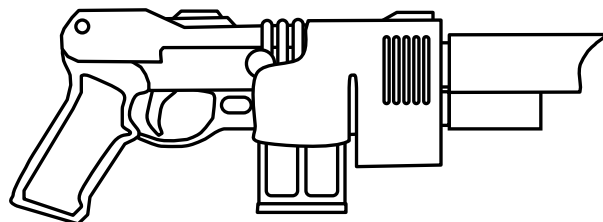
In the early 1960s, Robert Mainhardt and Art Biehl, the originators of the gyrojet concept, founded a company named MBAssociates to produce a unique weapon system. Rather than firing lead projectiles, their new design made use of miniaturized rockets. The weapon itself would be easier to manufacture, as it would not have to withstand the combustion pressures of regular firearms. The accuracy of delivery would be improved over normal firearms because there would be less recoil and the rounds would gyroscopically stabilize their own flight, like a bullet shot from a rifled barrel but to a much higher degree.

The concept was sound, but execution was lacking. Manufacturing difficulties caused flaws in the ammunition, and most of the produced rounds were less than perfect, causing them to go astray. The gyrojet's much-vaunted accuracy never materialized, and the project was shelved. Also, the rounds did not immediately come "up to speed", requiring distance to accelerate, meaning that the weapon could not be used at close ranges where its accuracy would improve.

In STAR FRONTIERS, however, advanced manufacturing techniques ensure the rocket rounds fired by gyrojet weapons are produced up to specs. While the acceleration difficulty remains except in expensive, specialized ammunition, the accuracy and power of gyrojets is legendary throughout known space.

ANATOMY OF A KILLER

A gyrojet weapon is, in essence, a hand-held rocket launcher. The weapon itself loads a round into a firing chamber. The rocket round's propellant is touched off when the trigger is pulled (on some models, the trigger is replaced with a simple firing stud, risking twitchy



release for speed). Four nozzles on the rear end of the round release and direct the propellant, just like a chemical rocket. However, a gyrojet round's nozzles are "aimed" in such a way as to set the round spinning along its long axis, causing gyroscopic stability, which greatly enhances accuracy over bullets, even from rifled barrels.

Average gyrojet rounds tend to measure approximately 13 mm by 50 mm. As with bullets, there are many different makes, but the chances are that any randomly selected gyrojet weapon will have rounds about that size. The round itself is complete, using its full mass, unlike cased bullets. The nose of the round usually resembles a broad pointed cone, though some rounds are produced with varying shapes. Gyrojet pistols and rifles often use similar ammunition; some rifles have been produced to use larger calibers and more specialized rockets. Because of the size of the rockets, gyrojet weapons tend to hold less ammunition in their clips/ magazines than slugthrowers.

Besides accuracy and power, the properties of gyrojets also provide benefits in underwater and microgravity/ freefall combat. The rounds will fire when submerged, and the much lower recoil is easier to compensate in micro-g situations.

A final, almost side-benefit of gyrojet technology is that the weapons are somewhat quieter in operation than slugthrowers, putting the hearing of users at much less risk. This is not to say that gyrojets are stealthy, but it is possible to utilize one without ear projection and still be able to hear after the fight.

The major cited drawback of gyrojet weapons is the fact that a fired round has not yet reached its full velocity when it leaves the weapon, just like a rocket lifting off. The round is still accelerating as it emerges, and continues to accelerate until its propellant is exhausted. Because of this, gyrojets are very difficult to use at point blank ranges; it is not until further out that the round has reached its full velocity, giving it its full damage capacity. STAR FRONTIERS technology has reduced the required acceleration distance, but it cannot eliminate that distance entirely.

ROCKET POWER

To use a gyrojet weapon is to declare yourself a breed apart. Gyrojets are about deadly power. Carrying one at your side is a warning: you don't take half-measures. Proponents of beam and projectile weapons consider gyrojets to be overkill, or even needlessly bloodthirsty. Gyrojet-slingers don't care; they know what their weapons can do.

The community of gyrojet users is recognized by suppliers throughout the Frontier. Jetclips and rockets are inexpensive, almost as inexpensive as bullets. They are available on just about every inhabited world. Soldiers, mercenaries and adventurers all acknowledge the usefulness of gyrojet weapons, and accord respect those who carry and use them.

Beyond the social cachet, carrying a gyrojet weapon means you're also prepared for situations where lasers and bullets are hampered or even useless. Jetclips are much less expensive than powerpacks, making them more cost-effective than lasers for use in space, and gyrojet rockets function underwater where bullets cannot. Lasers set to high SEU consumption rates can do more damage in a single hit, but shot for shot gyrojets deliver just-as-reliable damage for much less cost, in a broader range of environments.

A DEADLY ENTHUSIASM

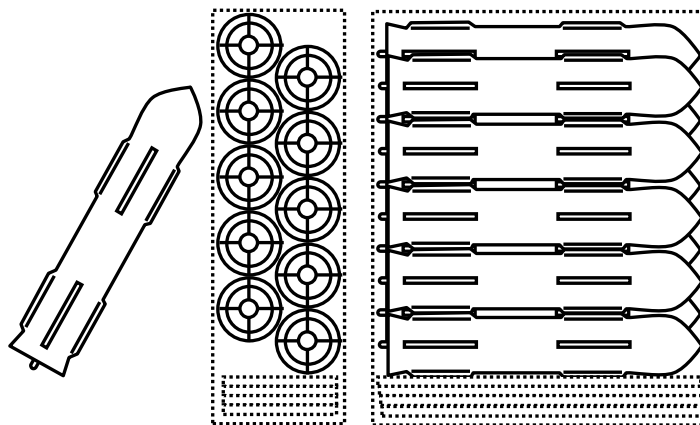
Gyrojet technology has produced a few special items for use by true enthusiasts. Though not commonly available, these modifications, devices and specialized ammunitions can be found... for the right price, of course.

WEAPON MODIFICATIONS

Recoil Compensator: This is a modification to the barrel of a gyrojet weapon. Improved venting balance allows the weapon to fire with no noticeable recoil. While the difference is minimal in a normal planetary environment, in space it becomes enough to add 10% to the wielder's chance to hit on any shot.

Target Link: This expensive but deadly modification consists of a small eye sensor mounted on top of the weapon's barrel, wired to a tiny targeting computer which in turn uses a wireless broadcast to provide targeting information to its specialized rounds. When used with proper Linked ammo, the Target Link provides the wielder of the gyrojet weapon a +10% bonus to hit on each shot.

Targeting Scope: This advanced targeting scope allows the operator of the weapon to use a range category one step better when determining the range modifier from the main rule book. A targeting scope doesn't help at point-blank or short ranges. It costs 50Cr to add a targeting scope to a rifle or pistol. Any pistol or rifle equipped with a targeting scope is 0.5kg heavier than it was without.

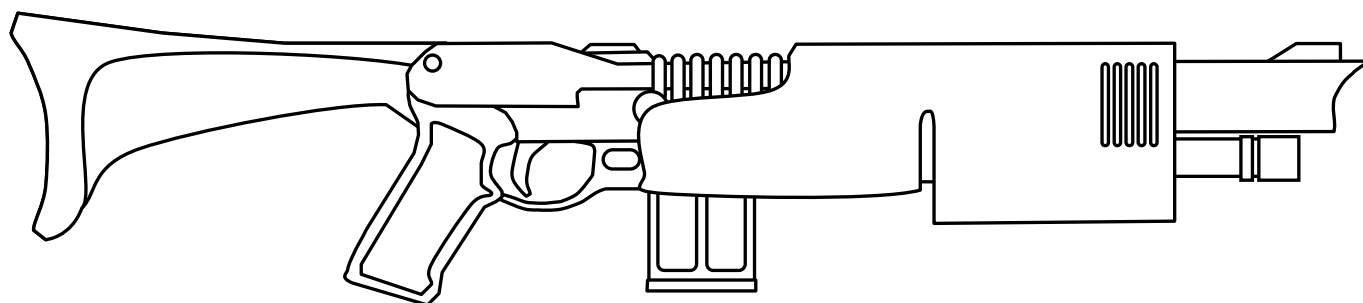


AMMUNITION

Doze Jetclip. The doze jetclip is loaded with rockets, each carrying a small amount of doze gas. The rockets burst on impact, causing no damage, but filling a one-meter area with doze gas. The target must pass a current Stamina check or fall unconscious for d100 turns. The doze gas is only effective on the round it is fired. These rounds are often used by police or security forces to take suspects alive.

Extended Jetclip: This is nothing more than a larger-sized jetclip holding 15 rounds of ammunition for a gyrojet weapon (both rifle and pistol extended jetclips are available). The extension adds 50 Cr to the cost of a normal jetclip, plus the cost of the ammunition inside. For example, a standard Rifle Jetclip normally costs 20Cr. Adding 50% more bullets makes this cost 30Cr. Adding the cost of the extended jetclip brings the total to 80Cr. The costs are all summarized in the table at the end of this article. All gyrojet ammunition in this section can be purchased in Extended Jetclips. The added bulk causes a -1 to the Initiative Modifier of the firer.

Fast Jetclip: By sacrificing round mass for propellant and utilizing larger nozzles, fast gyrojet rounds can get up to speed more quickly than normal rocket rounds,



at the cost of damage; in game terms, it gives the weapon a Point Blank range and sacrifices some power. The range of a gyrojet pistol using fast rounds is changed to 2/5/50/100/150; that of a rifle becomes 2/5/75/150/300. Fast rounds reduce damage by 1 die: pistols cause 1d10 and rifles 2d10.

Fragmentation Jetclip: These specially-designed rockets explode on impact like normal ammunition, but have a head packed with dozens of tiny metal slivers, increasing their overall tissue damaging potential. Fragmentation ammunition adds 1d10 to damage.

Linked Jetclip: Advances in miniaturization have allowed the creation of these tiny semi-guided missiles. When combined with a Target Link, linked ammunition adds 10% to the user's chance to hit with a gyrojet weapon. The rounds, like the link, are prohibitively expensive and not currently available except in very certain circumstances. Because of the added size of the circuitry required for these very expensive rockets, no other gyrojet ammunition type may have "Linked" circuitry installed and still fire from a gyrojet weapon.

Poison Jetclip. The poison jetclip's rockets each carry a small dose of poison gas that will affect a one-meter area. When the target is hit, no damage is done, but a current Stamina check must be made. Those that fail will be affected by a S5/T10 poison. If the character passes the check or is wearing a gas mask or spacesuit, he will not be affected. A shot of antitox will neutralize the poison so no further damage is taken.

Tangler Jetclip. This jetclip has rockets filled with tangler fluid. No damage is caused when a target is hit, but a one-meter area is filled with tangler threads. The target may avoid being caught in the threads if a Reaction Speed avoidance roll is made. Otherwise, the threads will last for 30 minutes. Creatures with more than 100 Stamina points may break free in one turn.

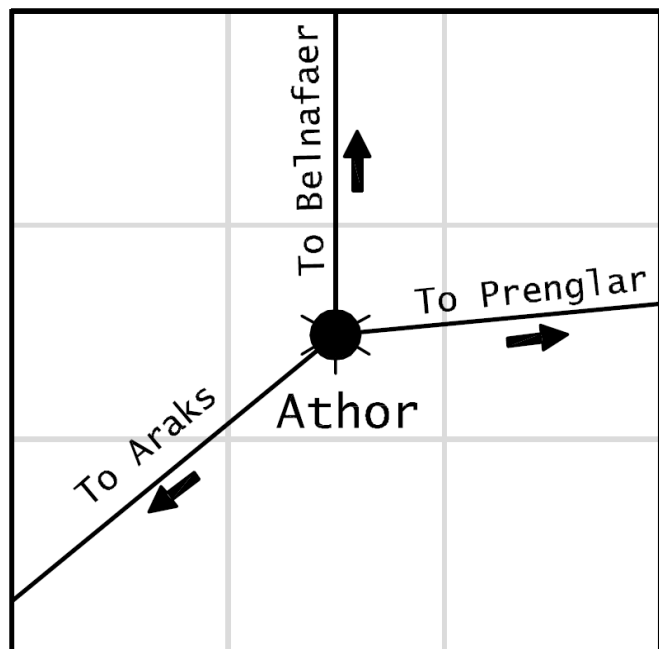
Editor's note: the Doze, Poison, and Tangler jetclips are not created by the author of this article, but reprinted from Dragon Magazine, August 1986. The Targeting Scope was added by me following guidelines from the main rulebook and from previously published issues of this webzine.

Gyrojet Weapon Modification Table	Wgt (kg)	Cost (Cr)
Recoil Compensator +10 to hit in micro-G/freefall	--	+100Cr
Target Link +10 to hit with linked ammo	--	+500Cr
Targeting Scope Use next better range category. Does not help in PB or S ranges.	+0.5	+50Cr

Gyrojet Weapon Ammunition Table	Wgt (kg)	Cost (Cr)
Pistol Jetclips:		
Normal Jetclips (10 rounds)		
Standard as in Alpha Dawn book	--	10Cr
Doze STA check or sleep d100 turns	--	20Cr
Fast Range: 2/5/50/100/150	--	50Cr
Fragmentation Damage: 3d10	--	50Cr
Linked For Target Link (above)	--	100Cr
Poison S5/T10 poison	--	50Cr
Tangler RS check or tangled 30 min.	--	30Cr
Extended Jetclips (15 rounds, -1 IM)		
Standard as in Alpha Dawn book	--	55Cr
Doze STA check or sleep d100 turns	--	80Cr
Fast Range: 2/5/50/100/150	--	125Cr
Fragmentation Damage: 3d10	--	125Cr
Linked For Target Link (above)	--	200Cr
Poison S5/T10 poison	--	125Cr
Tangler RS check or tangled 30 min.	--	95Cr
Rifle Jetclips:		
Normal Jetclips (10 rounds)		
Standard as in Alpha Dawn book	--	20Cr
Doze STA check or sleep d100 turns	--	30Cr
Fast Range: 2/5/75/150/300	--	100Cr
Fragmentation Damage: 4d10	--	100Cr
Linked For Target Link (above)	--	200Cr
Poison S5/T10 poison	--	100Cr
Tangler RS check or tangled 30 min.	--	30Cr
Extended Jetclips (15 rounds, -1 IM)		
Standard as in Alpha Dawn book	--	80Cr
Doze STA check or sleep d100 turns	--	95Cr
Fast Range: 2/5/75/150/300	--	200Cr
Fragmentation Damage: 4d10	--	200Cr
Linked For Target Link (above)	--	350Cr
Poison S5/T10 poison	--	200Cr
Tangler RS check or tangled 30 min.	--	95Cr

STAR SYSTEMS

By Danger



The system was left as is and acted as a “scenic stop” of sorts for ships traveling in and around the Yazirian Arm of Frontier space for around two decades until a dedicated push from the Hierarchy on Hentz put (read: exiled) a concentrated group of colonists in place in the system in 235 PF.

These colonists had the distinction of being from a block of eight clans who were notable for their increasingly strident protests against the injustices (real and perceived) from the theocratic – one clan based government of Hentz. Also, the discovery of other sentient life forms led to a greater questioning of accepted religious doctrine, and these eight clans were chief amongst those loudly asking these questions. The Hierarchy decided to displace these clans rather than destroy them completely, but few would have considered relocation to Yast as an “escape” of any sort.

The Hierarchy terraformed Exib in during the 222-203 PF period to relieve the pressure on Hentz’s resources of having to feed those on Yast (and other places) and also to have an additional source of food for themselves if and when they needed it. This relatively helpful gesture by the Hierarchy was offset in the colonists’ eyes by the continued use of Yast as a dumping ground for the unwanted of Hentz. Yast, it seemed, had become a penal colony in all but name.

The years of 200-170 PF are noted for the increasing independence of Yast from the (slight) assistance of Hentz. The combination of the natural minerals in the soil on Exib, the results from the terraforming, the proximity of Athor, and the unexpected response from native Yazirian plants to all of the above provided a tremendous amount of revenue and clout for the colonists on Yast. In addition to the Yazirian market, the bounty from Exib found receptive markets on Prenglar and further, which in turn, provided invaluable contacts outside of the Hentz regulated channels that were the norm. These contacts would pay dividends as seen in 168 PF.

Tensions between the colonists of Yast and the Hierarchy came to a head in 168 PF after the Church

STAR DATA

Star Type K2 Orange Main Sequence
 Radius 6.09×10^5 km (0.87 Sol)
 Mass 1.46×10^{30} kg (0.73 Sol)
 Temperature 4,300 degrees Kelvin
 Luminosity 1.03×10^{26} W (0.27 Sol)

ATHOR SYSTEM HISTORY

Discovered in 250 PF by the scouts to the Yazirian Exploration Fleet, the Athor system was notable for a few things:

1. There are two separate asteroid belts around the system. The closest one to the star is about 0.9 AU and farthest one is about 102 AU out. This means that the system is protected by a “speed bump” that prevents a ship from safely jumping into the Athor system any further than the farthest asteroid belt. However, in a quick nod to the phrase that, “nothing is for free,” the far-flung asteroid belt also prevents ships from quickly leaving the system.
2. There is a (barely) habitable planet lying about 0.5 AU from Athor. This planet, named Yast, is a large desert planet which, in turn, is orbited by the moons Exib and Ime¹.

¹ The moons of Yast were supposedly named after the children of the Captain of the Yazirian scout ship that discovered the Athor system. In light of the characteristics of the moons, one wonders how the children liked their namesakes.

