JIM BURNS 1984

DWD
STUDIOS

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ISSUE 13

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STAR FRONTIERSMAN Magazine

On the cover: Jim Burns is a Welsh artist who won three Hugo awards for best professional artist. His works include numerous cover arts of the sci-fi genera. Today Jim works as a contemporary British science fiction illustrator for Arena. http://www.alisoneldred.com/
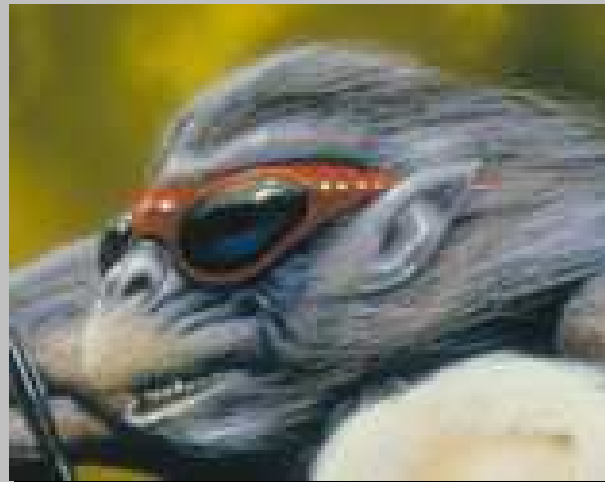
Letter from the Editor: Can you believe were up to Issue 13? I'm amazed at the content submitted by readers each issue. It's exciting to see the diversity of submissions. If you have not submitted content to this webzine consider doing so for the next Issue. We'd love to hear from you. This issue I'd like to announce a new development in our group. On the cover you will notice a "DwD Studios" logo. Bill and I would draw your attention to the announcement on page 51.

Artwork Credits:
C.J. Williams
Shell
Matthew Teigen
Bill Logan
Richard Rose
Scott Mulder
Ben Norman
Ryan Baker

FRONTIER FEEDBACK

This issue we decided to revisit past articles and ask Referee's who use Optional Rules, Locations, Equipment, Races, etc. We want the community to see what others are using in their games, suggest improvements, add new concepts and twits or simply let us know how much their enjoyed.

ABLATIVE DAMAGE INTERVIEW WITH CHRIS HARPER

Chris Harper (umungus as we know him) has been using **Bill Logan's *Ablative Damage* system** (#8-p45) in his games. We caught up with Chris online and asked him a few questions about the system.

SFman: How long before your Players were acclimated to the system?
Chris: The players seem to get it right away. It is really fast, you can tell at a glance how many dice are above 5. You aren't wasting time counting all the dice up every round. It doesn't sound like much, but it makes a big difference during game play.

SFman: Do you use the Hard Armor optional rule? Which one?
Chris: I opted not to use the hard armor rules in the article. For hard armor I use the Combat Armor by Madin Jackson (#5-p15). The armor has a percentage chance of stopping all damage. (20% for light, 40% for med., 60% for heavy armor) If it fails you simply roll damage and take away half the hits. (You can take 1/2 of five hits by taking two X's and one /) I like this idea as it is similar to how space suit armor works in Knight Hawks.

SFman: How are you resolving Punching Score damage?
Chris: That is a tough one; I have evolved a system not sure if it is a good one yet. With straight punching damage a character gets 1d10 damage with STR 45-60, 2d10 with STR 61-80 and 3d10 with STR 81-100. Punching can only do bludgeon damage and martial arts skill levels can be used for aiming (hit location). When wielding a melee weapon you get bonuses of +0 for STR 45-60, +1d10 with STR 61-80, +2d10 with STR 81-100. This is added to the normal damage of the weapon.

SFman: Do you find this system introduces more storytelling in the game by GM's and Players?
Chris: Yes. It is much more descriptive. It tells where you are hurt. It differentiates between a laceration or blunt trauma. A leg wound causes a limp. A wounded hand may cause the character or NPC to drop a weapon or have difficulties in tasks. It also encourages aimed shots. This is a big complaint in the old system.

SFman: Are PC's more apt to start a fight or find another course of action that does not involve combat?
Chris: They do tend to shy away from combat a little more. I think the perceived risk is higher. They get more worried about taking more hits to their wounded leg, then they would losing more points off their STA.

SFman: Does the damage result in a more or less lethal system, or does it seem about the same as the author maintains?
Chris: As Bill showed in the forums it makes for a less lethal system. Because you are only taking damage if a 5 or higher is rolled. So, you don't get as many raw points of damage. But you run the chance of getting an arm or leg injury that will effectively put you out of action. I think the perception is more deadly.

PAST ISSUE CORRECTIONS
UPF Order of Battle #11-p9

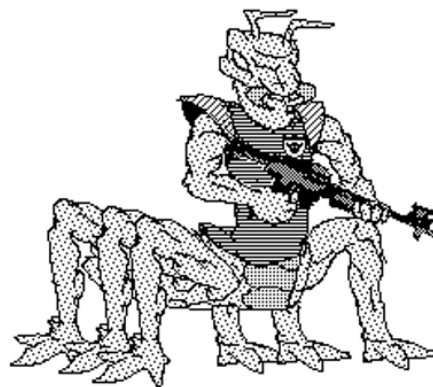### TERLEDROM
(Fromeltar System)
FF Blooph *
AS Kingfisher *
AS Perigren *
AS Redwing *

The Industrious Ifshnit #12-p44
STR/STA modifier should be
-5 instead of +5 in the table.

1985 Monochrome Macintosh Art

Matthew Teigen made these when he was 15 on a 512K using MacPaint and a mouse. Enjoy these drawings throughout upcoming issues!

ESPIONAGE PSA

By Tom Verreault

Author's Note: The Spy PSA was inspired by Bond, Bourne and a host of other spy thriller movies and books. It's intended to allow a player in the Star Frontiers setting to play the super spy. It should apply to players in campaigns where problem solving, bluff and thievery opportunities thrive!

The Spy PSA has three skills; Social Spy, Spy Craft, and Spy Gadget. Experience point cost is 4 per level as a Primary PSA and 8 per level as a Secondary PSA.

Table 1: XP Cost Table

Level	Espionage PSA	Non-PSA
Level 1	4	8
Level 2	8	16
Level 3	12	24
Level 4	16	32
Level 5	20	40
Level 6	24	48

* Character that obtains Level 6 Spy Gadget qualifies for the KH Pilot Skill (Referee's decision). *After all any spy worth his salt ought to be able to jump into the cockpit of a shuttle and fly the thing!*

SOCIAL SPY SKILL

The sub skills for this skill all involve interacting with other characters in social situations. To be a suave spy, a character will have to excel in this skill.

BLUFF

Success Rate: 60% + 10%/skill level – target's LOG

A bluff is loosely defined as a lie, evasion, or convincing someone that you are something or someone you are not. Any character attempting a bluff that does not have this skill uses ½ PER. For more difficult bluffs, the Referee may assign a negative modifier. A character with this skill is smoother and more confident in his bluff if the bluff is plausible. For example, an Ifshnit saying he is really a magically transformed Osakar is just plain silly. But an adventurer telling a member of a secret society that he is also a member of the society may work. The referee should modify the bluff based on other factors (unknown information, passwords, etc.).

EMPATHIC UNDERSTANDING

Success Rate: 10% + 10%/skill level

Empathic Understanding allows a character to gain a general impression of the mood and intentions of an individual or group. In order to use this skill, the character must be able to see or hear the individuals or group.

The information that a characters gains by using this skill is very vague and undefined. The referee should use descriptions like hostile, curious, cautious, helpful, fearful, neutral, etc.

Empathic Understanding can be used by a character only once per encounter. Dralasites and Vrusk possessing this skill have a +10% racial bonus when using it.