Elders had decided the previous year to take a stronger role in colony oversight/control. This meant an increased presence of Church Controllers and Church Security Forces in and around Yast. For those in the Athor system, who had wrested something away from a system that had so little to offer initially with very little support from their home, this act by the Hierarchy was the last straw.

In mid 168 PF, the Thirty Cycles War began between the colonists of the Athor system, and the Hierarchy on Hentz. The independence of the Athor system was the prize.

The colonists fought a purely defensive war, and the nature of the Athor system itself provided the edge needed for this strategy to work. With all of the approaches mined, a highly mobile fleet hiding in the two asteroid fields, and a ground force forged from the unforgiving desert itself, the colonists were also bolstered by support from various groups elsewhere in the Frontier.

The (now) rebel colonists also utilized mercenaries to harass some of Hentz's peripheral operations, but this was done more to draw off forces from the colonists' necks than to cause lasting damage to the Hierarchy.

The Hierarchy could not crack the lines to get into Yast, and once engaged the colonists fought with a fury that was shocking even to Yazirians. By late 168 PF, and after several failed invasion attempts, the Hierarchy capitulated to the colonists' terms and formally recognized those of the Athor system to be "well and fully independent from Hentz from this time forth."

A quiet, if somewhat uneasy, peace has existed between Araks and Athor since.

THE PEOPLE

(An excerpt from The Greater Frontier Gazetteer; 5th Ed. By Lazlo Fee, Professor Emeritus, Zebulon University, Zebulon)

"Fierce, but free," (description of a Yazirian from Yast by Dralasite trader Kayeku Duuya).

The Yazirians from the Athor system are, generally, a serious bunch. They work diligently, almost feverishly, at a problem until it is solved. Also, when a problem occurs, it is accepted that anyone and everyone who can will help out until they are

not needed any more. Granted, these are broad statements to be sure, but they are fairly accurate of the Athoran mindset as a whole.

The ability and social proclivity to work together on a problem should not be mistaken for weakness in those native to Yast²; there are no weapons laws per se (although toting a surface-to-air missile through town is looked at as bad form, for example) and duels between individuals are commonplace.

"Native" Athorians speak Gnarsch (an old variant of the Argonian language spoken on Araks) amongst themselves, but Pan-Gal is, of course, the accepted alternative.

The rule on Hentz of the clothes denoting your job and position was done away with on Yast. Instead, personal choice is the rule of the day. However, it was noted that some kind of uniform is necessary for some jobs. But, it will be a fact that no two uniforms will look alike either. Capes, always popular amongst Yazirians, are even more so to those from Yast.

An interesting side effect of the "anti-Hentz" way of life that developed on Yast is that the Athorians are quite private when it comes to who they are and what they do. While they certainly are not ashamed of whatever job it is that they have, they do not wish to advertise it either. This has lead to a unique job niche available for robots and foreigners who act as go-betweens or proxies for those Yazirians who feel that their jobs might be somewhat distasteful or otherwise looked down upon by others. It seems that despite the hard won independence, the years of making their own way in the Frontier, and the resolute desire to not be anything like the Yazirians of Hentz, the people of Yast, the former colonists of Hentz, cannot yet get over a part of their history. Time will tell if and when this particular idiosyncrasy of Athorians will ever go away.

Traveler's Warning: Do not ever utter the phrase, "You wear your position well," or something similar to a Yazirian from the Athor system. This is taken as an insult (it refers to their much hated history on Hentz), and will most certainly result in an honor duel. A duel with not only the person you are speaking to, but to any other Yazirian who might be in earshot. And as a bit of spice to that tasty cake of wisdom, if you happen to survive the (doubtless) multiple honor duels you will undertake, you will most certainly have the (iffy) authorities to deal with

² When mentioning "those native of Yast," or, "native Athorians," keep in mind that this phrase applies to those that are living in the Athor system; everything and everyone are inextricably tied to a single future. To make reference to the planets, moon(s), and anywhere else in the system over and over would be somewhat dismissive of the linked nature of their culture.

as well afterwards. Remember: the prisons of Athor are dark, deep, and full of "accidents." You've been warned.

PLACES OF INTEREST

- **Port Asteall** – The first colony on Athor. It lies within a bowl of rock which has been carved out and worked into numerous passageways, homes, businesses and the like. Rock excavated from the operations went to make the expansive landing fields inside the bowl; fields which can easily take a ship up to frigate size and still have some room to spare. The capitol of Athor can be found here, as well as representative offices to all of the founding clans of Athor, most Frontier Mega Corporations, and Spacefleet and Landfleet recruiting offices. There are numerous other businesses and entertainment venues available to the traveler as well.
- **Solace** – One of the more infamous Supermax prisons of the UPF, it was made from hollowing out a gigantic mesa in the southern hemisphere of Athor (well away from anywhere). Tremendous defenses protect Solace from the outside, and crack companies of Star Law Corrections Officials man the stations inside. Also, it is not uncommon for Landfleet to have units passing through for desert training staying in and around Solace. If, somehow, a creature could make it through all of the security defenses in place, they would still have the desert to deal with once they got outside. Truly a forbidding place.
- **???** – In the period between 25-22 PF, Hatzck Naar was the one of the first big name pirates to raid the space lanes throughout the Frontier. He also had the distinction of causing the first Common Muster to be called against him which resulted in the destruction/disbanding of Naar's fleet and the death of Naar himself. His base of operations was in the Athor system, but few other details are available. However, local legends tell of a motley crew who staked their claim in the Azva Wall (which lies around 300 km south of Port Asteall) that just disappeared one day. Or, stories abound of the hell-raising crew of scoundrels that were the toast of numerous dives on Exib, and at Laaka's Station who spent well but who were just gone one day and never seen again.
- **Laaka's Station** – Based on one of the largest asteroids in the belt which lies closest to Yast, Laaka's Station has been a staple for asteroid miners, spacer crews, and UPF Spacefleet personnel for years. The Bazaar on Yellow Deck at the Station is a wondrous market where nearly anything can be found. Mom's Place on Blue Deck

is infamous for the sheer variety of drinks (and fights) to be had at any time of day. Be advised: travelers should expect the usual rules to be in place in regards to what kind of weaponry is allowed at the Station. If it can make a big hole in a wall, then leave it on the ship. Failure to follow this general rule could lead to trouble for the offender.

- **New Khir** – Main space port on Exib; it lies at the base of the beautiful Green Mountain range near the southern terminus of the range and near the Fairfield Plains. As might be expected, New Khir is one busy place for most of the Standard year, but all stops are pulled out when it's the Annual Harvest Festival. During that Standard week, all manner of revelry is had to celebrate another year of crop production and to also celebrate the independence from Hentz.

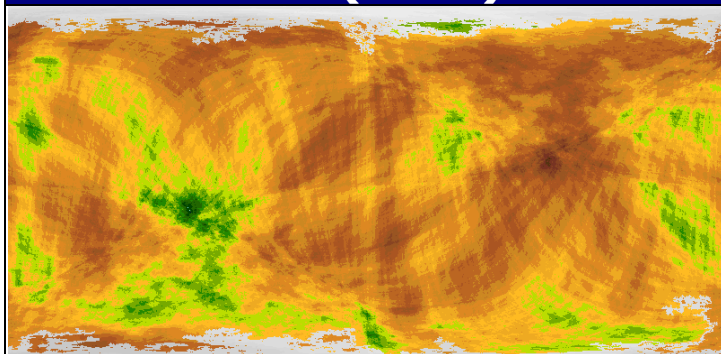
OTHER ITEMS OF NOTE

The government of Athor is built upon a democratic model in which all eligible citizens are expected to serve a 2 year term at some point or another in their life. These representatives are chosen through a variety of ways: random selection, volunteering when able to, and if their skills are needed. Those that do well in this capacity can expect to be well compensated for their work. Those that abuse their position can expect to pay for their mistakes one way or another at some point down the line. While chancy sounding, this type of government works well for a people who value freedom as much as Athorians do.

Freighter captains traveling into the Athor system who do not belong to the system's only sanctioned transportation line and are picking up/dropping off any product at Yast or Exib can expect to have their vessels quarantined and thoroughly inspected because of fear of contamination of the crops on Exib by diseases or insects. Officials from the Health and Safety Services will comb over every single centimeter of every ship coming in with various devices in order to find any trace of contaminant and a total clean up of a "dirty" ship is not uncommon. The inspection/clean-up complex for this parked in orbit just on the far side of the nearest asteroid belt from Yast. A secondary complex, which is in orbit at the same point on the opposite side of the system, fulfills the same duty and allows for a much faster pass-through period for everyone.



ATHOR I (Yast)



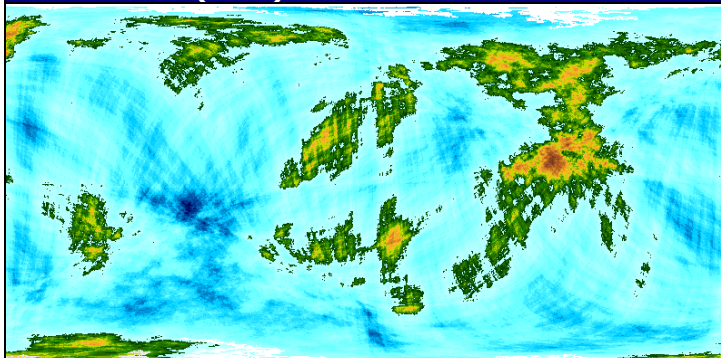
Type	Terrestrial, Arid, Cold
Orbital Radius	8.1E+07 km (0.541 AU)
Year	167.93 Standard days
Gravity	0.99

Habitable World Data:

Day	15 hours
Hydrosphere	0% (12.4% Ice)
Atmosphere	Thin, breathable
Climate	-67.6°C to 54.3°C, Avg. -3.1°C
Trade	Many and various enterprises exist
Native Life	No sentient life found. Native life generally small and simple.

Government	Democracy
Population	Light, 90% Yazirian

ATHOR Ia (Exib)



Type	Terraformed moon, Terrestrial
Orbital Radius	8.1E+07 km (0.541 AU)
Year	167.93 Standard days
Gravity	0.74

Habitable World Data:

Day	37.80 Hours
Hydrosphere	81.6% (4.2% Ice)
Atmosphere	Breathable
Climate	-30.3°C-44°C, avg. 8.6°C
Trade	Agriculture
Native Life	None, all imported by colonists
Government	Democracy
Population	Moderate, 90% Yazirian

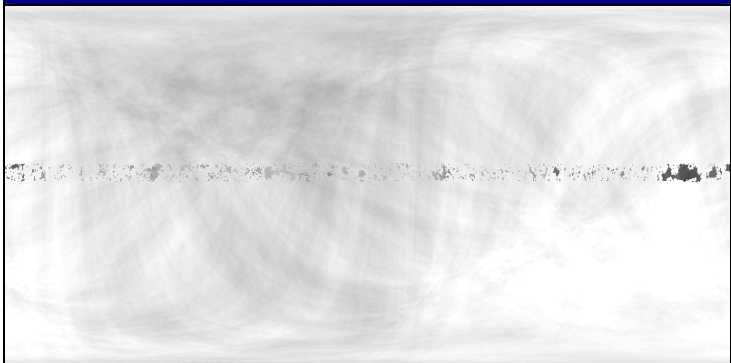
Notes:

Terraformed moon which has become the economic center of the Athor system.

ATHOR Ib (Ime)

Type	Moon, airless rock
Orbital Radius	8.08E+07 km (0.540 AU)
Year	167.90 Standard days
Gravity	0.28

ATHOR II

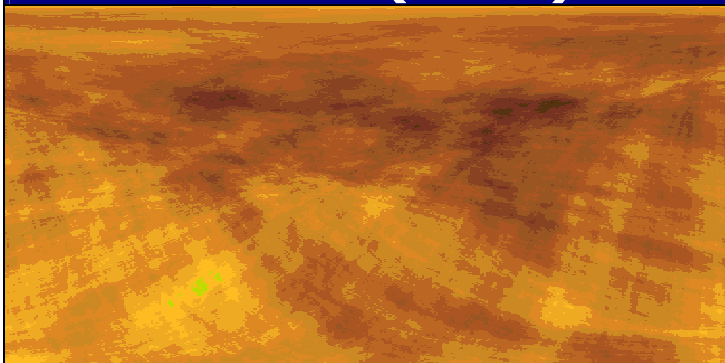


Type	Ice Planet
Orbital Radius	2.54E+08 km (1.70 AU)
Year	538.5 Standard Days
Gravity	1.21

Notes:

Athor II has been named several times by different writers, poets, and explorers. No name ever stuck for certain, but many children of Athor refer to this cold, lifeless world as the place that bad little Yazirians go when they die. This is more urban legend than religion, and adults may occasionally be heard to say someone has the "Heart of Athor II" – meaning cold and evil.

ATHOR IV (Srah)

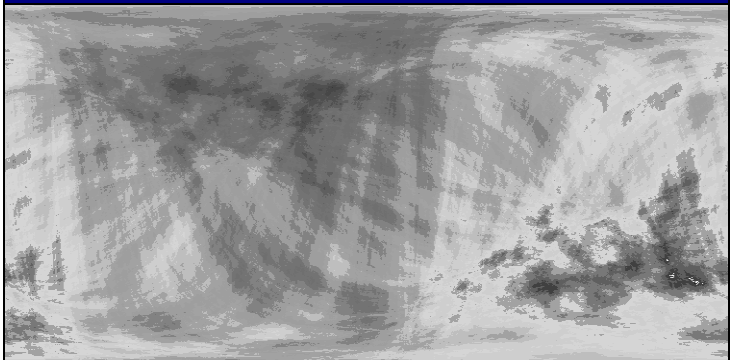


Type	Jovian
Orbital Radius	9.72E+08 km (6.5 AU)
Year	43562.49 Standard Days
Gravity	--

Notes:

Athor IV was named after the first female elected official, Premier Srah of Athor. She was noted, as is this planet, for fits of catastrophic fury that can destroy those who stand too close to it. It is known that three of Srah's moons have been destroyed, pulled into and absorbed by this unstable planet over the eons. But four still remain.

ATHOR III



Type	Sub-Jovian
Orbital Radius	4.94E+08 km (3.3 AU)
Year	3406.03 Standard Days
Gravity	--

Notes:

This sub-jovian world didn't quite blossom into a star, and didn't quite settle into a solid mass. The surface is constantly in motion, colored in blue hues (though these colors are muted from view by the ammonia in its sparse atmosphere).

ATHOR IVa (Jik)

Type	Moon, airless rock
Orbital Radius	9.72E+08 km (6.5 AU)
Year	43564.40 Standard days
Gravity	0.34

ATHOR IVb (Ezvoe)

Type	Moon, airless rock
Orbital Radius	9.72E+08 km (6.5 AU)
Year	43564.37 Standard days
Gravity	0.45

ATHOR IVc (Faan)

Type	Moon, airless rock
Orbital Radius	9.72E+08 km (6.5 AU)
Year	43564.40 Standard days
Gravity	0.34

ATHOR IVd (Spe)

Type	Moon, airless rock
Orbital Radius	9.72E+08 km (6.5 AU)
Year	43564.40 Standard days
Gravity	0.33



Note: The two asteroid belts at 0.9 AU and 102.5 AU are not given detail here. These belts are composed of typical asteroids and are generally moderate to light in overall composition (meaning, their density in relationship to each other). Other than the usual sort of mineral mining that occurs in these belts, there is nothing more to add. It is possible for scavengers to come across outdated wreckage of ships left over from the Yazirian civil conflict "The Thirty Cycles War."

NEW RULES

FLESHING OUT
YOUR CHARACTER

By Bill Logan

The Alpha Dawn book has all kinds of details on how a character looks... each race has a "Physical Structure" section that describes basic coloration and appearance, pictures give examples, and the "Characteristics" blocks under the main pictures give everything necessary – including body temperature. But there are aspects of a character that require additional detail, and that's what this article attempts to provide.

HEIGHT AND WEIGHT

Each race shows an *average* height and weight, but what are the minimums and maximums? This system breaks down character size into two tables. You can record your height and weight numerically on your character sheet, or for simplicity you might wish to simply write a descriptor.

Descriptor. You can simply use the verbal category to designate your height and weight on your character sheet. For example, you might be a short, husky Yazirian, or a tall, thin Human. This provides enough role-playing depth.

Numbers. Those of you that prefer numbers can list the numeric values from the tables. When you roll your height, you'll see a column called "Wgt." Modify your rolled weight numerically by adding this offset, in kilograms.

For example, a Tall Lean Vrusk would be 1.6 meters tall and would weigh 80 kilograms (75kg for being "Lean" and an added 5kg for being Tall).

On the tables below, all heights are in meters, and all weights are in kilograms.

HEIGHT TABLE

Roll	Descriptor	Wgt	Dral*	Hmn**	Vrsk***	Yaz
01-05	Tiny	-10kg	1.10	1.50	1.25	1.80
06-15	Short	-5kg	1.20	1.60	1.40	1.90
16-35	Below Avg	+0kg	1.25	1.80	1.45	2.00
36-65	Average	+0kg	1.30	1.90	1.50	2.10
66-85	Above Avg	+0kg	1.35	2.00	1.55	2.20
86-95	Tall	+5kg	1.40	2.20	1.60	2.30
96-00	Towering	+10kg	1.50	2.30	1.75	2.40

* Dralasites are 80% as wide as they are tall.

** Human females are 0.15 meters shorter.

***Vrusk are symmetrical: as long as they are tall.

WEIGHT TABLE

Roll	Descriptor	Dral	Hmn*	Vrsk	Yaz**
01-05	Skinny	50	50	55	35
06-15	Thin	55	60	65	40
16-35	Lean	60	70	75	45
36-65	Average	65	80	85	50
66-85	Husky	70	90	95	55
86-95	Overweight	80	100	115	60
96-00	Obese	90+	115+	130+	75+

* Human females weigh 25% less than males.

** Yazirian females weigh 20% more than males.

AGE

Character maximum age is shown on the tables in the race description, but at what point are they considered mature? Old? Ancient? This information was printed in a similar form in the April issue Dragon Magazine in 1986, and is modified and provided here for help flesh out your character:

STARTING AGE TABLE

Race	Starting Age*
Dralasite	24 + 1d10 years
Human	19 + 1d10 years
Vrusk	17 + 1d10 years
Yazirian	13 + 1d10 years

* At the Referee's discretion, this roll can be made open-ended: when a 10 is rolled, add 10 to your character's age and roll again. If you roll another 10, do the same. Continue rolling and adding until a non 10 is rolled.

AGE CLASSIFICATION TABLE

Race	Mature	Middle Aged	Old	Ancient up to...*
Dralasite	25-75	76-115	116-175	...195+10d10
Human	20-60	61-90	91-140	...156+8d10
Vrusk	18-50	51-80	81-125	...136+7d10
Yazirian	14-40	41-60	61-100	...107+6d10

* a character is *Ancient* if he's older than the "Old" category, up to his maximum age (rolled).

COLOR

Is your character a blond or a brunette? And just what color options exist for a Yazirian anyway? What color are the wings? How about a Vrusk's antennae? It's hard to assess possible colors to all the races, but general coloration can be found in the main book and also in character descriptions from various published sources. The tables below can be used to generate basic coloration. Basic coloration means skin for a Dralasite or Human, but for a Yazirian or Vrusk it refers to the dominant overall coloration. Vrusks have different colored joings (typically orangish) and Yazirians have a slightly

darker coloration to their manes and hair tufts at the shoulder and elsewhere.

BASIC COLORATION TABLE

Roll	Dralasite	Human	Vrusk	Yazirian
01-15	Near White	Black	Aquamarine	Brown
16-30	Light Gray	Pink	Light Green	Blond
31-45	Med Gray	Tan	Dark Green	Tan
46-60	Deep Gray	Olive	Gray-Green	Gold
61-75	Dark Gray	Dark Tan	Yellow-Green	Copper
76-90	Near Black	Brown	Gray	Reddish
91-00	Black	Porcelain	Pale Lime	Black

EFFECTS ON CHARACTERISTICS

This section is optional. It provides a little bit more complexity to the rules, so some Referees may wish to ignore the effects provided here.

Now that you know your general size and age, how do these things affect your character? Certainly being ancient makes someone move about slower, and probably lowers some physical ability scores. Being Tiny should help you with your general dexterity but might make you a little less mighty. But how exactly does all this work together?

The Characteristic Effects Table summarizes all of this. Apply the modifiers for your character's Height, Weight, and Age. Note that STA generally refers to durability and ability to take damage more than overall health and fitness where this table is concerned. When making STA checks relating to general fitness, the modifier may not apply.

CHARACTERISTIC EFFECT SUMMARY

Age	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	Move
Height:					
Tiny	-10/-10	+10/+10	--/--	--/--	-10%
Short	-5/-5	+5/+5	--/--	--/--	-5%
Below Avg	--/--	--/--	--/--	--/--	--
Average	--/--	--/--	--/--	--/--	--
Above Avg	--/--	--/--	--/--	--/--	--
Tall	+5/+5	-5/-5	--/--	--/--	+5%
Towering	+10/+10	-10/-10	--/--	--/--	+10%
Weight:					
Skinny	-10/-10	+10/+10	--/--	--/--	--
Thin	-5/-5	+5/+5	--/--	--/--	--
Lean	--/--	--/--	--/--	--/--	--
Average	--/--	--/--	--/--	--/--	--
Husky	--/--	--/--	--/--	--/--	--
Overweight	+5/+5	-5/-5	--/--	--/--	-5%
Obese	+10/+10	-10/-10	--/--	--/--	-10%
Age:					
Youth	-5/-5	+5/+5	-5/-5	--/-5	--
Mature	--/--	--/--	--/--	--/--	--
Mdl-Aged	-5/-5	--/--	+5/+5	--/+5	--
Old	-10/-10	-5/-5	+10/+10	--/+10	-25%
Ancient	-15/-15	-10/-10	+15/+15	--/--	-50%

These effects are categorically cumulative. An Old, Tiny, Obese person would have a total of -10 to STR and STA, for example: -10 for being Tiny, +10 for being Obese, and -10 for being Old. That same person's movement rate would be -10% (for height) + -10% (for weight) + -25% (for age)... poor old little fat guy doesn't get around as well as he used to: -45% to his movement rates!

AGE DESCRIPTIONS

Height and weight carry with them their own explanation, just by looking at their descriptors. Age, on the other hand, may require some explanation:

Youth: Characters who are below the age shown for "Mature" are considered Youth. Youth have a penalty of at least 5 applied to STR, STA, INT, LOG, and LDR, but often a bonus of at least 5 applied to DEX and RS.

Mature: these characters are the assumed ages of the characters at the start of the game, no attribute modifiers.

Middle-Aged: Subtract 5 from STR and STA to represent the reduced fitness of the slightly aged. Add 5 to INT and LOG scores to represent acquired wisdom and insight. Hair becomes grayed if Human or Yazirian, metabolism slower. Middle aged Yazirians can only glide 75% as far as they used to. In most cultures of most races, add 5 to LDR but not to PER to represent the respect given to the middle-aged.

Old: Subtract 5 more from STR and STA, 5 from DEX, and RS to represent the continued degrading of physical fitness. Add 5 more to INT and LOG to represent the knowledge and forethought that comes with age, and the patience that is required to apply it. Characters at this age often have white or silver hair (if Human or Yazirian) or have dull or muted external colors (if Vrusk or Dralasite). Old Yazirians cut their gliding distances in half. Movement rates for all Old characters are reduced by 25%. In most cultures of most races, add 5 more to LDR to represent added respect.

Ancient: Characters this old subtract another 5 from STR, STA, DEX, and RS and add 5 to INT and LOG scores. They probably have little hair remaining (if Human or Yazirian). If Vrusk or Dralasite, their skin coloration loses all hue, dulling to a neutral gray. Ancient Yazirians can glide only in theory... if they must try, they can manage to land without being hurt but cannot glide much more than that. Movement rates for Ancient characters are cut in half.

OTHER RACES

When considering playing races other than the core ones from Alpha Dawn, you may adapt these tables quite easily. Here's a basic guideline (of course, individual races vary dramatically from these percentages):

OTHER RACE HEIGHT TABLE

Height	Percent of "Average Size"
Tiny	75%
Short	85%
Below Average	95%
Average	100%
Above Average	105%
Tall	115%
Towering	120%

OTHER RACE WEIGHT TABLE

Weight	Percent of "Average Mass"
Skinny	65%
Thin	75%
Lean	90%
Average	100%
Husky	110%
Overweight	125%
Obese	150%

OTHER RACE AGE TABLE

Age	Percent of "Average Lifespan"
Youth	...10%
Mature	...30%
Middle-Aged	...45%
Old	...70%
Ancient	...80%+8d10

ADDITIONAL DETAILS

As an option, characters may roll twice on the following table. This helps determine random information about your character that might help fill in blanks in his background, morals, general appearance, or demeanor.

If you roll 99 or 00, you will be instructed to roll additional times. If you continue to roll 99 or 00 you can end up with a large list of traits.

If you roll two or more traits that seem contradictory, either try to come up with a rationale behind it, or simply ignore one of them (whichever one you'd rather not use). Rolls that would make absolutely no sense, such as "Very long hair/antennae" for a Dralasite, are re-rolled or ignored, at the player's option.

Remember, the idea behind this table is to get your imagination flowing, and to make characters have an appearance and personality that will be fun and playable. Don't be a slave to this table and end up

Random Trait Table (Roll twice)

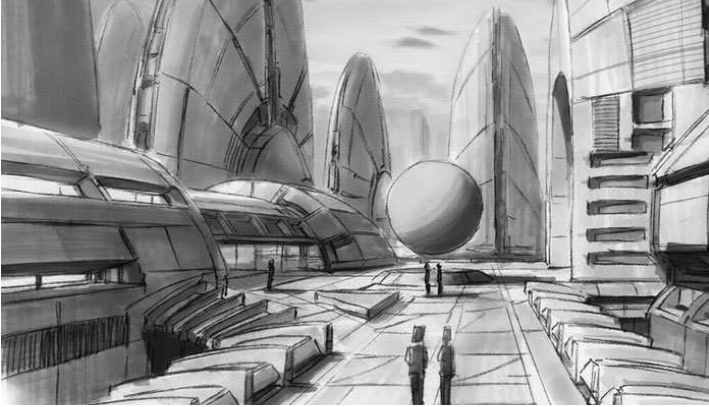
01 Allergic to something	51 Low voice
02 Always listens to music	52 Member of a Cult
03 Always serious/severe	53 Missing eye (wears patch)
04 Believed dead	54 Near-sighted
05 Birthmark	55 Nervous eye twitch
06 Bully/Aggressive	56 Oblivious
07 Can't be serious	57 Outcast
08 Clean Cut	58 Outgoing
09 Cocky/smart-ass	59 Overconfident
10 Collector	60 Paranoid
11 Composed, collected	61 Polite
12 Corny	62 Prejudiced against a race
13 Cut & dried, matter-of-fact	63 Professional
14 Cynical	64 Quiet
15 Dead stare, look of a killer	65 Religious
16 Debonair	66 Reserved
17 Deceitful	67 Romantic
18 Dignified	68 Scar(s)
19 Dirt poor family	69 Serves a master
20 Distinctive equipment	70 Sexy as hell
21 Distinctive facial feature	71 Shallow
22 Dorky hobbies	72 Short-tempered
23 Dusty/dirty	73 Sings/Whistles
24 Enunciates clearly	74 Skilled entertainer
25 Exotic scent	75 Skilled farmer
26 Fashionable	76 Slurs words/talks lazy
27 Fiddles & fidgets	77 Smart, or convinced he is
28 Flamboyant dress	78 Slouches, Bad posture
29 Flips a coin/believes in fate	79 Stressed
30 Foppish	80 Stutters
31 Friendly	81 Superior
32 Gambles	82 Superstitious
33 Gentle	83 Suspicious
34 Hand shakes	84 Sweaty
35 Hard of hearing	85 Tattoo(s)
36 Has a criminal record	86 Total jerk
37 Has a secret	87 Trembles/ combat shakes
38 Has a twin	88 Unattractive
39 Heavy drinker	89 Uncommon walk
40 High voice	90 Unkempt
41 Honest	91 Unremarkable
42 Honorable	92 Unusual blood type
43 Hooded	93 Very long hair/antennae
44 Illegitimate	94 Vigilante
45 Likes to eat	95 Wealthy
46 Likes to run	96 Wears hats
47 Likes to wear some color	97 Weirdness magnet
48 Limp	98 World-weary
49 Lisp	99 Roll Two More Times
50 Loud	00 Roll Three More Times

with a characteristic you really wouldn't like your character to have.

For example, if you roll a 25 and a 98 then your character smells of exotic spices, perhaps from the food of his homeland or from some favored cologne or perfume, and is world-weary, perhaps because he's traveled a great deal or hates layovers. He sighs and rolls his eyes at the prospect of long trips. This helps build an image of a character who's exotic and has been everywhere, perhaps has friends or enemies on some worlds.

CITY ENCOUNTERS

By Daron "Dan" Patton



Your characters are stuck on a layover in the Prenglar system, and have 3d10-3 days to wait until the next starship leaves port. Great. Now what are you going to do? Well here's a handy little table I came across on the 'net while googling around. Whenever you have to make a stint on a civilized Frontier world more interesting, simply roll d100 and see what happens to the characters once every few days. These situations can spark mini-adventures. Sounds like more fun than "You spend eleven days on the planet and on the twelfth day you board the starliner."

Note that the original author of this table obviously used Zebulon's Guide to the Frontier and the optional races printed in issues of Dragon Magazine. If you roll a result that uses a race from a supplement you don't have or choose not to use, simply replace it with a standard Frontier race of your choosing.

1. A well-thumbed hard copy of Reflections of a Humble Servant lies on a park bench, an empty monorail seat or other convenient location; barely legible scribbles in the margin of the book says "The Council of Worlds must pay with their lives."; no being will be around to claim the book or will have been seen leaving it where it is discovered
2. A food vendor offers the PCs samples of new Vera Lee cake, which is delicious to anyone taking a bite; unfortunately, the flavor enhancer for the cake is a chemical analog of Telol for the following 2hours anyone who sampled the cake will behave as if dosed with the truth drug
3. A fast-talking Vrusk street vendor is selling little toy 'Burfees', fist-sized fuzz-balls that repeat anything said around them in an annoying cartoon voice; any Dral in the party must make a LOG check with a -10 to avoid paying the 5 Credits to get one, which id will play with incessantly for 1-10 days
4. Soller Chili Parlor Mascot, Solar (giant caricature of a yellow sun with a wide-brimmed sombrero-ish hat), approaches the PCs and offers them coupons for a free soft drink with the purchase of a Ranger Meal
5. Yazirian child running loose through a public area, screaming and giggling at the top of her lungs before disappearing around a corner
6. Osakar who does not speak a word of PanGal (p-vox won't be programmed to translate the obscure tongue that she's speaking); she will keep asking "Yato? Yatto?"
7. Holo-fielded tri-vid star traveling incognito (the field will short out at the moment this NPC meets the group)
8. Deaf old Yazirian wearing a SpaceFleet veteran pin keeps asking for directions repeatedly saying "Speak up!" no matter how loud the PCs are
9. Bounty Hunter looking for someone just like one of the PCs who defaulted on a starship loan
10. A chronocom 'baps' into mid-air in front of the PCs, hangs there for a moment then falls to the ground; the chronocom is ordinary and works, but is inscribed with the name "Slingshot" Simmons; a public records check will note that a Simon "Slingshot" Simmons was killed a year ago to the day in a bap bin accident
11. Sathar agent slips a tiny package into one of the PC's pockets/clothing
12. Three SpaceFleet sailors on shoreleave (very drunk)
13. Three LandFleet soldiers on leave (even drunker)
14. Disgruntled TranStar delivery being who pulls a blaster and starts shooting at random individuals
15. Malfunctioning service 'bot keeps calling one of the PCs "Master/Mistress" as it continues to follow the party around
16. Saurian who will take offense at whatever the PCs say (even a greeting) and will challenge one or all to a duel
17. Billi-creditaire who dresses shabbily and has lost his/her/its chronocom
18. Bum who dresses shabbily and claims to have lost his/her/its chronocom
19. "Civilized" UI-Mor Chieftain taking a tour of the city has been separated from his/her guide; he speaks only broken PanGal
20. Inconspicuous person with barely noticeable (INT check) growth on his/her neck that is actually a Sathar mindcontrol creature
21. Prostitute in dire need of credits approaches one of the PCs, offering his/her/its services; the prostitute's pimp arrives moments later and watches to see how well his 'worker' is doing
22. Local police threaten to 'run in' the PCs if a little money (d10x10 Cr) isn't forthcoming
23. Humma just waking up in the street to discover someone has shaved its head into a mohawk
24. Ifshnit businessperson carrying a briefcase offers to pay for temporary escort service to the local spaceport
25. Mhemne (see KH3 and KH4) accidentally bumps into the most hot-headed of the PCs
26. Thief fleeing from a bank toward the PCs; he chucks a bag of loot to one of them as he passes
27. Prize krik has escaped from the local zoo and is rampaging through the neighborhood
28. Two vehicle skimmer accident (fender bender) that the PCs witness
29. Frontier scouts selling cookies, using their most persistent sales tactics
30. Vrusk with three leg casts has just dropped a bag full of Ool melons (fist-sized) at the most inopportune time (e.g. middle of the street with oncoming traffic)
31. Retired SpaceFleet officer who drones on and on about his/her/its service time