PERSUASION

Success Rate: 60% + 10%/skill level – target's INT

Persuasion lets a character try to convince a non-player character or group to follow a reasonable course of action he suggests. The character must explain his plan to the group or person being persuaded, not just mention it to them. If the character uses some sort of translator, he has a -10% modifier.

A character can try to persuade a group or individual only once. If the character misses his roll by 30 points or more, his audience gets mad and might do just the opposite of what the character wanted. See the Dramatics skill for further use of Persuasion.

SOCIETY

Success Rate: 30% + 10%/skill level

This skill gives the character a chance to know the social elite on a federation, planetary, or local scale. This includes knowledge of the rich and famous (including celebrities), what their status in society is, where they are located, what their interests and backgrounds are social graces and maneuvering, and finally major social activities. The skill can be invaluable when working undercover or on a specific case. (At referee discretion, Vrusk and Dralasites get a +10% racial bonus during some attempts to use this skill. The referee may also decide that it can provide a positive modifier when bluffing.)

Characters choosing this sub-skill must specify one star system (society) or other organization for the Society sub skill to apply to. At each level of advancement a new "society" may be added. At level 6 the character may spend experience points to add knowledge of more societies to his repertoire at a cost of 4(8).

A Yazirian agent activates his holoscreen before approaching the guard-booth of a high-level security outpost, after all the front door is typically the fastest way in.

SPY CRAFT SKILL

The sub skills for this skill are the actual craft of the spy. They represent the specialized training that spies receive from their organizations.

CRYPTOGRAPHY

Success Rate: 40% + 10%/skill level

Note: If a language code or cipher is used, character must know the language it is in.

This skill allows a character the chance to decode an unknown cipher or code. If the code is a specific language, then the character must know the language before attempting to break the code. Almost all of the civilized systems use the same mathematical system for ease of trading and manufacturing, so mathematical codes (which are the most common) are easier to decipher.

FORGERY

Success Rate: Forge = 40% +10%/skill level

Success Rate: Detect forgery = 60% + 10%/skill level – 10%/forger's sill level

Note: To forge requires proper tools and materials.

This skill gives a character a chance both to forge passports, signatures, and documents, and detect forgeries.

SITUATIONAL AWARENESS

Success Rate: Special

Situational Awareness is the hyper sense and sharply honed intuition of a spy that allows him to avoid danger. It provides three benefits, it allows him to
- add ½ his skill level rounded up to his IM
- add 10%/skill level to surprise checks
- attempt to read a situation for danger using ½ INT + 10%/skill level.

SURVEILLANCE

Success Rate: 40% + 10%/level -1/2 target's INT

This represents the spy's ability to covertly watch, follow and gather information about a target without the target's knowledge. This could be shadowing a target around town, a stake out near their place of residence or work and any other covert monitoring.

STEALTH

Success Rate: 60% + skill level

Stealth is the act of being and staying undetected. It is an art to keep silent and invisible. Any time your character is attempting to prowl across an open space, sneak up or down stairs, hide in the shadows cast by a factory, or conceal things in the forest through application of camouflage techniques, he is using the Stealth skill.

Spies are not always successful when attempting to be stealthy. When this happens, it doesn't mean the character's efforts are automatically noticed. Detecting a failed attempt at Stealth relies on a simple PER check by those would might be able to detect the spy.

SPY GADGET SKILL

This skill is an amalgam of all the technical specialties that a spy would be expected to master in the pursuit of his profession.

COMPUTERS: ACCESS AND OPERATE

Success Rate: 80% +10%/ skill level -10%/program or computer level

If a computer has a Computer Security program, characters must break or bypass this program before they can operate it. Defeating a security program involves a decoding process that can take a long time. Characters trying to break security must spend 1-5 hours working at the computer.

Also, before a spy tries to manipulate a program, he must find out whether the program itself has any security overrides. A security override will sound an alarm if anyone tries to run, alter or purge the program without first defeating the security override. A security override is the same level as the computer's security program. The referee should make the roll to detect a security override secretly, since many programs have no overrides on them.

The spy must be able to operate the particular type of computer he is working on. The chance to successfully operate a particular type of computer is 80% plus 10 x the spy's level, minus 10 x the computer's level. A roll of 96-00 is not automatic failure. Once a spy has operated a computer successfully, he can operate that computer anytime, unless it is modified.

DETECT & DEACTIVATE DEFENSES AND LOCKS

Success Rate: 40% +10%/ skill level – 10%/alarm level

Spies have a chance to detect security alarms and defenses. The following table lists the types of alarms and traps and their levels.

Table 2: Security Device Table

Level	Device
Level 1	Simple Mechanical and Electrical
Level 2	Motion and Pressure Sensitive
Level 3	Infra-red Beams and Sound Sensitive
Level 4	Video
Level 5	Heat Sensitive
Level 6	Personalized Recognition Devices (fingerprints, voice patterns, etc.)

Once a spy has detected an alarm or defense, he can try to deactivate it. If the character fails, the referee must decide whether the alarm goes off; if the roll was missed by only a small amount, the alarm might not have been triggered. A spy can try to open locks without the necessary "key." The level of a lock usually is the same as the level of any nearby security devices, but the referee may change this. The referee should reduce the chance to succeed if the lock is on a safe or security vault.

Forgery Kit
Cost: 150Cr
Weight: 0.5kg
Notes: Everything you need to forge.

OPERATING MACHINERY

Success Rate: 50% + 10%/skill level

Operating a vehicle includes starting it, driving it and using it to do anything it was designed to do. The chance to succeed includes the possibility that the spy may need to bypass a locked ignition to start the vehicle. Obviously, if the vehicle is damaged or out of fuel, it will not start until it is repaired or refueled.

A spy gets one chance to operate an unfamiliar vehicle. If the spy has driven this type of machine before, he can start it and drive it automatically. A spy can try to operate any ground or water vehicle, regardless of his level. At 2nd level he can fly a jetcopter. At 4th level he can fly an aircar, and at 6th level he can operate rocket-powered machines.

RECOGNIZE AND USE SPY GADGETS

Success Rate: 40% + 10%/skill level

Spies are familiar with many types of gear that are not what they appear. This is the chance that a spy will recognize and be able to use (separate rolls) an unfamiliar covert gadget. Once a spy has used a new gadget successfully, he can operate that gadget anytime, unless it is modified.

ROBOTS: IDENTIFICATION

Success Rate: 100% + 10%/skill level – 10%/robot level

A spy has a chance to determine a robot's type and level simply by looking at the robot. The chance is 100% plus the specialist's level x 10, minus the robot's level x 10. Once a robot has been successfully identified, the expert can always identify that robot (unless its appearance is changed).

Table 3: Pay Rates Table

Level	Daily Pay
Level 1	50 Credits per day
Level 2	100 Credits per day
Level 3	125 Credits per day
Level 4	275 Credits per day
Level 5	500 Credits per day
Level 6	800 Credits per day

Table 4: Notoriety Table

Level	Notoriety	Benefit
1	Unknown	You're a nobody
2	Novice	Easier to sneak into well known establishments
3	Journeyman	You're services are in demand and you almost always get your going rate, *almost*
4	Professional	Name it, you get it
5	Elite	You get it and the babe
6	Master	Can't touch this!

POLLORIA'S POTPOURRI

By Andrew Chang (AKA Fu-Man Chu)

Author's Note: This is the first installment of a catalog of weapons that I have developed my own Star Frontiers campaign. It is designed for the old Alpha Dawn rules (my personal favorite), but can be adapted to Zebulon's Guide. Within each type, they are listed in order of popularity. Feel free to print them out and use them. Feedback welcome!

Welcome to the world of computerized home shopping! Thank you for subscribing to the bi-annual catalog where you can find all the newest and highest quality equipment available in the Frontier!

For the first installment, we have scoured the Frontier for the best prices of the most popular weapons of defense -- the Blaster. Used by all levels of Law Enforcement and private citizens, laser weaponry is the most diverse in terms use and cost-effectiveness! Included here are the newest on the market, as well as the old favorites. Additionally, as a bonus, we've also included other WP (wave/particle) weapons! So browse and enjoy.

Magstar by Tunix Weaponry

Cost: *600

The blaster to which all the others measure themselves! The Magstar has proven itself time and again since its introduction to the Frontier over 20 years ago! Trusted by more Law Enforcement agents than any other laser pistol, the Magstar's reputation speaks for itself.

Game Notes: The laser pistol presented in Alpha Dawn.

LE-1500 by Interstellar Weaponry

Cost: *750

The fully redesigned line of lasers from Interstellar Weaponry leaves no room for doubt that they still have the touch. Boasting over a 1.8% increase in rate of energy deposition, the LE-1500's finally overcome that annoying habit of the grip overheating as in the previous JE-1500. The extra-cooling units also serve to make the new LE look even more intimidating – with this at your side, perhaps those Gorlian thugs will think once before they decide to bully you again!

Game Notes: Laser pistol in Alpha Dawn with increased damage per SEU setting. 1d10+2 per SEU

SD-SLCr by Armory

Cost:*600

An entire star system's military forces can't go wrong – and with the Slicer, either will you! Made entirely from the best alloys found on Pale itself, the Slicer is consistently top-rated among our customers! Order now with code "YAZRNSRULE!" and get free engraving!

LE-1000 by Interstellar Weaponry

Cost:*600

The most compact laser weapon ever developed, Interstellar truly outdid themselves here! Using the latest in miniaturized superconducting cooling magnets, the LE-1000 packs nearly as much power as its cousins into a frame half the size. For the times when discretion is needed, the LE-1000 is there… hidden safely away.

Game Notes: Decreased damage 1d10-2 per SEU (8 per SEU)

Blazer Model 250 by Special Defense Inc.

Cost: *500

Who says only the rich can afford laser pistols? SDI's entry level Blazer 250 is your perfect solution for the cost-conscious buyer! Order now and receive an extra powerclip (uncharged) as part of this cycle's special offer! You can't afford to miss this deal!

Lt. Trvock with LE-15000 Extended by Scott Mulder

Evran by Consolidated Nebula

Cost: SPECIAL *450 PRICING!! (regular *500)
C-Neb has another winner here with the updated Evran! Now equipped standard with all the features of the more expensive blaster models, it yet manages to keep its price at the SAME LOW LEVEL as the original! Why pay extra just for the logo?

Game Notes: Decreased damage. 1d10-1 per SEU (9 per SEU)

K'raktan by Tunix Weaponry

Cost:*600
Designed specifically for the Vruskan hand, none of the other "adapated" blasters can match the delicate balance of comfort and utility the K'raktan has perfected. Gone are the dust-collecting seams and rewired cooling units   - in their place, the smooth lines of the K'raktan.

Magstar F8 by Tunix Weaponry

Cost: *400
We recently acquired a whole case of SEALED UNUSED BRAND NEW F8's! Sure, these older generation Magstars don't have the latest pulse capacitors, but really, how often do you ACTUALLY max out the fluence?

Game Notes: Max SEU setting of 4. Certain weaponsmiths have been known to "upgrade" components on the F8 to increase maximum setting to 6, but at the cost of reduced reliability, with a fail on 99.

Polloria's Potpourri Weapon Table

Model	Damage AD (ZG)	SEU	Fail	Cost
Magstar	1d10/SEU (10/SEU)	1-10	99	600
LE-1500	1d10+2/SEU (12/SEU)	1-10	99	750
STD-SLCr	1d10/SEU (10/SEU)	1-10	99	600
LE-1000	1d10-2/SEU (8/SEU)	1-10	99	600
Blazer 250	1d10/SEU (10/SEU)	1-10	99	500
Evran	1d10-1/SEU (9/SEU)	1-10	99	450
K'raktan	1d10/SEU (10/SEU)	1-10	99	600
Magstar F8	1d10/SEU (10/SEU)	1-4	100	400

Damage in Alpha Dawn rules (Zebulon's Guide rules)
SEU: Range of SEU settings
Fail: A roll equal to or greater on a to-hit indicates a weapon failure
Cost: In credits

And remember Frontiersman, if Polloria's Potpourri doesn't have it, maybe it just doesn't exist. As always, enter coupon code STARFRONTIERSMAN to take advantage of the FREE standard shipping option!

BLASTHAMMER

By Bill Logan

A Blasthammer is an unusual melee weapon designed by a famed freelance frontier mercenary named Wilam Raine. He was an expert in melee weapons, and known to draw is nightstick and give anyone he wished a good beatdown. As laws in the outer worlds settled and melee weapons became less legal to carry (while inertia defenses became more prevalent and less

expensive), he worked with a weapons designer to create the Blasthammer.

Resembling a high-tech version of an ancient warhammer, the blasthammer is equipped with many of the inner workings of a simple yet effective laser pistol. It releases its wide-spread unfocused beam on impact of the hammer, and cannot be aimed otherwise. When the hammer strikes a solid surface, it releases a pulse of bright laser light causing 4d10 albedo-based damage in addition to 2d10 inertia-based damage for the weight of the hammer itself (plus Punching Score). It is powered by a 20 SEU powerclip or can be attached to a 1-meter power cord to a power backpack or beltpack.

Each strike of the lightweight hammer drains 4 SEU from the power source. When depleted, the hammer can still cause 2d10 Inertia damage (plus Punching Score). The weapon can be thrown, it is well-balanced and a skilled hurler can cause the business-end to strike a foe, releasing the hammer's blast.

Wilam Raine wielded a pair of these and gained some notoriety on civilized worlds, hiring his services to one militant cause or another, until he met his match in a revolutionary war fought on Pale during the last century. Since then, these exotic weapons have begun to gain more widespread use.

Blasthammer

| Skill	Melee Weapons +5 or Thrown +0
Damage	2d10+PS Inertia + 4d10 Albedo
Ammunition	20 SEU Powerclip, drains 4 SEU per hit
Defenses	Inertia, Albedo
Range	5/10/15/20/25
Cost	300 Cr each (often purchased in pairs)
Mass	2kg
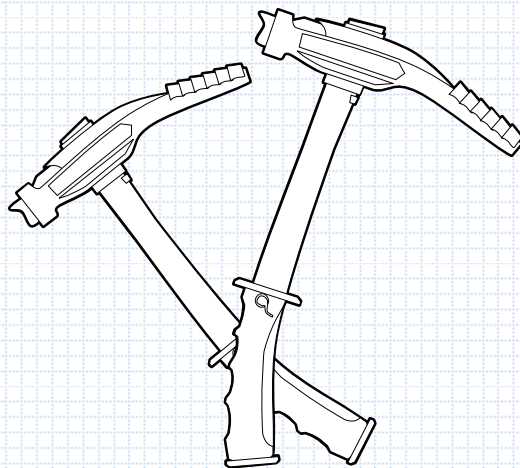
VOCAL AMPLIFIER MODULE
By Larry Moore

The VAM is a small device that sits in the mouth fitting snugly between the gum and cheek. Developed by the Clarion Royal Marines research lab on White Light it is used extensively by CRM ground forces to combat against communications jamming gear. The VAM, nick named "big mouth" by Master Sergeant Gregory Finkelman, amplifies the voice of its wearer. When communications break down officers can still be heard on the battle field.
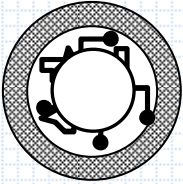
Range
VAM's amplify vocal patters up to 10x the normal distance in atmospheres rated 1 Galactic Standard. (GS atmospheric pressures is equal to 101.325 kN/m^2).