32. Sathar with two blasters firing into the air as he exits a building (this is actually a S'sessu actor and the PCs have wandered onto a section of town 'cleared' for a movie production)
33. Old love interest of one of the PCs
34. Chukka who chitters at the PCs, then runs down an alley or other secluded area and disappears
35. Wallet with 1000 Cr worth of notes and no ID
36. Nasal-voiced passerby decides to strike up a conversation with the PCs
37. Ghostly apparition of Admiral Morgaine appears to be talking (no sound) to the PCs, lasts for a few moments before shimmering into nothing
38. Quartet of street toughs who immediately attack the group
39. Ambulance skimmer crashes into a nearby building and the doors open to reveal a cyborg human female who immediately starts running from the crash site
40. SpaceFleet recruiter decides to try his pitch on the PCs, even the mention of a criminal record doesn't dissuade him
41. Hooded acolyte from the Brotherhood of Beings (cult out of Inner Reach) panhandles the group- "Credit for a Flower, Mister?"
42. City-wide power outage that lasts for at least half an hour
43. A Mime (blasters are recommended for this encounter)
44. Adventurer looking to sell his Wartech Beta Bolt (it's an Oni-Senada) Cheap!
45. Sailsnail (furry, flying snail-like creature, popular as a pet) will land on one of the PCs and refuse to leave
46. Innocent-looking trinket lying on the ground (temporarily and secretly reduces any one individual's DEX by half); the stone is actually a silicon-based neurological parasite that interferes with its hosts neural activity (hence the lessened DEX) within 1 meter from that being
47. Reporter and tri-vid camera operator doing 'Being On The Street' interviews about whatever seems insipid to the Ref
48. Wandering Mentalist in training practices his art on the PCs but is not subtle enough to avoid detection
49. Yazirian mother looking frantically for her missing daughter
50. Dralasite Ixiol addict accosts the group for some money
51. While passing an outdoor cafe, the group sees a human run toward them with his/her hands clutched around his/her throat (he/she is choking on a bit of sandwich)
52. Gunfire is heard down an alley the PCs are passing and should they investigate, they will find a dying Dral who utters the word "Outriders" before passing on
53. Newspaper bot announces the headline that the Claw has killed again (near wherever the PCs are staying); if they buy the paper they will learn that a group identical in composition of their group is wanted by the authorities for questioning
54. The protective escorts of a Council of Worlds member are cut down by sniper fire in front of the PCs, leaving the council being utterly helpless and in the open
55. Gameshow Host who offers one of the PCs 1000 Cr if he/she will take The Dare! The Ref's chance to come up with something really outrageous
56. Jealous (and armed) spouse of someone one of the PCs may have tried to charm/seduce or even just talked to for too long!
57. Pssst! Shady Vrusk selling tickets to a sporting event at incredibly cheap prices; the tickets will be counterfeit if purchased
58. An exact duplicate of one of the PCs walks smack into the group, then runs away at breakneck speed only to disappear into a crowd
59. SilverTwin team fighting a 5 meter tall terrorbot less than 50 meters away from the PCs (think classic comic book major destruction of property)
60. Vrusk musician playing congo-like drums and a body-harness flute on a street corner
61. Frontier Relief Association worker ringing a bell and collecting contributions in his/her familiar silver kettle
62. Zethra willing to swap a recharge of up to 100 SEU for a GOOD Story
63. A hovercycle club (one member per PC) drives around the party, pointing and laughing; they are just having a good time and will leave in a minute or so unless taunted or attacked
64. Auto Bank Computer (ABC) starts firing out single credit chits (500 Cr in all) in random spurts as the PCs pass the machine
65. At the entrance to an alley, the party discovers a Yazirian trapped in tangler threads, an unbroken vial of solvaway is clutched in her partially exposed hand
66. Local radio station announcer asks one of the PCs an incredibly easy trivia question earning that PC enough tickets for the party to go to the local amusement park for the day
67. A nervous Ifshnit offers to sell a shard of the Mist Stone to the party; the crystal's internal color shifts and swirls like an encased multi-colored cloud; the bauble is nothing more than a heat-activated mood stone but give any PC who buys it an extra INT check for a game day or so to convince the player that it has some sort of supernatural powers
68. Really bad Human Comedian who is really popular with the Drals tries out some tired old jokes on the party (cramped elevators are good for this encounter)
69. An oddly dressed teenager (any race) offers the PCs a flyer for a new alternative dance club located in the fringe district of the city
70. Pizza delivery Dralasite on a hoverboard crashes into the party from behind spilling sauce all over everyone and idself
71. While eating a sandwich bought from a local street vendor, one of the PCs bites down on omething hard, which turns out to be a jewel-encrusted Twin Laurels for Manifest Gallantry award from the planet of Terledrom; the item is worth in excess of 10,000 Cr and was placed in the food by a thief who, along with some fellow rogues, will be looking for the party
72. A hover-car sized section of the street collapses swallowing a Vrusk trapped in the middle of the road; approaching the unstable edge of the hole reveals a shaft that extends at least 20 meters straight downward where muffled groans may be heard

73. Gorlian looking for someone to punch bumps into the least violent member of the group
74. A local deputy hands one of the PCs a court summons stating that he/she/it is being sued for 10,000 Cr in damage (link this to a previous bar fight, shoot-out or other destructive act the PCs assumed they got away with)
75. Undercover StarLaw officer practices his tailing technique on the PCs; if noticed he will disappear around a corner or into a crowd
76. A crazed and very brawny Yazirian suddenly grabs a human, holds a Khaddan to her throat and begins demanding that he have a skimmer take him to the nearest spaceport
77. Vrusk pick-pocket asking for the time as he relieves one or more of the PCs of their wallets, jewelry, etc.
78. An explosion rips through a nearby building, leaving the PCs undamaged but dazed; across the street a hovercar will start up and a cackling maniacal laughter will issue from the vehicle's open windows as it zooms away; the moans of survivors are heard coming from the unstable looking structure
79. A Vrusk with a small easel strapped to her back approaches the group with a colored pencil sketch of a man she just witnessed going into a nearby bank; she claims the man is wanted by local police and offers to share the 1500 Cr reward with the PCs if they can capture him
80. Dralasite asks the group for change for a 20 Cr note, passing them a fake bill should they agree to the change; this bill will automatically be discovered by the first person the PCs try to use it on and that person will call in local law enforcement who will alert StarLaw
81. A very pregnant and very angry female Humma starts going into labor, growling at the party for their assistance
82. A local sewer line breaks, spewing noxious smelling brown liquid all over the party; this should be timed to occur just before they are expected somewhere for a meeting
83. A three-meter tall, massively proportioned faintly glowing blue Yazirian will crash into the ground in front of the PCs, leaving a half meter deep crater; the feral creature will growl and snarl at the party, then flex its legs and jump out of sight OVER the nearest building
84. The sounds of racing engines can be heard as the PCs approach a street corner; two teenagers are drag racing in broad daylight on a main thoroughfare and the opposing light just turned yellow as a little girl dashes out into the street after her favorite toy
85. As a hover-limo races by, the back door opens and a Dral is shoved out the hatch without the slightest deceleration from the vehicle; the Blob bounces a couple of times and groans in agony as it struggles to its pods
86. The Triad Corsairs just won the holo-cross tournament and the home fans are visibly upset; unfortunate that one of the PCs happens to be wearing the Triad colors as a bunch of surly fans crowds out of nearby pub, shouting "There's one!"
87. A young and attractive young being (Ref's choice) walks up and "plants one" on a member of the opposite gender but same race in the party; this is a tradition observed in honor of Morgaine's Day, the anniversary of Frontier victory in the First Sathar War
88. The party walks past an alley in time to see a Vrusk dressed in high-tech looking black armor gun down a Yazirian standing with his arms raised in surrender by a dumpster; the Vrusk's mandible clatter as it turns to train a nasty-looking weapon on the party
89. A human dressed in a mask, purple tights and a bright yellow cape flies past the group (apparently without the aid of a para-wing or other aviation device) then disappears over the next building
90. Whenever the PCs enter a small local store they find its proprietor lying face down in a pool of his own life fluid; candles mark a rough geometric pattern around the dead being, all of the money is still in the register and nothing seems to be missing from the store; a cop walks in one minute after the PCs
91. An Ifshnit couple will ask one of the PCs to take their picture as they are on their honeymoon
92. A man claiming to be a holo-vid producer will rush up to one of the PCs and begin fawning over them as he tries to talk them into starring in his next picture
93. A middle-aged specimen of one of the races will rush up and place his hands (claws, paws, etc.) over a PC of the same race's eyes, asking "Guess Who?"; it's that PC's old Uncle Rheay (Ray for humans), known for his half-baked ideas and get-rich-quick schemes
94. Treaty Day Parade in celebration of the Frontier-Rim clogs the main streets as floats slowly trudge past; behind the party a couple of looters decide to swipe gear from an electronics store's window that is closed for the holiday
95. An earnest young Yazirian approaches the party, a fairly decent looking droid in tow; he has to sell the 'bot in order to pay off his family's debts and needs money quickly; he will part for with the machine (Level Two personal servant model with no problems) for as little as 500 Cr
96. A low-flying avian plops a nasty right on the newest piece of wearable gear that one of the PCs has just purchased. Even the Frontier's most advanced stain removing technology can't remove the general outline of this blotch
97. A street vendor is giving away genuine Inner Reach skin dye for Dralasites to anyone willing to fill out a marketing survey; the dye is extra strong and turns anything it touches (even metal) a garish bright orange that lasts for three months before finally wearing off (repeated washings do not shorten this period where body parts or clothing are concerned)
98. A chronocom call informs one of the PCs that a package has arrived at a local shipping company and is awaiting their retrieval; upon arrival at the shipping company, the party will be taken to a casket-like case containing a Vrusk who has apparently been frozen for storage class passage. The addressee PC is the only one legally allowed to claim this package
99. A TranStar delivery being hands one of the PCs a message sent ten years before that PC was born; the sender's name is the same as the PC receiving the message
100. An ice cream truck drives by, allowing the PCs to get a nice treat

ARCHETYPES

By Bill Logan and Andrew Modro

DRALASITE SPYMASTER

You visit your contacts once per year, treating them to a fun night above their income level. You pay off those you can, and make disappear those you cannot. You're always on the move, but keep your network strong with you at its nexus.

Your natural ability to ferret out the truth gives you an advantage in the information game. Plus, it helps that nobody would ever suspect a Dralasite of masterminding a network of spies!

CHARACTER CONCEPTS

Webspider

This Dralasite uses false identities and unlisted chronocom signals, relayed off so many locations it's impossible to trace before the conversation has ended. He sends subspace messages that only the intended recipient understands. He works in codes, secrets, and signs left in the shadows.

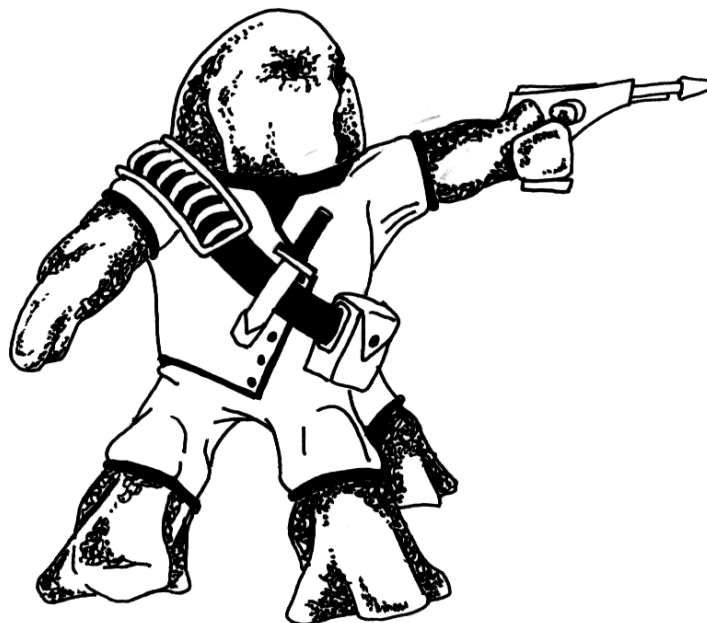
Although he'd not normally think of purchasing personal protective gear, he's not beyond purchasing protection in the more living sense. Since the Webspider Spymaster makes his living off the network of connections he maintains, it's perfectly within his character to purchase agents to guard and protect his ventures.

Rather than going out and putting himself in danger, the webspider works through a series of contacts who may or may not even know who they're giving information to. This one works from the shadows, behind screens and out of sight at all times. Anonymity is the name of the Webspider's game.

Master of Disguise

Who can really tell one Dralasite from another (except another Dralasite, perhaps)? This version of the spymaster utilizes that anonymity to change roles like humans change clothing, becoming different people for different situations.

Since a Dralasite's "Lie Detection" ability is built upon his unusual sense of smell, this Dralasite might use that sense to achieve other knowledge (at the referee's discretion). This empathic sense might give away a target's general mood based on the same evidence that would give away his deceit. The Master of Disguise would need to know these things to help him impersonate others in unusual role-playing situations.



DRALASITE SPYMASTER

STR/STA	45/45	PS	+3
DEH/RS	50/50	IM	+5
INT/LOG	50/50	RANGED	25
PER/LDR	55/55	MELEE	25

SPECIAL ABILITIES:

Elasticity, Lie Detection 5%

SKILLS: (Biosocial PSA)

Psychosocial 1, Gyrojet Weapons 1

EQUIPMENT:

Standard Equipment Pack, Gyrojet Pistol, Tangler Grenade, 18 Credits

Because of the unusual nature of a Dralasite, his ability to impersonate others is somewhat limited to identities within his own species. He can impersonate any age, and even take in air bubbles to appear larger (though appearing smaller is a bit of a trick). Although there are no skills within the Alpha Dawn game system to govern impersonation, the referee can simply use the character's Personality and Leadership skills to accomplish the trick.

"Blob. James Blob."

The archetypal spy. Dashing and debonair (for a giant amoeboid, anyway), this Dralasite moves through high society and secret danger with equal flair, relying on his native charisma and more than a few little tricks.

He probably works for an employer who supplies him with wonderful gadgets to get him out of many of his dangerous situations. He flirts and charms his way past anything his gadgets don't help with. And when all else fails, he's quick with his gyrojet pistol.

This version of the Spymaster doesn't concern himself with establishing a network of contacts. He works alone. He'll sometimes associate with another spy from some other organization, but only when it serves his purpose. He works for his employer, and that's where his loyalties are.

Counterspy

This character works within an organization, sometimes ferreting out double-agents, sometimes leading raids against hideouts of known enemy spies. His career centers around the enemy spy – either within his midst or abroad.

The Counterspy typically has permission to roam about the Frontier as needed, visiting safe-houses and agencies anywhere they're found. His role is that of an inquisitor, and other agents generally cringe at his approach.

DEVELOPMENT

Probably the most important thing for a Spymaster to concentrate on is his Lie Detection special ability. If nobody can hide the truth from him, then he'll have the potential for an amazing career in espionage. But that can't be the only thing worth developing...

Developing Abilities

Personality and Leadership are the hallmark of the espionage agent. Of course, Dexterity and Reaction Speed helps him with situations that center around agility, speed, and accuracy. But the Spymaster is someone who specializes in the acquisition of information... and with the help of his Lie Detection ability, interaction socially is one of his most important tools.

Strength has little use to the Dralasite spymaster. Stamina, on the other hand, can help you endure toxins and poisons. Intuition is another important ability score, as it represents your character's ability to sense things happening around him (as well as avoid being surprised by that enemy agent with the sniper rifle!). Logic is helpful as well, but more important than raw Logic is the development of a character's skills.

Developing Skills

Psychosocial is the most important skill your character can have. It allows for persuasion, hypnotism, empathy, and analyzing/predicting the activities of the insane. Develop this skill to help you with all aspects of your position.

Other than this, consider Demolitions (to blow up those enemy bases, or to defuse those bombs you come across in your own agency set by double-agents!) and Martial Arts (you won't always have your trusty gyrojet pistol).

Don't underestimate the value of the technical skills... the ability to tweak a gizmo, reprogram an enemy robot, or perform dangerous maneuvers in a hover cycle or ground car is important to the well-rounded master spy!

EQUIPMENT

Although no real spy equipment (other than a holoscreen) is mentioned in the main rule book, all manner of espionage-related gear is available in the Frontier.

Spymasters typically surround themselves with technology to help in their espionage-related activities. This includes robots, computers, hired NPC's and vehicles. A successful Spymaster will have to spend a lot of money – but can charge a great deal for his services! In the Equipment article in this issue, you'll find several pieces of equipment that would be perfect for use by the Spymaster!

Miniaturism: Paying twice the amount for something is generally enough (at the referee's approval, of course) to purchase a smaller version of that item. For example, a character wants to buy a miniature chronocom that is concealed in a ring. He pays twice the cost of a chronocom (200Cr) and has it. If the character isn't working for a wealthy employer, the referee may change the cost multiple for concealed miniaturisms from "x2" to "x4" or more, since specialized tooling and discrete arrangements must be made to procure such unusual and cutting-edge items.

EDGES AND FLAWS

If using this optional system found at the back of the Alpha Dawn Remastered book, you might want to consider some of these ideas.

Shadow Mentor

The character is a pawn in a grander scheme of espionage, with layers of lies piled on layers of deceit. He doesn't even really know for who he works. He is given missions and aid, but no identities. The player can call on this edge to get assistance from his unusual clandestine mentor.

S'Wis Bank Account

Your character has a secret account under an anonymous identity that only he knows the access codes to. He can use this special account to fund missions that he doesn't want traced back to him. In game, the player can invoke this edge to access his funds, 1d10x100 credits become immediately available.

Death Before Captivity

This edge is a psychological aversion to being captured mixed with an adrenaline surge capable of keeping the character out of such captivity. Maybe the character has spent time in tortured arrest, or was stranded in an isolated environment and never wants to be put into that situation again. The player can invoke this edge in-game when faced with the potential of capture, and the referee will allow him a bonus of +25 on all rolls for one turn... presumably to get out of his current predicament.

Sucker for a Pretty Face

Your character, for all his strengths and savvy ways, can be taken by a dame with a pouty lip and short skirt... no matter the race. It may not be that you have any lecherous desire for her, but you might feel protective or have a soft spot for them. When villains and enemy agents catch wind of this weakness, they'll exploit it for sure. In game terms, the referee can invoke this flaw to put a member of the opposite sex in game, to thwart the character's mission or at least cause complications... or a romantic interest? Do Dralasites have romantic interests?

Nothing But the Best!

Your character has his nose in the air – just a little, and only for things that matter. You won't pay face value for anything... you'll look for the very best, paying top credits for the most famous name brands and highest quality. In game terms, you must spend an extra 10% on all items purchased for any reason! Plus – you're more than willing to pay up to 2x the normal cost for the things that truly matter to you!

VRUSK VISIONARY ECOLOGIST

Three scans and you smile that vrusk smile. You bend down and feel the soil, smelling it carefully. You look to the sky and you are sure. This planet may not be much now, but you see it for what it can truly become. All it's going to take is a few programmed routines to simulate the life you expect to sprout from the introduction of those synthetic gestalt-tree seeds you discovered in the jungles of Triad...

All it takes is one glance for you to see a world, not just as it is, but as it could be. You manipulate ecosystems as easily as you do computer programs, often modeling and controlling the one with the other.

CHARACTER CONCEPTS

Terraformer

A dead world is a wasted world. You specialize in introducing life to places where it never took root naturally, changing the faces of worlds to open them to habitation. You do this out of a sense of wonder and desire to help a world reach its maximum potential.

You study the locations where this has been done already. You strive for the successes that launch you into the record books alongside the terraformers from GodCo, Araks, Athor... the list goes on.

VRUSK VISIONARY ECOLOGIST

STR/STA	45/45	PS	+3
DEH/RS	45/45	IM	+5
INT/LOG	60/60	RANGED	23
PER/LDR	50/50	MELEE	23

SPECIAL ABILITIES:

Ambidexterity, Comprehension 15%

SKILLS: (Biosocial PSA)

Environmental 1, Computers 1

EQUIPMENT:

Standard Equipment Pack, Envirokit, compass, everflame, gas mask, holoflare, rope, toxy-rad gauge, 10 vitasalt pills, water pack, 5 Cr.

When on inhabited worlds, you're always testing and measuring things to look for things that would help bring life to the barren wastes of other worlds. When on dead worlds, you know what it would take (or discover it if no precedence exists) to bring atmosphere, ecosystems, and life.

Some people say that you play God with the planets of the Frontier. But to you, planets are just another type of element that you can use to build the materials of the modern day. Lifeforms are the subroutines and code snippets to build a master program that governs an entire world!

Ecoterrorist

When you were a young Vrusk, you lived near a river that you swam in, played in, and fished in. You enjoyed your simple life. Then the mega-corps came and built their factories. The waste from their industries polluted the air and spoiled the waters. Your fish became more and more difficult to catch, and garbage found its way to your riverbank.

Rampant exploitation of worlds makes you more than angry; it makes you shed your fear of the law. Utilizing both computer systems and the environment itself, you work to fight against heedless, greedy corps in a never-ending battle to preserve life across the Frontier.

You may not be violently opposed to the concept or existence of mega-corporations, but you are against their carelessness. You'll use hacking, infiltration, and personal physical force if necessary. If you're able to get Star Law involved, you have the skills necessary to gather the evidence they won't be able to ignore.

Planetologist

You analyze the ecosystems of worlds in order to assist your employers, be they corporations, the government or private colonial charters. You might do a little terraforming here and there, but you use your skills primarily to analyze and exploit rather than change.

Perhaps you work for Streeel corporation, eagerly seeking new locations for mining expeditions. You never ignore an asteroid you pass by. When on an inhabited world, you're more concerned with *what* is in the soil than *who* owns it.

Or maybe you are in the employ of PanGalactic Corporation. You may be part of a response team sent out to investigate new planets, equipped with the latest survival gear and assistant robots. You seek to name what you find, and enjoy the adventure that comes along with investigating the unknown. It is your hope that you will find that special something that changes everything...

You could be freelance. Maybe you investigate on your own, or as part of a group of intrepid explorers. You fund your missions by selling the information you come across. Information is just as valuable as Credits in the modern Frontier.

DEVELOPMENT

Developing Abilities

Intuition and Logic are the most important ability scores you'll want to spend experience points improving. They help you find and understand what you're exploring. Reaction Speed, although less important, can be helpful for avoiding the dangers that the new worlds have to offer. Characters who freelance should consider working on their social ability scores: Personality and Leadership. A character without a specific employee will need these social skills in order to make money doing what he does.

Don't forget the Comprehension racial ability, especially if your Vrusk is a freelance character. Being able to detect a sour deal before agreeing to it might save your career – or your life!

Developing Skills

Although you might see it as obvious to spend experience improving your Environmental and Computer skills, don't underestimate the value of Robotics in your field. Some environments aren't suitable for a Vrusk (or any other living being, for that matter). Having the ability to program a robot to get samples and perform basic exploration operations would be helpful – and nobody else has done it yet! Be the first to come up with a standardized Explorer Bot and get rich!

Since your character spends a lot of time on foreign worlds, it might be helpful to pick up a fighting skill of some sort. Since your primary skill area is Biosocial, it might be helpful to pick up at least basic Medical skill... then you'd be able to administer stimdose and staydose, or bandage up your friends when your thirst for knowledge gets them hurt.

EQUIPMENT

It's important to keep a variety of survival equipment on your person at all times. Spending money on vehicles and robots also makes sense. Don't worry drastically about weapons (although a single weapon wouldn't hurt!) but get a skeinsuit right away: it not only absorbs damage from bullets and punches, but from scrapes, falls, and rockslides.

Company Equipment: This optional rule works for the Dralasite Spymaster as well. If your character works for an employer, you can always lean on him/her for the equipment you need. The amount of equipment he or she is willing to provide is based on the most important skill relevant to the nature of your employment (the referee will inform you of which skill is appropriate to your employment, but generally it's obvious).

Skill Level	Equipment Allotment
1	500Cr
2	1,000Cr
3	2,500Cr
4	5,000Cr
5	10,000Cr
6	25,000Cr

For example: your character works as a Planetologist for the United Federation of Planets. You have a level 3 Environmental skill. Your character could bring along on a mission up to 2,500Cr of gear he doesn't have to pay for, and does not belong to him.

Losing/Damaging Equipment: You will be charged for that gear if it gets damaged or lost. Upon return from your mission, when pay is given, you'll be assessed for replacement of any gear that you don't return with. This includes used up power supplies and ammunition!

EDGES AND FLAWS

If using this optional system found at the back of the Alpha Dawn Remastered book, you might want to consider some of these ideas.

Highly Observant

This edge allows you to catch a clue or hint that you otherwise would have missed, either by failed die roll or just because you – as the player – weren't paying attention! If used with a die roll, you may invoke this edge to get a +25 to a single Intuition roll. The referee may invoke this to give you information that none of the other players grasped.

Boss' Pet

The character is well-liked by his employer and is highly trusted. He is able to act in a completely inappropriate manner or do something that someone else would be fired for doing, but then invoke this edge and get away with it. Or, when trying to equip for a mission, he may invoke this edge to get an extra d10x100 Credits worth of gear – simply given to him by the equipment bureau of his organization!

Danger Junkie

The character loves the unknown, not necessarily for the truths he uncovers but for the sheer thrill of the danger itself. The referee invokes this flaw to force the character to take unnecessary risks. The risks shouldn't spell out immediate death for the character, but might lead to a situation the player didn't want or expect.

EQUIPMENT

MISCELLANEOUS
EQUIPMENT*By Bill Logan***TAG-TRACKER**

A Tag-Tracker is a hand-held metering device. Its sole purpose is to seek Trace-Tags. It sends out a high strength radio frequency (RF) wave that bounces off nearly everything within a 5km radius, returning to the Tag-Tracker's sensor array.

When a Tag-Tracker sends out its signal, the RF energy powers the micro circuitry in any Trace-Tags it strikes, similar to the way electromagnetic fields can be induced with electrical transformers. The Trace-Tag then provides its identification number details back to the Tag-Tracker along the reflected RF signal.

The reflected details include an identification number and a distance. The Tag-Tracker sends multiple signals out at one time, and because of the nature of the shape of the RF signal, more details are calculated: the distance, and direction.

Of additional value, the general geographic shape of the 5km radius is calculated, showing mountains, valleys, contours, crevices, water, trees, and man-made structures. Even if not used to trace tags, this feature alone makes this device valuable to explorers and survivalists. The location of each Trace-Tag, along with its identification number, is shown on the small circular display as a blinking blip on the calculated map.

The Tag-Tracker is powered by a standard SEU powerclip. It takes 5 SEU to activate the series of RF blasts and calculations, allowing 4 uses from a 20 SEU powerclip. There is no powerjack for attaching a power backpack or backpack.

Note that it is possible to plug a Trace-Tag (or MedTrace-Tag) into a Tag-Tracker and type in a name to cross-reference with its number, causing the display to show the name instead of the identity number.

On worlds with heavy industrial populations, it is entirely common that satellites link population corporate databases to individual identification numbers so that medical professionals and bounty hunters can link up and determine the identity of a person simply by his Trace-Tag.

TRACE-TAGS

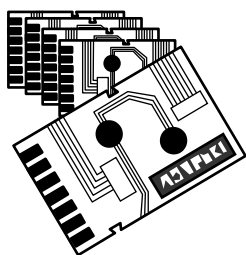
These are tiny circuit boards, 1.25cm by 2.00cm. They have passive circuitry – they have no power requirements. They are worn or carried (in a common pocket, sewn into the uniform or skeinsuit, even worn around the neck with a lanyard) by individuals whose employers must keep track of them. Each Trace-Tag has an identification number that is nearly unique (the random number seed is such that it takes several billion iterations before a duplicate identity number is generated). Trace-Tags shown in the picture below are extremely magnified to show details.

MEDTRACE-TAGS.

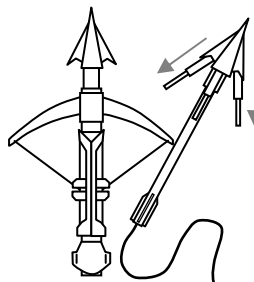
These variants of the Trace-Tag broadcast additional information about the person carrying it: heart rate, blood pressure, body temperature, blood oxygen level, etc. This extra information allows a medically-trained individual to make a diagnose attempt from far away – as long as the person carrying the MedTrace-Tag's race, gender, and general health history are known. Other than the cost, and the fact that it must be worn against the skin (or in some cultures implanted just under the skin on the inside of the forearm), it's generally treated about the same as a normal Trace-Tag.



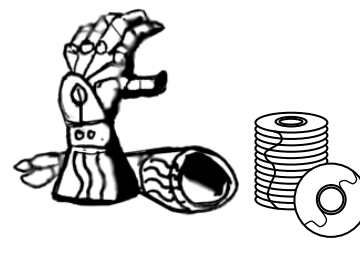
Tag-Tracker



Trace-Tags



Grapple Link Gun



Zamira

GRAPPLE LINK GUN

These devices resemble large crossbows with unique bolts, much too large and bulky for simple combat use. They are aimed and fired, and generally not meant to actually hit anything.

As the specialized link-bolts are fired, a micro-filament line is ejected from its bottom. The line remains attached to the Grapple Link Gun. When the firer of this device releases his trigger, a small current traces up the grapple line and causes the link-bolt to snap its grapples open. When fired properly, this device can properly and effectively secure itself to any pole, wall top, gargoyle, statue, window, power line, or any other item the firer can imagine.

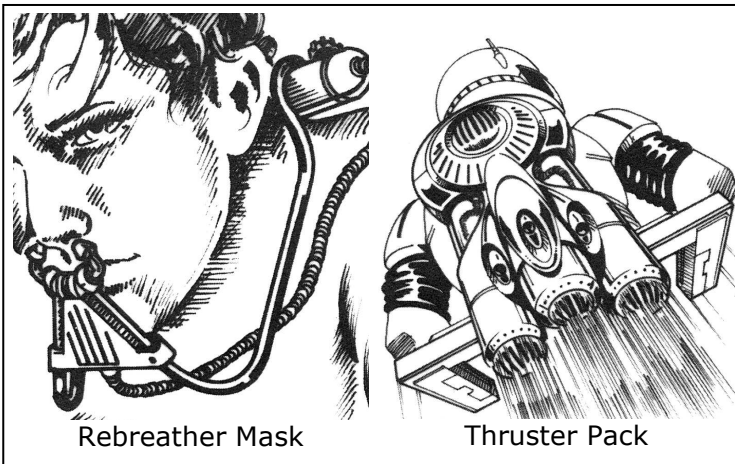
Once secure, the firer spends a turn securing the back end of the micro-filament line to some other similar structure. The Grapple Link Gun then can be used as a swing pulley, to allow someone to slide in the direction of gravity towards the far end of the secured grapple. This allows for movement between high buildings, trees, canyons, or just about any other long distance.

In Combat. If fired in combat, treat the device as a "Bow" on the weapons chart, but impose a -1 Initiative Modifier and -10 chance to hit because of the bulk and odd shape of the device. It causes 2d10 damage when it strikes, because of the size of the bolt. More effectively, the Grapple Link Gun can be used to trip up a fleeing foe. This is rolled as a normal attack, using the grapple extensions at the right time. The opponent must make a RS avoidance roll or fall, taking 1d10 damage from the unceremonious flop, and is then held by the micro-filament line and can be pulled, dragged, etc. by the firer (of course, a simple knife will end the dragging). It takes one turn to load a Grapple Link Gun with a link-bolt, and another turn to aim and fire. Despite being called a "gun," it is not intended for this type of use.

LINK-BOLTS

These large, heavy bolts are fired from the Grapple Link Gun (above). They have strong dura-plastic parts capable of firing through thin wood. The micro-filament line that comes out of the rear of the bolt is thin but quite strong, able to extend out to a range of 30 meters and hold a weight of 300kg. Remember to take into effect the increased effect of gravity on the weight of a character, and to factor in the sum of the weight of the equipment he carries.

When a link-bolt pack is purchased, it comes with three link-bolts and a handy carrying case that attaches to the belt and straps to the thigh to keep from bouncing about.



Rebreather Mask

Thruster Pack

REBREATHER MASK

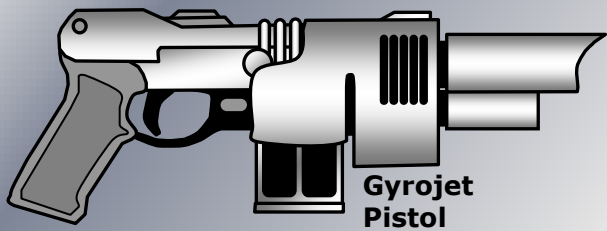
This mask seals around the face, adhering to the wearer's flesh easily. It draws oxygen through its specialized membranes, and provides sufficient breathable air to the wearer for about 120 turns (that's about 12 minutes). It cannot be worn when in normal atmospheres, only when submersed. Rebreather masks must be purchased for, and will only work for, the species for which it is designed. The membranes do not have a long self life. If kept in storage too long, the membranes wear as if used for one minute per week of storage. For this reason, they are usually hermetically sealed in a plastic shrink-wrap until needed. The mask is disposable when its membranes are spent.

THRUSTER PACK

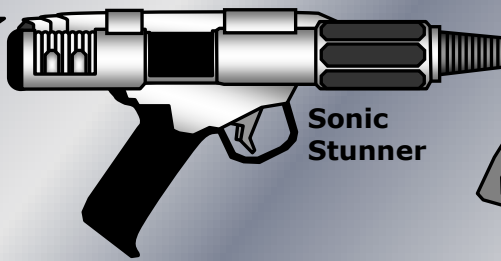
This is a heavy backpack rocket, complete with flammable fuel gel tank. It creates powerful thrust to propel a character skyward. A character can fly around at a rate of 200kph. It takes a RS roll to land effectively (or take 1d10 damage). The character cannot hover and cannot turn well (if using a square map, he must travel five squares in a straight line before making a single 45 degree turn). The thruster pack can be used for 10 hours (one day of 200kph travel) before requiring more fuel.

Yazirians may use this and take full advantage of their fleshy gliding wings. Using their wings and a thruster pack, they are able to hover, turn perfectly (one square forward and up to a 90 degree turn), and climb and dive with great agility.