Cost
No public data is available although there have been reports of VAM's located on the black-market.

Illegal Use
VAM's can be reprogrammed to alter the vocal patterns of the wearer or mimic those of another. Spies and assassin bots often use them to mimic trusted individuals of their quarry, attempting to gather information of lure them into the open. Criminals use VAM's to alter their vocal patterns so that public and private vocalization services can't recognize them. Note to Players: It is illegal to have possession of a VAM without military consent.

Programming
VAM's are extremely difficult to alter. The Star Law and Sector 6's Research & Development teams have worked closely with planetary governments to assist in adding special programming to existing vocalization and recognition services to detect illegal VAM usage at public terminals and access points. Of course hackers deny that it's possible to tell a VAM from a real voice pattern and deny there have been reports of "snatches" by those who have used a reprogrammed VAM.

Cost
VAM's can be obtained on the black-market for 850Cr. Reprogramming costs are dependant on the hackers' skill and background. A Computer skill check -25% with miniatureonics military background would be able to reprogram the device without issues for 800Cr. However, anyone else attempting the programming suffers a 15% chance the device may not fool vocalization services.

SONIC HAMMER
By Larry Moore

WR Industries, commonly referred to as simply WRI, produces some of the most unique melee weapons in the Frontier. As most mercenary types know it's difficult to carry a side arm on civilized worlds.

This large hammer has a blunt side used to wallop opponents into submission. In addition to blunt Interia damage the hammer releases, upon impact, a sonic discharge causing 4d10 sonic damage to the unprotected. A sonic screen will nullify the sonic damage but unless the target has Inertia protection they will take 2d10 plus the attackers Punching Score damage. The opposite side of the hammer is made of a light weight metal alloy with four menacing prongs. This end of the hammer does 3d10 plus Punching Score Interia damage.

The hammer does not have an attachment for a power backpack or beltpack due to the size (and the swinging capability). During testing a lab technician fell to his death after rigging the hammer to his power beltpack, throwing the hammer at the target, missing and falling headlong off the testing platform.

Sonic Hammer

Skill	Melee Weapons +0 or Thrown -10
Damage	*Blunt:* 2d10+PS Inertia + 4d10 Sonic *Spike:* 3d10+PS Inertia
Ammo	Twin 20 SEU Powerclips, drains 2 SEU per hit
Defenses	Inertia, Sonic
Range	5/10/15/--/--
Cost	325 Cr
Mass	5kg
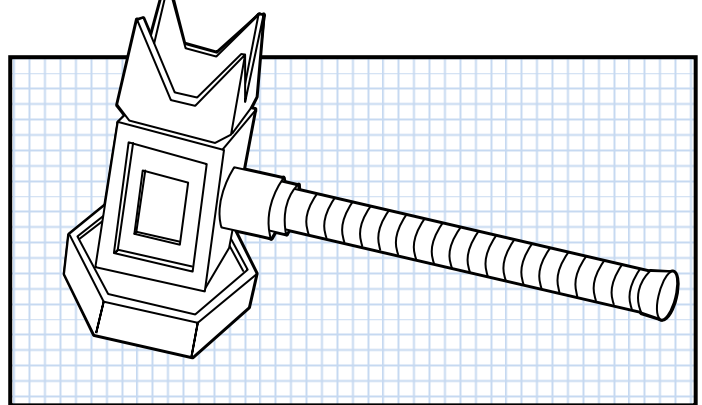
* Sonic Hammer with SureGrip. Sonic Hammer's are typically used two-handed.

Hitting with the hammer
Whenever the hammer is thrown and hits the target roll 1d10, on a result of 8+ the end of the hammer the attacker desires to use strikes the target. On a result of 1-7 the opposite end strikes. Characters with Melee Weapons may add their skill level to the die roll.
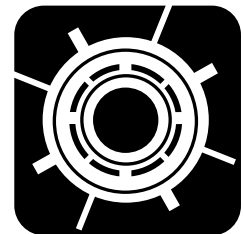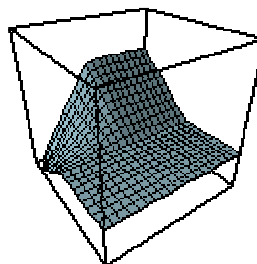
* Sonic Amplified Patterns

NET GUN

By Rum Rogue

Newar Laboratories NL4 Net Gun

Newar Laboratories (a WarTech subsidiary) has created a strange niche business and reputation for itself as a manufacturer of unusual but dependable weaponry. The Net Gun certainly lives up to that. It is a long weapon, slightly more than a meter and a half in length, and is shaped roughly like a rifle, though it features a much wider barrel. Its basic design is similar enough to most rifles that it can be operated by anyone with a Projectile or Gyrojet Weapons Proficiency without penalty.

The Net Gun uses compressed gas to fire a single web capsule at an enemy. Currently, Newar Laboratories manufactures three separate munitions for the gun; though there are rumors the corporation is developing newer, more exotic ordnance for it. The range of the Net Gun remains constant, but all other aspects of the weapon's use in combat differ depending upon which kind of ammunition is used.

The gun can accept any of the three munitions with no modifications from the owner. A web capsule is an egg-shaped projectile about 10 cm long and 7 cm wide. Upon exiting the barrel, it breaks open, releasing the net within, which expands quickly to its full dimensions. A net is fully expanded once it travels a distance of four meters from the end of the barrel – which renders the Net Gun effectively useless against foes closer than that. All nets produced for the Net Gun are square, measuring two meters on a side. Traveling at a speed of approximately 200 kph, they wrap around a target on contact, inflicting 1d10 impact damage and immediately deliver the net's specialized damage (if any). It is important to remember that the 1d10 impact damage of the net striking the target at 200 kph should be kept separate from the specialized damage of the net itself – they are not combined for purposes of bypassing armor and shields.

The size of the net means the Net Gun is only reliably effective against creatures of size Large or smaller (and robots no larger than a Large creature). Most nets are not specifically designed for capturing an enemy, but are still difficult to get free of. Upon being struck with a successful attack roll by the wielder of the Net Gun, the target must make a RS saving throw. Success indicates the target is only partially enmeshed in the net, and may free himself as a move-equivalent action. Failure indicates the target is fully wrapped in the net, and will require 1d5 rounds to free himself (this can be reduced by one round if the target has help). Either way, the target suffers the damage from the net.

Cost: 450 creds. Wt: 5.75. Mag: 1. Rof: ½. Range: -/4-14/15-24/25-34/35-40

Det-Net: The Det-Net is designed to provide effective stopping power against bots shielded against the electrical effects of the Tase-Net (see below), but is just as effective at stopping almost anything else. The net is composed of a high-yield explosive over a composite frame. Half a second after impacting its target (just enough time for the net to wrap around it), the net explodes, inflicting 4d10 impact damage and 2d10 fire damage on the target. However, if the target was able to make his initial RS save to avoid being fully entangled in the net, he will take only half damage. Obviously, the explosion destroys the net, meaning that the target (whether or not he survives) is no longer trapped within it.
*Cost:* 500 Cr per capsule.

Mag-Net: Just before the Mag-Net capsule reaches the target (about two meters away – a distance the weapon calculates through a laser rangefinder linked to the firing process) the canister breaks open and the net is deployed and energized. Generating a powerful magnetic field, the net wraps around its target, holding him effectively immobile. The strength of the magnetic field generated by the net is extremely difficult to overcome, requiring a Strength check (at -25). Because of the nature of the net, which grips tightly to itself and any metallic objects the target is carrying, it is impossible to use a RS, DEX, or any appropriate skill to worm free. The Mag-Net remains energized for one full minute.
Cost: 100 Cr per capsule.