Miscellaneous Equipment	Cost (Cr)	Wgt (kg)
Tag Tracker (5km radius range)	750	1
Trace-Tags (3)	100	--
MedTrace-Tag (1)	100	--
Grapple Link Gun (5/10/30/--/--/--)	300	4
Link-bolts (rack of 3, 30m, 300kg test wgt)	50	1
Rebreather Mask (by species)	100	1
Thruster Pack	500	5+fuel
Replacement Gel Tank	100	5



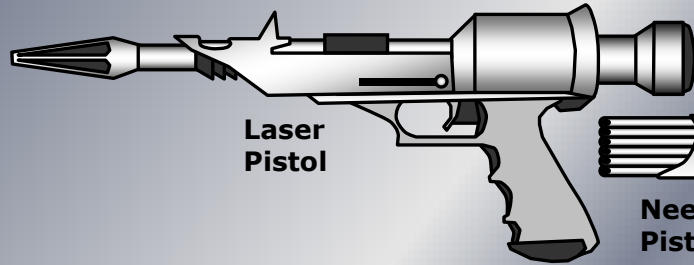
**Gyrojet
Pistol**



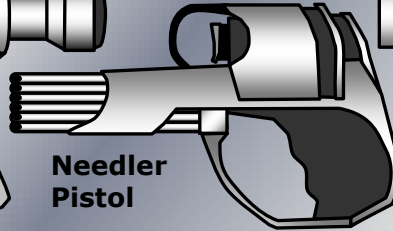
**Sonic
Stunner**



**Automatic
Pistol**



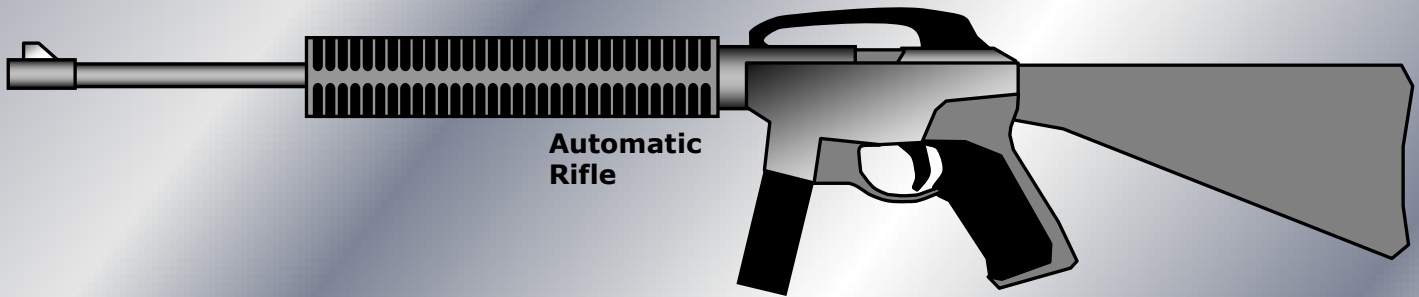
**Laser
Pistol**



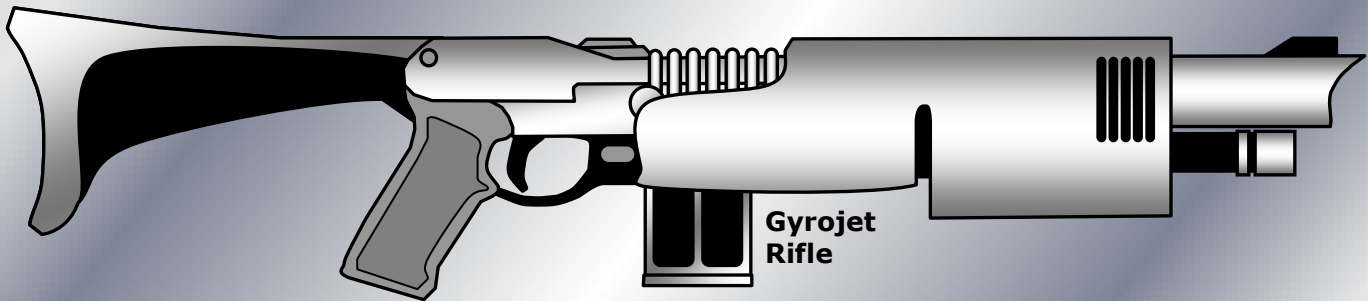
**Needler
Pistol**



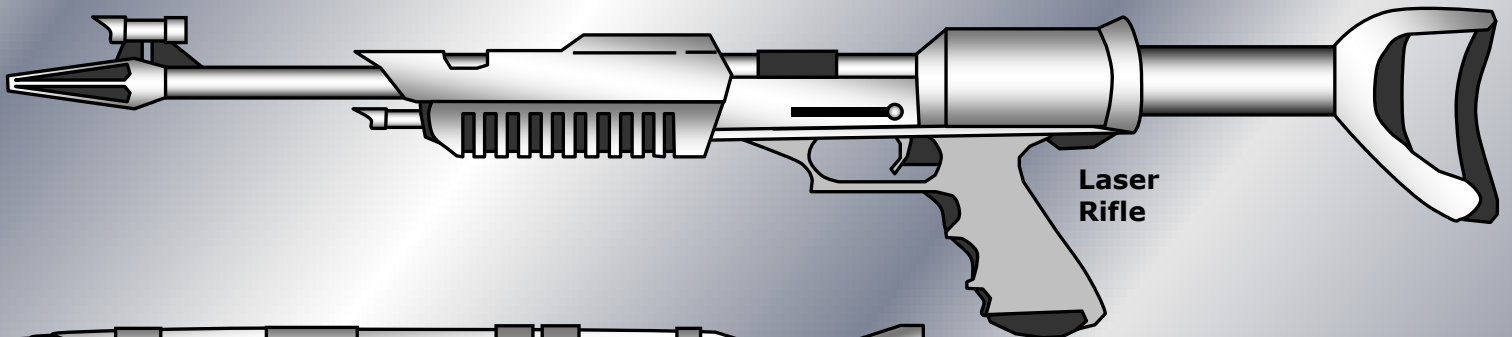
**Electro-
Stunner**



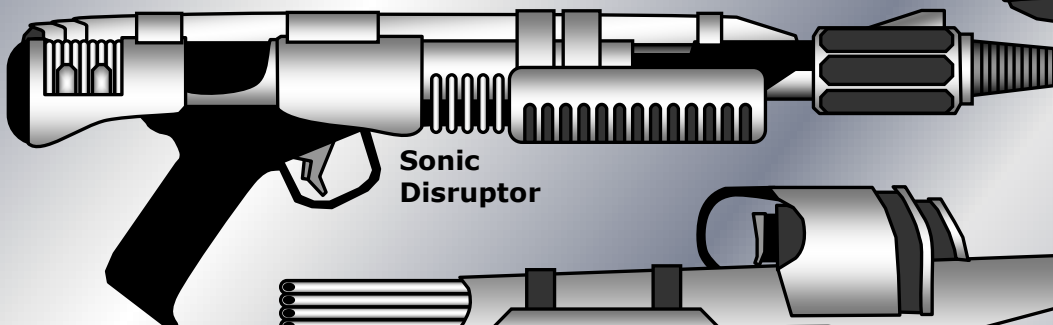
**Automatic
Rifle**



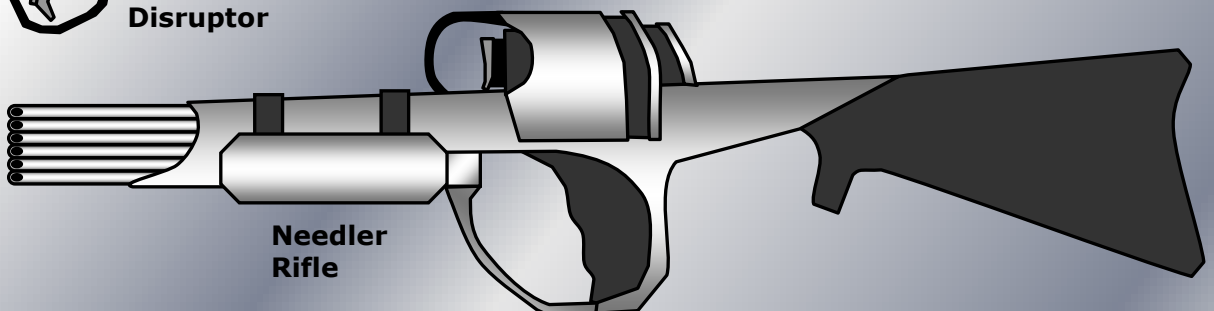
**Gyrojet
Rifle**



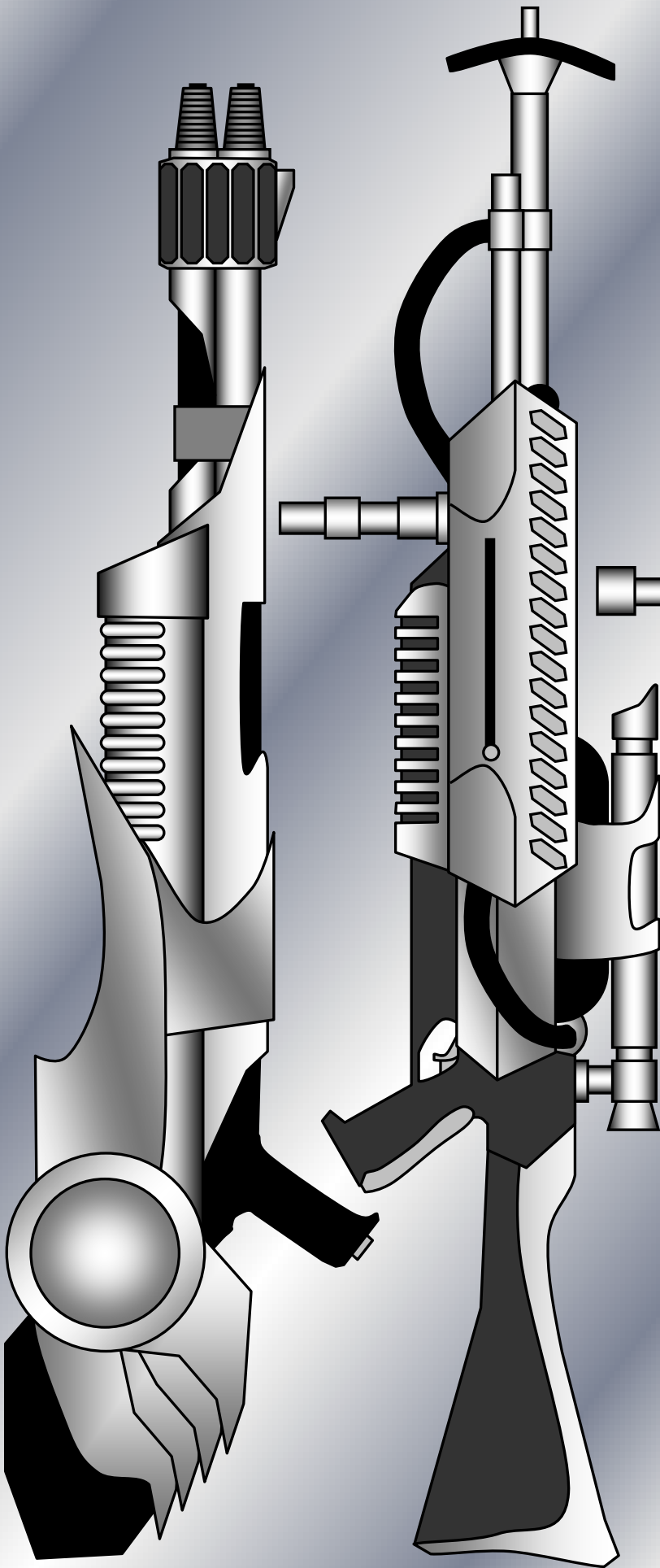
**Laser
Rifle**



**Sonic
Disruptor**

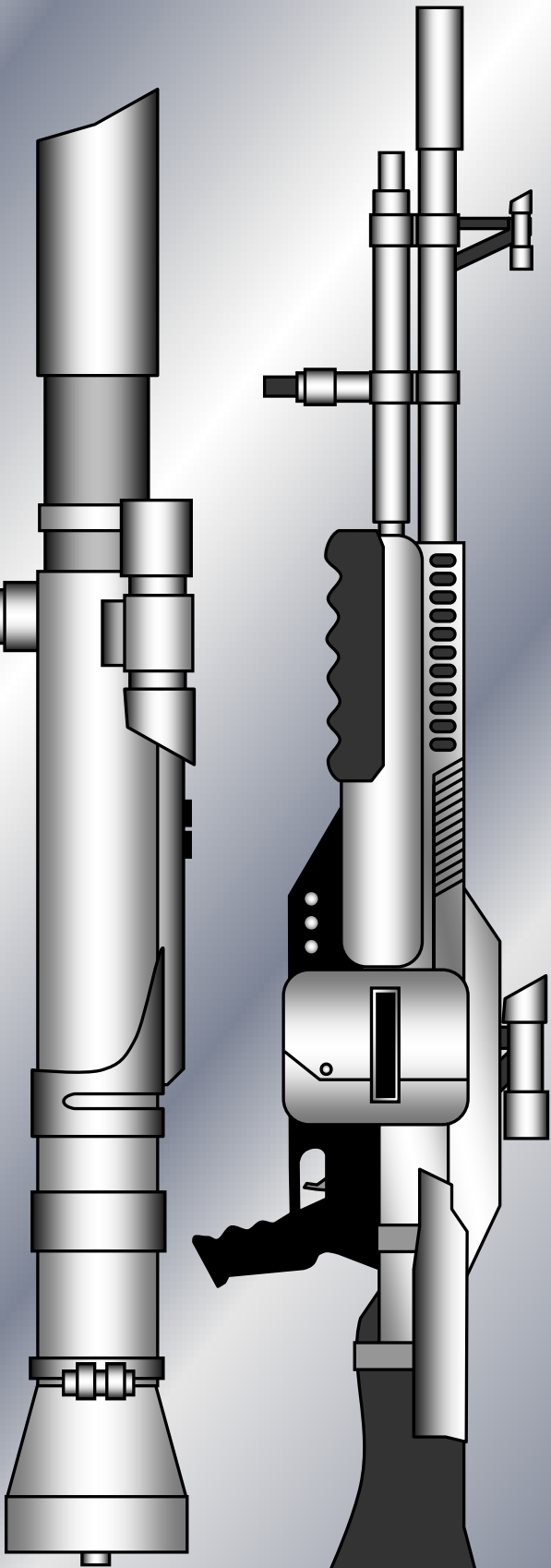


**Needler
Rifle**



**Sonic
Devastator**

**Heavy
Laser**



**Recoilless
Rifle**

**Machine
Gun**

THE ZAMIRA

*Original article by William Tracy,
edited by Bill Logan*

The Zamira has been used by the Yazirians for many centuries; it is a metallic disc about 10 centimeters in diameter, with sharp edges, used as a hurled weapon. Yazirians wear a gauntlet of light metal mesh when using this device so they will not be cut by it.

History. The Zamira was used in the early history of the Yazirians as a dueling weapon. The two Yazirians in the duel would climb separate poles about 20 meters in height with a distance of about 5 meters between them. At a given signal the Yazirians would leap from the poles and glide downwards; each would have one Zamira to throw at the other. If the duel was not between enemies, the Yazirians would try to hit each other's wing-like membranes, causing opponents to fall faster. The duelists would try to critically wound or kill each other if they were enemies.

The winner of the duel had to fill several conditions. He had to be alive when he landed, the last one to touch down, and had to land within a two-meter diameter circle which was clearly marked on the ground. One contestant had to meet all these requirements or the duel was considered a draw.

Sometimes duels were carried out using Zamiras made of softer material. These were generally non-lethal, but sometimes contestants were badly injured or slain with them anyway. Over the years the Yazirians started using the Zamira not only in duels but also in any sort of fighting. Even now in the age of space travel, most Yazirians know how to use the weapon.

Combat. The statistics for using Zamiras in STAR FRONTIERS Alpha Dawn gaming is as follows:

Zamira	
Damage	2d10 (1d10 if non-lethal variety)
Ammo	1 (itself)
Rate of Fire	1/turn
Defense	Inertia
Range	5/10/20/30/40

The chance to hit an opponent is by normal rules: half the character's Dexterity plus 10% per level in Thrown Weapons, modified by range and other factors as per the normal Ranged Weapon Modifier table. Use an additional -15% penalty if cast by a gliding Yazirian (such as during a duel).

If cast at a gliding Yazirian, a roll "to hit" that is less than or equal to 1/10th the thrower's normal "to hit" score may (at the caster's option) disable one of the target Yazirian's wing-like membranes, forcing him to cut his gliding distance in half and land quickly.

If two Yazirians are throwing Zamiras at each other, each has a chance to catch the Zamira thrown at him with the battle-gloved hand. The chance is equal to one-half the character's dexterity plus 3% per Thrown Weapons skill

level. If the gloved character is hit by a Zamira yet makes his catch percentage, he will take no damage.

Any character with a skill level of four or better has a chance to try rebound shots. For example, the character may be pinned down by gunfire in a corridor, with an assailant firing from around the corner. The Zamira thrower may attempt to make the Zamira bounce off a wall or other surface and strike the assailant. There must be a hard surface for a rebound shot to be attempted, and a Zamira can only bounce off one surface to make an effective attack. The following procedure must be used:

1. *Basic chance to hit: 1/2 dexterity (round fractions up).*
2. *Bonus: +5% per Thrown Weapons skill level instead of +10%... skill helps, but not as much as normal use of the Thrown Weapons skill would.*
3. *Add or subtract range modifiers, adding 5 meters of effective distance for the rebound itself.*
4. *Use the rest of the modifiers listed on the Ranged Weapons Modifier table of the STAR FRONTIERS Rulebook.*
5. *Subtract half from the damage roll if it hits the target, as the rebound absorbs part of the Zamira's kinetic energy.*

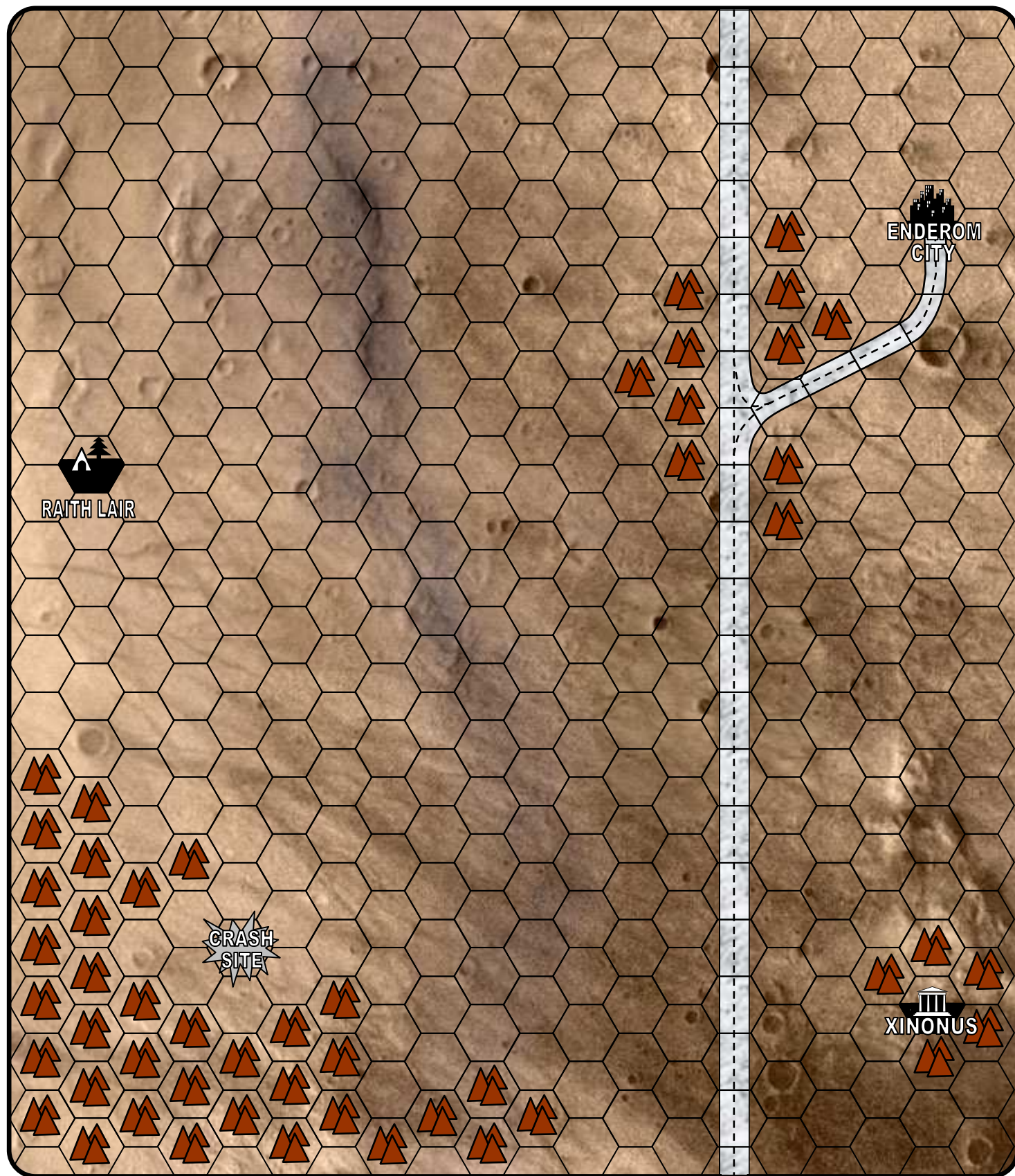
Limitations. A Yazirian will carry at most two types of Zamiras. One type is produced in a variety of colors (except red) and can be used anytime the character wishes. The other type is dark red, and can only be used against that Yazirian's life-enemy. Often the red Zamira will be carried as a sign of honor if the Yazirian chooses a life-enemy that is not a living being, such as a disease or a competitive company. Typically only one red Zamira is ever owned by a Yazirian; to own more is considered disgraceful. A character may own as many other kinds of Zamiras as he pleases.

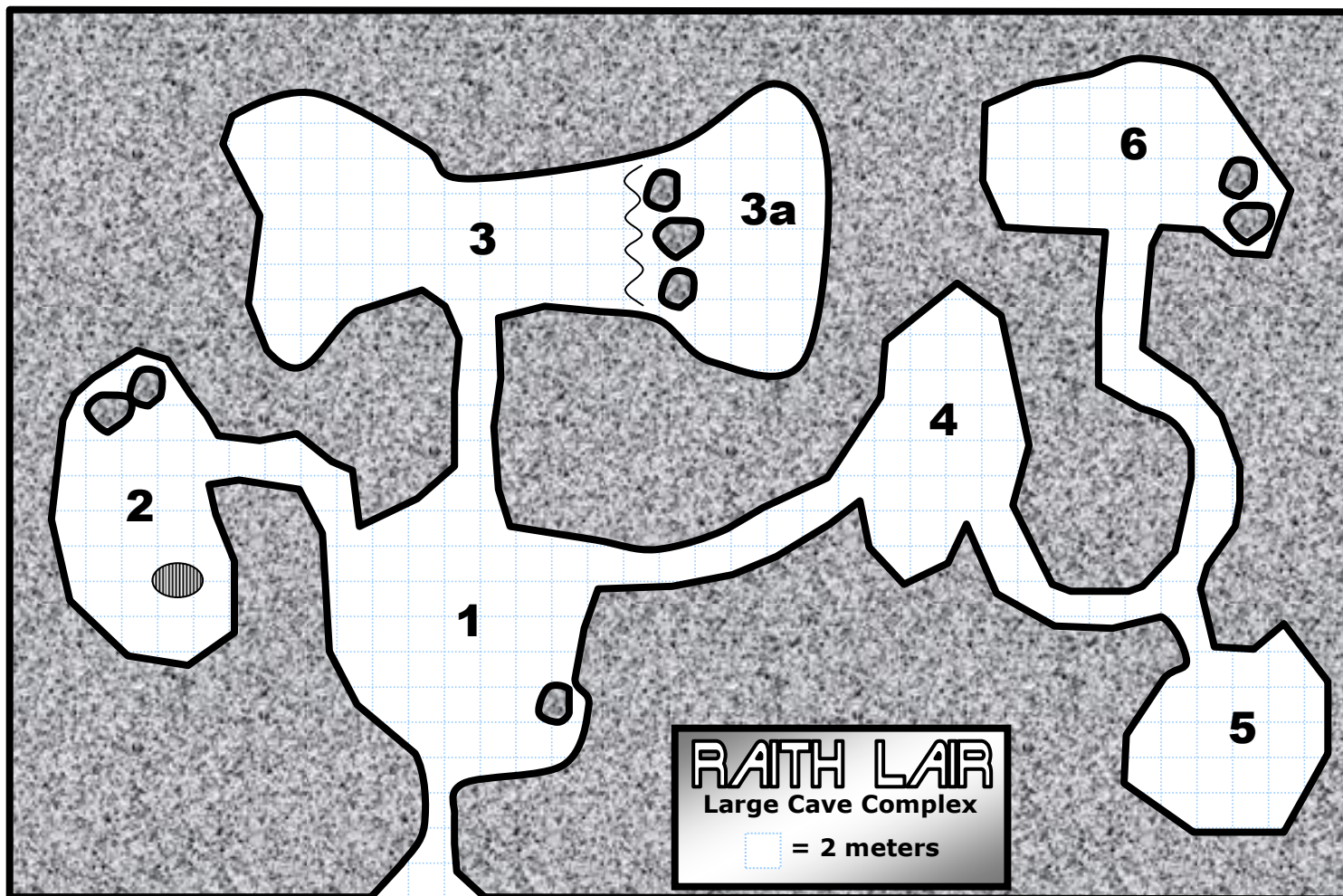
Other character races may use the Zamira, though Yazirians tend to frown upon such practices. The Zamira has a significant place in Yazirian folklore and culture, and Yazirians like to see it treated with proper respect (which they don't feel can be given the device by other races). Although they usually won't attack someone seen using a Zamira, Yazirians won't necessarily be happy to see this situation, either.

Yazirian battle gauntlets and Zamiras are made of strong, light alloy; Zamiras weigh about .5 kilograms. Game characters can never "modernize" Zamiras by adding devices to make them some sort of energized weapon.

The Zamira will always be used before any other weapon carried by a Yazirian if a life-enemy is being fought. When a Yazirian is using a Zamira against his life-enemy, he gains a +10% bonus to the chance that he will go into a battle rage, which will last as long as he is fighting his life-enemy. A red Zamira will be used against life-enemies if possible, though other sorts will do.

LOCATIONS





CAVE RATH



Type	Medium Herbivore
Number	1-10 hunting, 50-500 lair
Move	Medium, 60 meters/turn Climb 40 meters/turn
IM/RS	+4/40
Stamina	30
Attack	50% pinch/pinch or sting plus weapon
Damage	pinchers 1d10, stinger 1d10+S5/T5 poison
Special Attack	none
Special Defense	hard shell as skeinsuit
Native World	arid wastelands

- 1 Entrance.** Art lines the walls, warding away "evil that walks on 2 legs." Discarded trash can be found. If searched carefully, there is a dead human crammed behind the stalagmite in the south-east corner. His ID tag says he's Gerard Rivas. He has 12 Cr on him, and a half-empty pistol bulletclip. Making noise here attracts half the guards from area 4.
- 2 Ritual Chamber.** The stench here is strong, and is of death and rot. This is where the Raiths perform most of their rituals. Torch sconces surround a large pit, where captured enemies are thrown, sending them to the Raith god "Hazzen-Ka". The pit is actually 25 meters deep and ends in a large chamber half-filled with water where dozens of corpses lie, riddled with carrion and mold. When the characters arrive, there is a disposal ritual in progress, with the shaman preparing to dump a human child down the hole. She yells for help, certain "uncle Gerard" will come to her rescue. She is Vera Rivas.
- 3 Audience Hall.** This is where the Raith king holds audience with visiting Raiths from other warrens or with any Raith from his own warren who wishes to speak to him. Outsiders are never permitted here. There are always 10 Raith elite guards here. The king himself has bedchambers secreted behind stalagmite/stalactite columns (shown as area 3a on the map) where his harem provides him with royal companionship behind a tapestry depicting his valor.
- 4 Guard Post.** There are always 2d10 Raith soldiers here. They each have a bone whistle carved from enemies they've slain. When blown, all able men and women will come to arms (50 of them will arrive over the next minute). They guard the families of the warren from assaults.
- 5 Living Area.** This is where the families of the warren relax and eat, play games, and enjoy one another's company. The chamber is fairly small in this warren, but in some it is quite expansive. This area is normally not for outsiders. During times of war, this is where the wounded are tended and weapons stored.
- 6 Inner Lair.** This is where the families of the warren sleep. The bulk of their number can be found here at night, where they snuggle up together in family groups. There is no privacy here; all activities are shared. Weapons are kept up high on shelf-like formations to be grabbed if necessary. In this particular warren, there are 250 total Raiths, divided equally among men, women, elderly, young, and soldier (soldiers are about half men and half women).

ADVERSARIES

A PRICE ON YOUR HEAD

By Bill Logan

Whether you've attracted the negative attention of a crime boss, built up a gambling debt you can't pay, stolen something of great value to someone, or double-crossed the CEO of a megacorporation, sometimes characters get a price on their heads. When this happens, they attract the attention of two types of people: bounty hunters and assassins. Although similar in professional focus and demeanor, the two vary in moral code and successful execution of their missions. This article focuses on assassins.

ASSASSINS

An assassin doesn't care about the "or alive" part of a "Wanted" poster. They consider it a personal objective to hunt people and to best them. Maybe they've hunted just about every other beast the Frontier has to offer and they look for the challenge of the desperate sentient. Maybe they have a sick streak and prefer the violent approach. For whatever reason, they bring back the head of their target in a bag, and smile while they accept their high payment.

Perhaps your players haven't become the target of assassinations. Maybe they are themselves assassins for hire. In that case the adversaries provided here could serve as contacts, rivals, or allies. It's far safer to have them as these than as enemies.

GENERIC ASSASSIN STATS

Most assassins come in one of the three career levels shown here (Rookie, Professional, or Elite). Depending on the difficulty of the target or the complexity of the hunt, a Professional assassin may employ the aid of 1-5 Rookies, while an Elite assassin might employ the use of 1-5 Professionals.

Note: Rookie assassins are built with standard character generation rules then given 15 experience points worth of growth and 1500Cr worth of gear. Professional assassins are built with 50 experience points of development and 5,000Cr of gear, while the deadly Elites are built with 100 experience points worth of growth and 10,000Cr worth of equipment.

ROOKIE ASSASSIN

STR/STA	50/50	PS	+3
DEH/RS	45/55	IM	+6
INT/LOG	60/50	RANGED	23
PER/LDR	40/50	MELEE	25

SPECIAL ABILITIES:

By Race, don't forget ability score modifiers.

SKILLS: (Military PSA)

Projectile Weapons 2, Beam Weapons 2, Environmental 1

EQUIPMENT:

Envirokit, laser pistol, automatic pistol, 2 frag grenades, standard equipment pack, military skeinsuit, 1 extra 20 SEU clip, 1 extra pistol bulletclip, 108Cr

PROFESSIONAL ASSASSIN

STR/STA	50/50	PS	+3
DEH/RS	55/56	IM	+6
INT/LOG	60/50	RANGED	28
PER/LDR	40/50	MELEE	28

SPECIAL ABILITIES:

By Race, don't forget ability score modifiers.

SKILLS: (Military PSA)

Projectile Weapons 3, Beam Weapons 3, Environmental 1, Psychosocial 1, Melee Weapons 1, Martial Arts 1

EQUIPMENT:

Envirokit, laser pistol, automatic rifle, sonic sword, 2 frag grenades, standard equipment pack, albedo screen, civilian skeinsuit, Power Backpack, 5 rifle bulletclips, IR Goggles, parawing, 250Cr

ELITE ASSASSIN

STR/STA	52/50	PS	+3
DEH/RS	60/61	IM	+7
INT/LOG	60/50	RANGED	30
PER/LDR	40/50	MELEE	30

SPECIAL ABILITIES:

By Race, don't forget ability score modifiers.

SKILLS: (Military PSA)

Projectile Weapons 3, Beam Weapons 5, Environmental 1, Psychosocial 1, Melee Weapons 1, Demolitions 1, Computers 1, Martial Arts 1

EQUIPMENT:

Envirokit, laser pistol, automatic rifle, sonic sword, 2 frag grenades, standard equipment pack, albedo screen, civilian skeinsuit, Power Backpack, Power beltpack, 5 extra rifle bulletclips, Infra-red Goggles, parawing, anti-shock implant, exoskeleton, 750Cr

STR5255STA

DEH6061RS

INT6050LOG

PER3555LDR

INITIATIVE MODIFIER+7

PUNCHING SCORE+3

RANGED WEAPONS30%

MELEE WEAPONS30%

CURRENT STAMINA



NAME BASTIAN KANE, ELITE HIT-MAN

RACE HUMAN AGE 36 YRS

GENDER MALE HEIGHT 2.1 M

HANDEDNESS RIGHT WEIGHT 86 KG

COMMENTS: "WE DO THIS ONE WAY. MY WAY."
BASTIAN IS A TALL, IMPOSING, SERIOUS FIGURE. HE IS SELDOM SEEN WITHOUT SUNGOGGLES ON, AND DRESSES IN LONG COATS TO HIDE HIS EXOSKELETON.
BASTIAN IS A NICKNAME, SHORT FOR SEBASTIAN. BUT IT IS NOT RECOMMENDED TO CALL HIM THAT. HE IS MERCILESS. A COLD-HEARTED KILLING MACHINE.

10M/TURN
x2 W/EXO
WALKING

30M/TURN
x2 W/EXO
RUNNING

5K/HR
HOURLY

WEAPON	DAMAGE	TO HIT	RANGE	NOTES	AMMO
LASER PISTOL	1D10 PER SEU	80%	5/20/50/100/200	CAN SET FROM 1 TO 10 SEU, ROF=2, GENERALLY KEEPS IT SET TO 5.	A*
AUTOMATIC RIFLE	1D10 PER BULLET	60%	10/40/100/150/300	ROF=3 INDIVIDUAL SHOTS OR 1 BURST: 10 BULLETS, +20 TO HIT, 5D10 DAMAGE	SEE BELOW
SONIC SWORD	5D10+PS 5D10+PS+10 W/EXO	55%	MELEE ONLY	DRAINS 2 SEU PER HIT	A*
FRAG. GRENADES	8D10	40%	5/10/15/25/50	TARGET MAY MAKE RS CHECK FOR HALF DAMAGE	<input type="checkbox"/> <input type="checkbox"/>
DOZE GRENADE	SLEEP	40%	5/10/15/25/50	TARGET MAKES STA CHECK OR KO D100 TURNS	<input type="checkbox"/>
MARTIAL ARTS	PS+1 PER STRIKE, PS+11 W/EXO.	40%	MELEE ONLY	KNOCKOUT STRIKE WHEN ROLL 01-05, 10, 20, 30, OR 40	-

DEFENSES

CIVILIAN SKEINSUIT: 50 POINTS1KG

ALBEDO SCREEN: CONNECTED TO A*2KG

ANTI-SHOCK IMPLANT-

SKILLS

BEAM WEAPONS5+50% TO HIT

PROJECTILE WEAPONS3+30% TO HIT

MELEE WEAPONS1+10% TO HIT

MARTIAL ARTS1+10% TO HIT, +1PS

DEMOLITIONS1SEE ALPHA DAWN P42

COMPUTERS1SEE ALPHA DAWN P43

ENVIRONMENTAL1SEE ALPHA DAWN P47

PSYCHOSOCIAL1SEE ALPHA DAWN P50

PSA☒MILITARY☐TECHNOLOGICAL☐BIOSOCIAL

EQUIPMENT

STANDARD EQUIPMENT PACK1KG

CHRONOCOM-

LONG COAT WITH MANY POUCHES-

FIRST AID PACK-

ID CARD-

POCKET FLASHLIGHT-

POCKET TOOL-

STAYDOSE-

STIMDOSE-

SUNGOGGLES-

RATIONS: 5 DAYS

ENVIROKIT10KG

INFRA-RED GOGGLES-

PARAWING3KG

WEAPON WEIGHT TOTAL (ABOVE)6KG

EXOSKELETON: DRAINS 1 SEU/MINUTE5KG

- CONNECTED TO SEU SOURCE B*

5 RIFLE BULLETCLIPS:☒

- CURRENT

TOTAL WEIGHT CARRIED42KG

WEALTH750 CR

SEU SOURCE A: POWER BACKPACK10KG

SEU SOURCE B: POWER BELTPACK4KG



ASSASSIN BOT

Wartech surprised the Frontier when it created the first marketed Assassin bot. It was outsourced to Tachyon Industries, but proprietary rights to their production and programming belong to Wartech. Before this, robots designed for search and destroy were marketed as "hunter bots" or "seekers." Wartech went out on a limb, defied morality polls and called this marvelous creation exactly what it is.