Tase-Net: This net, composed of copper mono-filament wrapped around a composite structure, delivers a powerful electrical charge upon contact with the target. The target suffers 3d10 points of electrical damage and must make a STA check or be stunned for 2d5 rounds. This net is particularly effective against bots.
Cost: 200 Cr per capsule. ✪
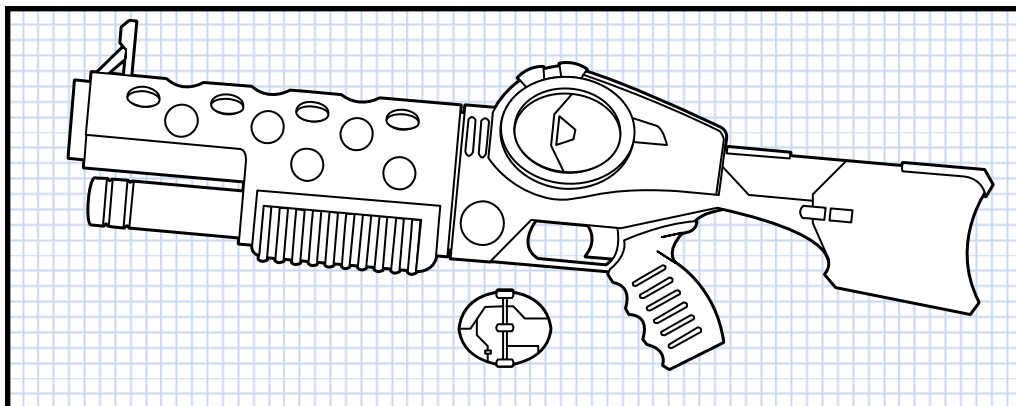
THE ZETHRA

By C.J.
Williams

Author's Note: The Zethra by Ed Greenwood Revised by C. J. Williams.

I appreciated the Zethra (featured in Dragon Magazine, issue 84 where they were presented as an NPC race) for their uniqueness as a race. However, as presented, they were too powerful for anything more than NPC's. So I made modifications for playability and present them here as a PC race. I have also left out the story elements for continuity of the PC adaptation and article length. Adopt them for your campaign at your discretion, making any modifications you see fit.

Since this article was written, Ed Greenwood has moved into the legendary status of RPG game development. Ed is the world renowned author of the Elminster novels, and the creator of the most famous D&D character ever and now cliché (with honors), Drizz't, and the most popular D&D setting ever, Forgotten Realms. If he sees this piece, I hope that he will look upon it with flattery.

Homeworld
Zaren, Calles (an unknown system beyond the Xagyg dust nebula)

Sample Names
Belgan, Dohleq, Eglul, Felel, Hhon, Keplaq, Mlaqaq, Nagol, Stulta, Urluth, Vrendu, Zuld

PHYSICAL APPEARANCE AND STRUCTURE

Zethra are rubbery, ball-like creatures with high elasticity and durability, possessing a number of tentacle-like appendages. Six of these are retractile, strong, dexterous arms, capable of manipulating both large, heavy objects and tiny, intricate controls or items; their length varies from 1-4 meters. The tentacles project from the body in a ring about its widest circumference. A ring, or "crown", of four small (.5m long) sensory tentacles called "see-feelers," or "seefers" (as Humans call these organs) project from one end of the ball, parallel to (but separated from) the ring of arms. Zethra may use all tentacles with equal facility; they have no "handedness." They are normally a mottled greenish-gray with a few orange patches and can change their pigmentation for camouflage if they feel threatened.

Of the five major spacefaring races, Zethra most closely resemble Dralasites internally, due to the amorphous nature of their body parts. A Zethra's brain is located beneath its seefers; nerve clusters from the brain's green, oval mass act as feelers extending down throughout the rest of the body like countless tiny threads, directing body activities and supplying necessary energy. They can be moved by the brain to avoid loss if particular body areas are threatened or injured.

Zethra move by rippling and rolling their ball-like bodies, pushing themselves along, or pulling at their surroundings for propulsion. Zethra lack a back side, and can move in any direction with equal ease, rarely losing control in weightless conditions. They can bounce as effectively as other creatures leap, but are affected by wounding, falling, and explosives. Zethra swim in squid-like fashion at the same rate as the other races, but lose no stamina points until their current SEU is 40 or less (then they lose 5 STA per 30 minutes). Absorption of aquatic lifeforms will mitigate SEU loss.

Zethra consume organic matter through a "mouth" between their seefers and convert it to electrical energy in their bodies with few byproducts, storing such energy in internal battery-like storage nodes resembling star-like clusters of green threads located throughout its body. They may use or releasing the energy at will (See Special Abilities below). Different materials will, of course, yield different amounts of energy. Living creatures seem to yield the most energy per given amount of mass, though Zethra will refrain from ingesting companions and sentient beings unless such beings are enemies. Though storing energy in this way, they are unable to benefit from direct contact with an energy source.

Zethra are hermaphroditic. They mate by tentacle contact, though no fluid appears to be exchanged, and one or both partners may give birth by budding. A "bud" grows in a bubble-like shape from the skin wall of the parent, until at length it breaks free to become a miniature, independent, and fully capable Zethra.

SENSES

Zethra sense heat, light, and electrical energy, and can distinguish variations in the same with great sensitivity through their four "seefers". They can also sense vibrations and energy fluctuations through parts of their bodies, but entirely lack a sense of smell.

The "seeing" of a Zethra is performed only through its seefers, and like Dralasites, they are only able to distinguish different colors as differences in wavelengths of light reflected by all surfaces, in the same way that they sense other radiations (such as heat, light, and electrical energy). As a result, it can only match hues within 5 meters of (or touching) its seefers, allowing them to readily tell one hue from

another, describe patterns, and identify contrasting or complimentary colors, without being able to view or appreciate colors as others do. This allows them to perfectly match their pigmentation to their surroundings.

Zethra "hear" sounds by sensing and interpreting vibrations in the air and through contact with conducting surfaces (both vibration and electrical).

SPEECH

Zethra have no audible speech, instead using a rapid, complex language of electrical energy pulses with which they communicate with other Zethra through any good conductor (e.g., ferrous metals), or through direct seefer contact. Zethra can communicate with Humans, Dralasites, Vrusk, and Yazirians through a code-like series of "clicks" by silently tapping someone with a tentacle, or by banging on a surface with a held object. They may also pass electrical pulses or mild shocks through conductive materials, or cause a machine to emit sounds by the use of electrical pulses. Any Zethra who has practiced with a polyvox can cause it to emit a message through the use of energy pulses.

BRIEF HISTORY

As far as can be determined, the Zethra derived the theoretical knowledge of interstellar spacetravel mechanics, but lacked heavy metals with which to construct spacecraft. At length, they acquired a derelict space vessel, thought to be an abandoned Vrusk "Sarsk" explorer starship, mastered its controls, science, and maintenance, and several hundred Zethra set out to explore surrounding space with it.