They work alone, using the creativity and insight of a level 5 robot brain. They maintain their own network of contacts, paying them and protecting them if necessary. They link to computer systems to navigate their catalogs, itineraries, manifests, and inventories in order to seek out their target, or clues to his existence. Once on the trail of their target, the Assassin Bot stops at nothing.

Once activated, an employer must take excellent care of his Assassin Bot, lest it thinks its employing owner is interfering with his mission. When given a target, the Assassin Bot may ask for high resources and vehicles, and if it is within the capabilities of the owner, it better be provided.

The Assassin Bot prefers to attack with two weapons. It is ambidextrous, so has no "off hand" penalty. It still suffers the -10 for attacking with two weapons, but the +10 modifier provided by use of a mono-katana offsets that so his chance to hit is the same as his chance to hit unarmed. Note that the unarmed damage of the Assassin Bot is greater than the damage caused by his weapons, but he would only be permitted one attack per round unarmed.

ASSASSIN ROBOT

Level	Level 5 can converse verbally, act independently, and can command other robots of Level 1-4
Type	Warbot
Body Type	Heavy Duty Body
Parabattery	Type 2
Move Mode	Two Mechanical Legs/Rocket Power
Move Rate	10m/turn normal, 120m/turn max. Rocket: 900kph max/100kph cruise
Limbs	Two Mechanical Arms
IM/RS	+8/80
Stamina	500
Attack	80
Damage	laser pistol: 1-10d10 shoots from chest twin monoblade katanas: 4d10ea martial arts: 6d10
Programs	Attack/Defense, Security Lock, Search & Destroy, Computer Link
Equipment	Chronocom, power light, IR Goggles, Magnigoggles, Toxy-Rad Guage, Laser Pistol, 2 mono-blade katanas, Albedo Screen, Military Skeinsuit, Power Backpack, 5 fragmentation grenades, 5 tangler grenades

Mission:

Find, Approach, and Destroy Target, return with Proof.

Functions:

Find: Use all methods available, through resourceful planning and use of established contacts, technology, and innovation, to find the target anywhere in the Frontier.

Approach: Once the target is Found, using any transportation method possible and most appropriate to the situation, find a way to be in the same place as the target at the same time. Subtlety is not necessary, but may be used if necessary for the situation. Try not to kill those who get in the way, including personal protectors of the Target, unless failing to do so would result in failure of the mission.

Destroy: In the most direct manner, cause the target to be dead, through the use of weapons, environment, or any other factor that comes into play. Do not destroy completely – must bring back some part of the target for identification purposes.

Target: The identity of the target will be programmed in via photograph scans and various other methods, including all known details of the target's life. The greater the definition of the Target, the more efficiently the Assassin Bot will be able to track and destroy it. Note that "Target" need not be a person. It can also be a creature, item, or location, which can result in some fairly impressive firework displays.

Proof: Proof can be provided by bringing back evidence that cannot be denied in any way – such as a finger, head, or un-tampered holovideo recording or living first-hand witness.

CHARACTER RACES



BOON'SHEH

By Goblinardo

PHYSICAL STRUCTURE

The teal-skinned Boon'sheh are slim, tall bipedals, usually standing at least a head above humans. Their skin is soft to the touch, and they're completely hairless except for patches of fur on their shoulders and forearms.

Their faces are unexpressive and almost skeletal, as they have very little muscle in them. Their noses are square, with tiny nostrils, and their ears are pointed and long.

Boon'sheh bodies are built for running, and as such they have little mass compared to other sentient species. Whatever physical weakness they have as a consequence, they make it up with their great speed.

Characteristics

Average Size	2.0 meters
Average Mass	55kg male, 60kg female
Average Lifespan	75 years male,
Reproductive System	heterosexual, viviparous
Body Temperature	39 degrees Celsius

SENSES

Boon'sheh senses are very well-developed: particularly, their sight, hearing and sense of smell. Tests performed by Terledrom scientists indicate that the zones of the Boon'sheh brain that deal with these three senses are in a permanent state of overdrive, and that their sensory organs are always absorbing more data than the conscious brain can process. This has resulted in the Boon'sheh developing a 'danger sense', their unconscious selves picking up warning signals from eyes, ears and nose, and forcing their bodies to act before they notice what's going on. While some individuals tend

to think of the Boon'sheh as 'fidgety' (or even paranoid), their danger sense has saved them and their colleagues from certain death more than once.

SPEECH

Boon'sheh speak in high-pitched tones, and their native language is very dependent on them. They also use many palatal and alveolar clicks when talking. While their language appears to be complicated at first, most people can learn it in two or three weeks.

Their names commonly have two or three syllables and are always preceded by the prefix "Boon-" which stands for 'person', as in Boon-Shube or Boon-Gurenn. This prefix is usually dropped in informal conversation.

SOCIETY AND CUSTOMS

The Boon'sheh were very close to developing system ships when their planet was discovered by Vrusk and Dralasite prospectors from Terledrom. They were never a prolific species to begin with, so they had no problem with the newcomers once they agreed to their somewhat arcane terms of commerce and to leave their cities alone.

While prehistoric Boon'sheh were individualistic nomads, their current society is urban and based around clans. The average clan holds around 200 people, most of which live in the same city district. There are no true Boon'sheh 'families': all children are raised by the clan as a whole, and the parent-child bond is unknown to them. Boon'sheh worship their clans and fight fiercely for them, whether in the battlefield or in the negotiation rooms, and those that do not hold up to a clan's expectations are often cast out of their districts. Most of the star-faring Boon'sheh are such outcasts.

ATTITUDES

Boon'sheh get along well with Dralasites and Vrusks, as they were the first starfaring peoples they had contact with. This feeling is mutual, though the foreign miners are amused by their lack of facial expression. Local Dralasite colonists are known to use the idiom 'To see a Boon-sheh smile' when talking about mirages and illusions.

They're mildly distrustful of Humans and Yazirians, as the former's curiosity (Boon'sheh call it 'deathwish') and the latter's aggressiveness tend to set off their danger sense more often than usual.

SPECIAL ABILITIES

Danger Sense (10%): Boon'sheh's keen senses can subconsciously alert them to perils they aren't aware of. Whenever a Boon'sheh is endangered, the referee secretly rolls Danger Sense: a success

means that the Boon'sheh becomes aware of danger (though not able to pinpoint its exact source) and can warn others of it. This special ability may be improved by spending experience points, but even if raised to 100%, any roll of 96-00 is considered a failure. No matter how keen the senses of a Boon'sheh, there is always a slight chance he can be duped.

BOON'SHEH CHARACTERS

Ability Scores

STR/STA	-10
DEX/RS	+10
INT/LOG	+0
PER/LDR	+0

Movement

Walking	20 meters per turn
Running	40 meters per turn
Hourly	5 kilometers/hour

Special Abilities

Danger Sense	10% chance to become aware of impending danger.
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BOON'SHEH MULTIPISTOL

This unusual heavy auto-pistol was made and perfected by Boon'sheh weaponsmiths. It is very large for a pistol, and fires larger bullets made only on their homeworld and available elsewhere only by special delivery or custom design (cost is 50Cr per Multiclip, 20-rounds in the magazine). The gun itself is capable of being set to one of two settings: single fire and burst. The range of the pistol is the same as for an auto rifle, and it costs 700Cr.

In single fire, it's a semi-automatic pistol, capable of firing up to 3 bullets per turn (2d10 damage per bullet), each aimed and fired with its own to-hit roll.

In burst mode, it fires a 10-bullet burst that provides +20 to hit and does 8d10 damage. If fired at multiple targets, add +1d10 per target after the first then divide damage equally among all targets.

What really makes this weapon a marvel of weapon engineering isn't the heavier sized ammunition or increased range/damage, it's the fact that the weapon can also fire ammunition designed for other auto weapons. It can use pistol and rifle bulletclips, but when doing so it is treated like a normal auto pistol or rifle.

ADVENTURE!

SAKLEETOWN

by Brian Conway

The characters are assigned as security to protect a mining operation for Streel Corporation on the Outpost world of Scree Fron. While patrolling in the jungle-like environment on Scree Fron, they encounter Yazirians, apparently primitives, gathering fruits. The "locals" appear friendly enough, yet are led by a Yazirian that seems very concerned about the party's presence. He peppers them with questions about who the characters are and what they are doing there.

The "locals" are actually Yazirian cultists. Saklee, the mono-named, self-proclaimed guru has set himself up as religious dictator of a Jonestown-like encampment. All of the Yazirians there are from various Clans, and worship Saklee as the reincarnation of the Enlightened Brothers who calmed and unified the Yazirian Clans centuries ago.

Of course, Saklee is nothing of the sort! He is a power-hungry monster who preys upon his flock. He will, at first, interrogate the players, much as the leader of the fruit gatherers did. He and his thugs rule the cult with an iron fist, and some of the believers want to leave. They will pass notes to the players to that effect eventually. Soon, Saklee tires of the presence of the mining expedition and will start a guerilla campaign against the players with the small cache of weapons that he uses to control the town. After all, the mining expedition is "squatting" on "his sacred land." Of course, according to government documents, it is actually Saklee who is the squatter!

Possible options could be a final battle where Saklee is killed. Saklee could also be a madman bent on re-starting Yazirian Clan War. Another option is a Jonestown-like mass suicide. Maybe the characters could get the cultists to rebel or help some to escape, or a wealthy citizen hires the players to rescue his misguided daughter. In any case, stay away from the Kool-Aid...

CREDIT FOR A FLOWER, MISTER?

By Daron "Dan" Patton

When the daughter of Motta Granx, Member to the Council of Worlds disappears, the party is called on

to use their connections to the Frontier's underworld to track her down. A good deal of legwork turns up the fact that her daughter Heena has joined a secret enclave on another world.

Infiltrating the The Brotherhood of Beings reveals that the seemingly benign cult has found an interesting way of financing its operations. Not only are they helping to produce and traffic the illegal drug Ixiol, they have unknowingly become a base for the evil worm-like Sathar inside the Frontier.

A HEROIC START

By Bill Logan

Create Characters. This article should help get a new campaign started. Have the players assemble, and give them some simple guidelines on character generation: Roll ability scores like normal, select a race and a PSA and two starting skills and roll for money – but buy nothing. Tell each player they must come up with why his character is boarding a starliner bound from the Prenglar system to the Timeon system. They are not adventurers, they are normal professionals of some sort or another. They don't have to know one another (though some can). Perhaps one went to Prenglar to service a robotics plant, and is returning home. Perhaps one is a military scout coming home on leave. Maybe one is an archaeologist going to study fossils on Lossend. It doesn't matter, as the character's current occupation will change by adventure's end.

New Enemies. On the ship, have one of the characters get into a scuffle with a jerk human named Icharus Wade, a traveler used to getting what he wants (including the seat one of the character's have been assigned to). If things come to blows, his big bodyguard will put a quick stop to the hostilities – and starliner attendants will help out. Eventually everything should settle, but Icharus Wade becomes established as a pompous selfish man with money and clout. His bodyguard is a veteran soldier of some skill (create him with 100xp worth of development) but no moral code.

New Friends. Have a player hit it off with a small child (of whatever race) as the voyage gets underway. The child plays peek-a-boo and is generally adorable. Have another player flirt a little with an attractive member of the opposite gender (but of the same race). Have another talk about interesting topics with an old man using his last credits to enjoy life and see the Frontier since he's only got a few weeks to live... be corny.

Complications Arise. Four days into the voyage, there is a loud explosion heard from the rear of the passenger liner. Smoke starts to fill the cabin, and panic ensues. After some time, a second explosion. An alarm claxon sounds, and the captain announces an "abandon ship" alert. Ham it up here... have beams falling on old people, children trapped by walls of intense flame, women wailing at the chaos as their husbands are trampled by the masses heading for the escape launches. The players will be too busy saving people to be the first ones to the escape launches. Give each player an important job... someone to rescue: the person they befriended earlier in the voyage.

Heroic Decisions. When they finally get to the escape launches, they're the last ones left on the ship. Only one launch remains, and it will only hold a number of people equal to the number of characters. But since they all brought someone they rescued, what will they do? They can't rescue someone then tell them: "sorry, no room for you on the launch. Bye!" Have someone notice a drawing of the starliner on the wall near the launch, showing that the pilot compartment is vacant yet reinforced to have a chance to survive a crash landing. They should send their rescued friends in the launch and take their chances in the cockpits.

Crash. When the ship crashes, make it devastating. Have the characters sustain damage (3d10 should hurt them enough but not kill them). Once on the ground, they find that they have landed on Domus, a plague world in the Alpha system. Obviously, something happened that altered the course.

New Hope. When they climb out, they will find that there are survival kits (treat as a Standard Equipment Pack from the Alpha Dawn game, or a Survival Kit from Frontiersman #1). Any character who has a skill that offers a toolkit finds one in the wreckage, and any character with a weapon skill finds that the cockpit has a strongbox with a lowest-cost version of their weapon with a single full load of ammunition. The ship's computer (right before failing completely in a dazzling show of sparks and flame) spits out a print-out of the last known telemetry data for all 10 escape pods, overlaid on a map the ship's sensors charted during descent of the layout of the planet. They have rations, they have weapons, a map, and a purpose now...

Adventures. You could do one of two things: either treat overland travel abstractly and treat each of the ten launches as a separate encounter of some sort, or drag this out over ten individual sessions, each adventure session designed to give challenge and complexity to the recovery of the passengers. Remember this is a plague world. There are diseased animals, rabid and wild from their current state. This planet was evacuated, but there are ruins of cities and vehicles. Nuclear war was the end result of the wars which escalated over the vaccination for the Blue Plague. You can state, if you wish, that the plague and

radiation are significant enough that if the characters remain too long they will start having to deal with the onset of the disease or radiation poisoning. Or, you could simply state that the levels are low enough that the characters are only in trouble from infection from diseased food or animals. Finding food is going to be difficult too... and water...

Adversaries. The characters learn that there ARE humans left on Domus, but they're diseased and mutant and would have been luckier to have died in the wars. They are crazed and operate under a martial law, using vehicles to maraud against one another and weaponry of an archaic nature (sledgehammers, tools, etc.) Only the leaders have weapons such as auto pistols. Several generations have passed since the destruction of Domus, and they've been cut off from the rest of the Frontier since then. (If desired, you could have a few of the mutated humans possess helpful mutations from the Gamma Dawn supplement, but most mutations should be grotesque and vile).

Icharus Returns. Mr. Wade will continue to be a problem. While the characters spend their weeks assembling the passengers, rescuing them from the situations they're in, Mr. Wade will be dealing with the leader of one of the more cannibalistic mutant marauders. He works out an arrangement to use their (surprisingly still functional but not understood) subspace radio. Their price: un-diseased bodies to eat. Icharus has already turned over his launch's other eight people (of course, his bodyguard is still with him). He will use trackers from the marauders to help lead them to the other launch wreckages. Once the cannibal leader is happy with the number of bodies he's been given, he'll allow Icharus to use the subspace radio to save himself.

Epic Battle. Have the salvation of each launch's passengers be a separate adventure, with its own mini-climax and adversaries. At first just have a rabid animal or two, or an isolated crazy mutant... but eventually the characters will have to deal with these marauders. They'll hear about the deal Icharus has made by one of the marauders they defeat. Eventually, there will have to be a larger battle: Icharus and his bodyguard and a large force of cannibal marauders versus the characters along with any able-bodied survivors they've assembled. The battle will be bloody and difficult, but the prize is simple: a functional subspace radio to call for help.

Aftermath. When they are finally rescued, it will be by a PanGal ship and crew. They'll be praised for their ability to save so many, and offered a job to work as a planetary search and rescue team for PanGal, given a salary and equipment budget and everything. Since being away from their own occupations has caused them to be fired from their regular jobs, this is a great opportunity for future adventure!

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Missing, Large Reward

One robotic dog. Silver and blue. Answers to the name "Chippy"

Last seen at the starport on Lossend, Timeon system chasing a robotic cat.

Chippy is equipped with Eat Shoes and Self-Defense programs.

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VETERAN MERCENARIES NEEDED!



Chronocom Subspace Relay #
488440092777200100921

Terrorist uprising on Timeon, UPF and Star Law under-equipped to handle the scope of the problem. Will pay 100Cr per day and supply with ammunition. Funeral arrangements not provided.
-Timeon local government.