Zethra planetfalls seem to have been by choice, rather than by any military or colonization plan. Information as to the precise route and adventures of the ship and crew from which they came remains undisclosed, but the ship has apparently moved out of the sector after leaving an unknown number of Zethra on various Frontier worlds.
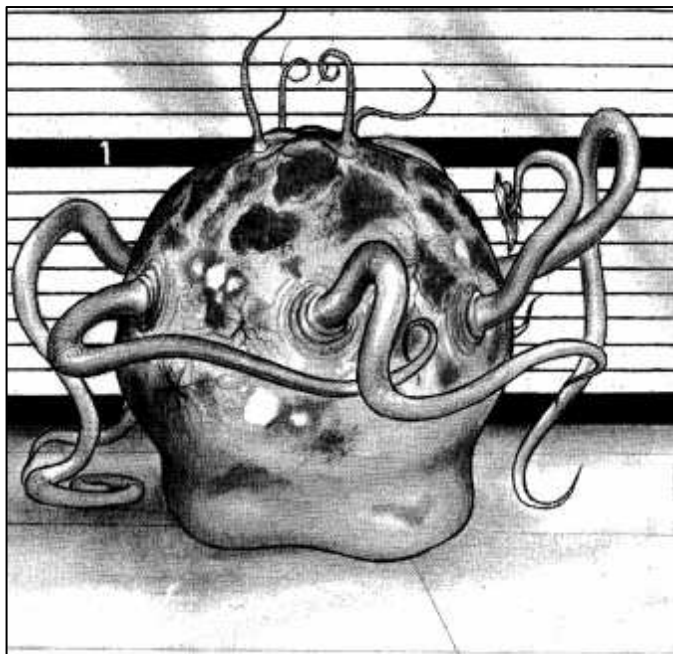
SOCIETY AND CUSTOMS

Rare in the extreme, they seem to lack any organized society or racial goals, although they will readily cooperate with their own or with other races for rewards. Zethra desire supplies of energy, or organic matter with which to produce it.

Zethra also like information, and appear fascinated by trivia from all races and planets: odd bits of poetry, music and lyrics, catch-phrases, rumors, and apparently inconsequential facts. Though requesting what seems to be useless information at the time, such information is used for personal enjoyment and to achieve some unknown goal or future scientific development, but they will divulge nothing of their personal plans or preferences. All information can be retained perfectly for later recall and use.

Zethra are a self-reliant species with little need of money or the so-called pleasures or amenities of life. They often work as fences, barkeepers in spaceports, or as bodyguards to rich and adventuresome spacefaring individuals. Any position where new information is likely to be constantly forthcoming is preferred. They will acquire gadgets only as a means to an end.

Zethra cannot wear defensive suits, but can wear belts, with pouches, linked from the base of an arm around the curve of their bodies to the base of another arm. In this manner they can carry screens and other items. Authorities keep track of Zethra movements by means of their assigned ID cards.

Zethra tend to prefer thrown weapons in combat if they cannot use their electrical discharges effectively.

ATTITUDES

The Zethra are always after more information, trying to learn what they can of computers and robots, but their true goals, plans, and feelings remain a mystery to other races. Despite this secrecy, they seem to get along with all creatures and associates who do not hinder their activities.

They represent an independent force rather than an enemy to other races like the Sathar. Zethra are not allies of any particular race, and refuse to align themselves with either the Sathar or any UPF organization, such as the Star Law rangers, the Pan-Galactic Corporation, or the smaller interstellar companies. Due to their seeming neutrality, secrecy, and information seeking, local authorities are understandably reluctant to aid or allow them access to sensitive information and technologies, given the unknown aims and seemingly flexible loyalty of Zethra.

"Spinners", as they are called in reference to their movement (among other epithets, e.g., "killer tomatoes"), do not seem to understand humor on the part of any creature. They appear to be very self-interested and amoral, but not sociopathic; respectful of sentients, but sensitive to none. Rarely offended by the words or deeds of others, they are commonly

thought of as emotionless. They can, however, become the friends or enemies of individuals of other races. If a Zethra befriends a player character, that character can trust the Zethra not to make any hostile acts, but not to act in a consistent or "sane" manner; the character may be attacked by space pirates and see his Zethra friend wander out into a laser crossfire to inquire of the new arrivals if they know any old songs, or have heard anything about so-and-so's daughter on the planet Kdikit.

Vrusk respect their dispassionate thirst for knowledge and Dralasites see them as a curious cousin, but the Zethra have no opinion of either race. Humans and Yazirians are highly suspicious of the tentacled aliens. Ifshnits, however, seem particularly amused by them and are more than happy to employ them in every task that amuzes them.

A Zethra who is familiar with a scanner, security lock, or related device will not hesitate to disable it if it is so inclined, regardless of the wishes of other creatures.

Racial Reaction Modifiers

Race	By Other	By Zethra
Dralasite	0	0
Human	-5	0
Humma	-10	0
Ifshnit	+5	0
Mechanon	0	0
Osakar	+5	0
Sathar	0	0
S'sessu	0	0
Vrusk	0	0
Yazirian	-5	0
Zethra		0

MOTIVATIONS FOR ADVENTURE

Zethra appear to like travel and adventure and some will seek passage to other worlds and take to exploration and fact finding with a sense of belonging. New worlds and new situations provide knowledge in abundance, providing a natural attraction to their thirst for knowledge.

SPECIAL ABILITIES

Camouflage: Zethra can alter the pigmentation of their skin cells to blend in with their environment by rearranging internal supplies of chemical substances. Although they are able to match all color hues exactly, they cannot alter their low reflectivity or the soft texture of their skin, and so cannot gleam or become rigid.

Store Energy: An adult Zethra can store 220+1d100 SEU in its body, and uses approximately 20 SEU daily for movement, thought, and functional stability. Prolonged combat, complex mental effort, and the healing of injuries can double a Zethra's daily energy consumption.

With special energy converters, Zethra can also serve as a power supply for beam weapons, defensive screens, and machinery wielded by themselves or others. They will often recharge the equipment of encountered strangers in return for food and gossip.

Drowning and Gas Attack Immunity: Because Zethra have no lungs, they don't require oxygen or other specific gases, they can tolerate a range of atmospheric pressures (though not the vacuum of space). They cannot drown unless drained of energy and imprisoned underwater with no food available. Inert ("noble") gases do not yield the materials Zethra need, but they can tolerate them for short times. Poison, smoke, or doze grenades will not affect Zethra. Stimdose, Staydose, and power screens have normal effects on them, however.

Self-heal: Zethra can heal their own minor wounds by resting in the normal fashion, or by expending energy (50 SEU will restore one lost hit point). This represents a return to body stability. Lost limbs or body organs will regenerate very slowly; a tentacle, for instance, takes 3-6 months to be replaced, and a seefer 1-4 months. Given enough time and food, a Zethra can always rebuild itself so long as most of its brain and at least one "storage-star" cell cluster survives. It will patiently absorb all organic matter around it until able to re-grow the damaged parts of its body.

Special Attack (Electrical): Zethra can transmit energy by contact, releasing up to their current total SEU, minus 25, in any turn. These pulses can deactivate computers, security systems, and robots, or activate them with portable converters. The pulses will duplicate the effects of throwing the "on" switch, or of giving certain command words; they may also simply blast or jolt the machinery past the point of its safeguards. Unfamiliar equipment and large computers often cannot be knocked out in such a manner, but a Zethra can always cause effects to robots using normal shock rules for robots.

It was once thought that Zethra could control who its attack affects, through air, as well as affecting groups. However, the Zethra's discharge must in fact be by direct contact or through a conductor (a metal conductor reduces damage by -2 points per meter of conductor separating Zethra and the closest victim). Due to it's 360° range and broad circumference, a Zethra can affect any square adjacent to its own, and thus the closest affected object within range of the square it touches with a tentacle.

A Zethra discharge is less potent than a beam weapon, doing 1d10 damage per 2 SEU expended. A Zethra can expend 2 SEU to stun as an electrostunner does. If a target appears to be protected by an anti-shock implant, the Zethra may increase its next attack jolt to 14 SEU, sufficient to both overcome and destroy the implant. A gauss screen can stop a Zethra jolt, but will usually fail under repeated attacks.

A Zethra's discharges are not offensive "bolts" or lightning strikes. They are strongly affected by the nature of the conducting medium through which they pass due to the sub-atomic particles that react readily

with free electrons. Water transmits Zethra jolts poorly: -3 points of damage per 10 meters distance, but the nearest creature within the jolt's effective radius in contact with the water cannot avoid damage. The cumulative modifier of -3 per 10 meters rising to -1 per additional meter after a distance of fifty-two meters is exceeded. Due to the sub-atomic particles, metals of any type are poorer conductors of Zethra discharges than artificially-generated electrical currents in both directional accuracy and force more than in water.

Energy Attack Immunity: Though Zethra are affected by non-electrical beam weapons (proton, neutron, etc.) and physical attacks, Zethra are immune to all electrical and radiant energy (i.e., laser) attacks. It was once thought that they absorbed that energy, when in fact they do not. Fire and sonic attacks do half-damage to them. Electrical creature attacks (such as those of the Rogue Crystals found on Volturnus) do no damage.

Example: Three Star Law marksmen with laser rifles shoot a Zethra with their dials set on 20 SEU, they would do no damage to it, but would instead give it 10 SEU of additional energy (the rest being channeled away). The Zethra could conduct the excess energy to the marksmen or another target through a metal floor, while engaging in some other activity.

Hypnotism Resistance: Zethra are immune to any efforts to hypnotize them through eye contact. Only those familiar with Zethra (Referee's discretion) can hypnotize them, as it requires a simulation of tentacle movement and physical touch.

Modified Experience: A Zethra's exceptional visual memory, inquiring mind, and reasoning intellect aid it in its understanding of the manufacture, handling, and repair of machinery and mechanical tools or aids. This ability is similar to a Vrusk's Comprehension, but is effective only in dealing with objects and mechanical thinking, not in social dealings. This allows a Zethra to add 1d10 to its success rate (in addition to its skill level) when using Technical Skills. Zethra also get +10 to Analyzing Samples and Making Tools/Weapons.

Limitations: Due to the limitations of its social status in the society at large not permitting it information on the latest technology and secrets, the Zethra cannot attain to sixth level in any technology originating with the Federation and gets -10 to checks to gather information from UPF and other sources suspicious of the Zethra's intent. Also, due to their arm structure, they have handedness restriction, and thus get -10 to hit with PGS and beam weapons.

Zethra

| Average Size:	1.5 m diameter (7.5 m from tentacle tip to tentacle tip)
Average Mass:	60 kg
Average Lifespan:	unknown; thought to be 400+ years
Reproduction:	hermaphroditic; budding
Body Temperature:	34C; wide tolerance of changes in environmental temperature
Normal rolling (walking):	15 m/turn
Scrambling (running):	35 m/turn
Hourly	6 km*

* Consider Zethra movement as "Slithering" for application of Terrain Effects.

Base Ability Modifiers:

STR	-10
DEX	+5
LOG	+5
PER	-10

Note: Zethra should only be allowed as Characters with the Referee's expressed approval after careful consideration and limited to one, as their abilities can cause an imbalance in the party structure.

The PSA of Zethra NPC's are always Technological. Zethra seem very long-lived and know much of past Frontier events and machinery. A typical Zethra NPC will have skill levels as follows: Melee Weapons 1, Thrown Weapons 2, Computer Skill 4, Robotics Skill 3, Technician Skill 6, and Environmental 2.
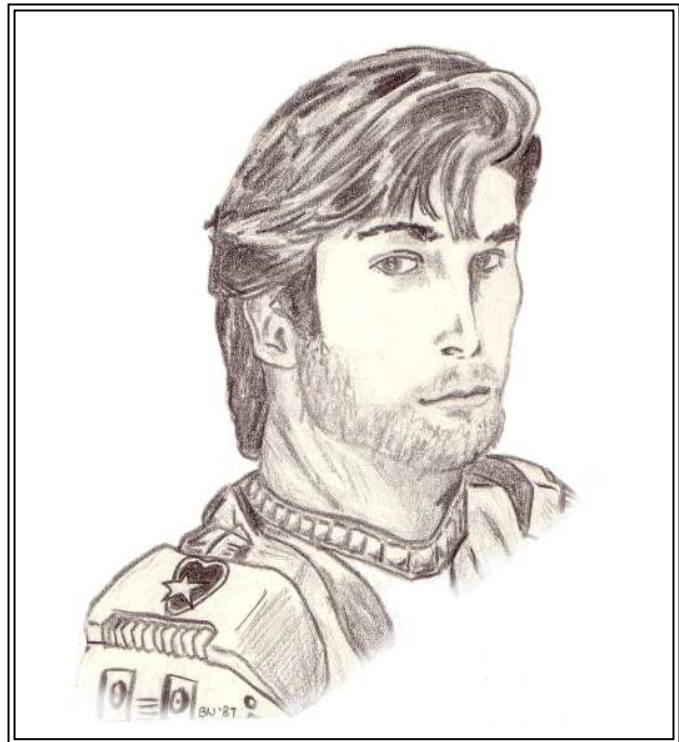
Commander Obediah Jackobe first suspected the Zethra to be located beyond the Xagyg Dust Nebula.
(Artwork by Ben Norman)

THE TRUTH ABOUT THE GREAT WAR

By Perriah - Jess Carver

By Dr. Ried Morgaine-Jameson
-- PhD, Academician, Fellow of the Free Frontier Foundation.

Our learned colleague has indeed made some, interesting, shall we say, speculations.

Throughout his argument our erstwhile fellow academic has referred to the lack of records. We will show in this corrective that our colleague has consistently missed primary sources known to exist and has drawn faulty conclusions based on this lack of evidence.

Firstly, there are extant journals and log entries for Admiral Morgaine, our venerated relative, several of his crew including the much celebrated 5 Mc Coy sisters, several ships commanders, several ships' commanders, and other ranks, that were in the Muster.

Secondly, the movements, motivations and actions of the Sathar in his work are only speculation. There is no fact in this part of his paper. One is confused how such mental acrobatics can be posted as fact.

Lastly, we have confirmed reports of 4 of the 6 known surviving Sathar ships exiting Frontier sectors within 100 hours of the conclusion of the battle of Morgaine's world.

It must here be admitted that this author does have a slight edge over Dr. Kalzid because of our familial connections we have nearly unimpeded access to all of the personal logs and journals that still exist. However, had Dr. Kalzid asked, we would have been happy to have shared this access.

The story at the end of the battle of Morgaine's World should be well known to all. The Sathar seemed to have an insurmountable advantage in position and numbers. But, the Muster had fought bravely and with great grasp of strategic and tactical advantage. The Sathar still seemed on the verge of a massive victory. Morgaine's cruiser was damaged and would soon explode. He ordered all hands abandon ship. The 5 Mc Coy sisters, on his bridge crew, refused to abandon and helped him pilot the nearly destroyed cruiser in a successful attempt to ram the lead Sathar cruiser. This opened the Sathar line to a rupturing strike from the remaining Muster ships. This was the practical end of the battle. It has been published ad-neausium in popular and academic press and has even been made into several Tri-Dee productions of varying academic accuracy and merit.

The famed five Mc Coy sisters, Melinda, Belinda, Melissa, Marissa, and Martina, were the last crew aboard with Morgaine at the end. His cruiser, Antarese, was crippled, could not maneuver, but could still accelerate. As luck would have it, she was pointed directly into the path of the Sathar command Cruiser. Morgaine ordered abandon ship and ejected all log buoys. The few remaining live crew, except the sisters who stayed and would not leave, ejected.

Firing all remaining functioning weapons, the Antarese rammed the Sathar cruiser and broke the Sathar formation. The logs were recovered 3 days after the battle, but only one survivor was found alive.

After having successfully predicted the Sathar moves and defeating them in an earlier battle, Morgaine once again predicted where and when the enemy would strike; his fleet was strategically placed to intercept them. He placed his fleet in open space, thus inviting the Sathar to open battle. They were only too happy to oblige him.

There is an axiom in military planning. "No plan survives contact with the enemy." This was no less true on that day than on any other. Soon after initial contact, the battle dissolved into a chaos of individual contests in all areas around the planet of Morgaine's World and dodging the four moons and in and out of the rings. Ships were in small knots of two's, three's and five's, snarling around each other punctuated with the blue white hot flashes of nuclear destruction.

It was assumed that no one survived the explosion of the Antarese, not even the logs. This assumption was set in fero-crete when Rhondah Delmar published her seminal work, "A Concise History of the Great War" in FY 45. (1)

In that work, which has never been properly examined, she sat down what has come to be accepted as the most accurate account of the Battle of Morgaine's World, along with a narrative of the rest of the war.

KXL'KIT, an able spaceman on the frigate Devastator tells of the search for escape pods and ejected ship's logs in the days after the battle. (2) She recounts that there were 15 ship's logs and 8 captain's logs recovered in orbit around Morgaine's World, and in one case on the surface of one of the four moons.

In fact 2,250 hours after the battle there were still occasional escape pods containing the mummified remains being found in the environs of the battle. When they had not been found soon enough, the life supports had failed and the cold of space had crept in and preserved the remains.

The logs were classified for some time after the battle, but have been available for research purposes for some time longer now. In fact, both of Morgaine's ships and personal loge were found.

We would put forward that Morgaine himself might be considered the best authority about his own motivations and reasons for his actions during the war. He accurately predicted, not once which could be dismissed as a fluke or "luck', but twice where and when the enemy would strike. Predicting, with startling accuracy, and with no more information than Dr. Kalzid had, the actions of a canny foe and heading off their movements twice shows a shrewd mind at work.

Morgaine's personal log shows he had much the same line of questions that Dr. Kalzid posed about the Sathar's , erratic at best, movements. (3) He speculated in private along the exact lines that Dr. Kalzid touches on, but comes to the wrong conclusion.

Morgaine states it in unambiguous terms.

"The enemy must realize that Dixon's (sic) is a natural choke point. They further MUST not know that there is not a charted route to Cassadine. However, it is the best route! And more simply, it's what I'd do!" (4)

Having sprung a successful ambuscade at Cassadine, Morgaine again showed an uncanny ability to read the mind of his opponents.

"They MUST KNOW that Prenglar is a hub. There's too much subspace COMM traffic. The enemy must know it is a Central system and Critical to the successful disruption of the defense of the Frontier, and furthering the invasion." (5)

Kalzid raises two questions here. Why did it take so long to get to Cassadine, and: How did they jump so quickly back to Truane's to escape from Morgaine's trap?

The figures that Kalzid uses are correct to a certain point. What he did not realize is that his numbers refer to a Known, Charted star route. To jump 5LY to an unknown system, on an unknown tramline an asrtogator must take even more exact measurements and make double sure that his calculations are correct to the 17th decimal point. There must also have been some minor consolidation and some slight resupply from Pale and New Pale for the Sathar Fleet. These factors, completely left out of Dr. Kalzid's calculations would account for the delay.

Here again, Morgaine supplies us with the answers to the question of the rapidity of the Sathar retreat to the Truane's Star system after the debacle at Cassadine.

"The enemy must be better at bouncing than we…" (6)
(Dr. Morgaine-Jameson is pictured during one of his lectures)

"Bouncing" is a term military pilots and asrtogators use for a technique of rapidly recalculating a reverse course. The exact vector and course that the ship used to get into the system they have just entered is quickly, and rather easily, found and reentered. A risk jump is then made. (7) This "Smoking" is only used in the direst of circumstances. What more dire circumstance could there be than 33% casualties and an unexpected combatant on your heels?

VOLTURNUS DESERT ENCOUNTER

By Tom Verreault

Author's Note: This encounter can be used as part of the Volturnus campaign or as a one shot encounter in any desert environment with a few changes. Ideally it would fit in the Crash on Volturnus module.

Once upon a time a Thruster Class privateer owned by the Red Devil pirates made an emergency landing in the desert of Volturnus. Unfortunately, it landed in and unstable area, a sink hole swallowed one of its landing struts leaving the ship at a 45 degree angle. The decision was made to scavenge and strip the ship and leave the hull to rot.

The ship now rests at an angle with its main hatch buried beneath it in the sand. The access panels for loading its assault rockets hang open and empty. The ports for its two escape pods likewise gape open and empty. If one was to dig into the sand beneath the derelict would discover that its atomic drive had also been scavenged. The ship sits dark lifeless and gutted. As the PCs stare at it a change in the air gives them the premonition that a sand storm could be in the offing.

GAINING ACCESS

The main hatch is buried and it would be very dangerous to attempt tunneling to it but there is an easy way in; the open ports for the missing escape pods. Since the escape pods are missing these ports can be entered providing direct access to the pressure hatches inside. The escape pod port on deck two has a piece of hull plating spot welded in side to create a level floor inside. The escape pod port on deck one (the bridge) does not have this feature.

A technician will need to pull an access panel and wire a power source like a 20 SEU clip to open the door. Hot wiring a 20 SEU clip like this will make it unsuitable for future use in a weapon. Using a power belt or backpack is simpler in that an extra power cable used for a weapon can have the plug cut off at one end an the power belt or backpack can be used without any structural damage to it.

MAP KEY

1. Captains Quarters: These quarters have been stripped of all their furnishings except for one chair. The floor is littered with odd nuts, bolts and bits of wire but otherwise there is nothing of value here.

2. Crew Quarters: The bunks form one side of the room was stripped and their empty brackets remain on the wall. The bunks on the other side are covered with dried crusty brown substance as well as the floor beneath them. It is blood and a bio-scan will reveal that there are two donors, one human and one yazerian.

3. Officer's Quarters: This room was stripped of furnishings but a plasti-paper copy of a very old astrogator's manual was left behind.

4. Galley: The galley still has most of its furnishing. The rigid plastic and metal frame table and most of the kitchen equipment that may have been too heavy to take or just not of enough value. The floor is littered with empty food containers. With environment life support off line the head is inoperable and has been left in an unsightly state.

5. Ladder Well: The ladder well had its door jammed the pressure hatch to deck three was welded open but the hatch to the bridge deck is shut. When the hatch to the bridge is opened a meter deep of sand will pour into the well requiring a RS check by characters in the well to avoid being knocked 20 meters down to the bottom.

6. The main lift's doors are jammed open. The lift itself is stopped on the bridge deck. A pulley mechanism has been welded to the underside of the lift and cable dangles down to engineering.

7. Engineering, storage and workshop: There is a snake nesting here now and it will react aggressively to intruders.

Volturnian Burrower Snake

MOVE	Slow
IM/RS	8/80
STA	15
Attack	75
Damage	Bite: 1d5
Special Attack	Poison: S5/T10

Much of the equipment has been scavenged but several control and monitoring stations remain. One has had its control panel propped open and a power pack that ran its controls was wired to run one of the ceiling's lighting panels. That light was left running and the power pack is fully drained yet 7 more are still to be found within the control panels each with 1D10 SEU though they can't be used for weapons. There is an opportunity for the PCs to scavenge here similar to the scavenging from SFKH2 Mutiny on the Eleanor Moraes. Do not give hints but you can detail some of the materials available. If they ask about salvaging have them detail the sort of things they are looking for.

Possible salvage could be a gauge to read power in the make shift SEU "clips" from control system gauges; 1 motion sensitive alarm from control systems and a SEU clip, 1 infrared alarm from control systems and a SEU clip, and 1 electrified fence (25m) that acts like a stun stick from wire & a SEU clip. There is no rocket fuel or other flammable material to make any of the make shift demolitions described in SFKW2.

8. Workshop: There is a broken laser power torch left behind here. The torch is useless but it holds a SEU clip with a charge of 16.

9. Bridge: Much has been scavenged here and a rent in the hull allowing in the elements has ruined what it left. Only the most creative PCs will find anything here to salvage. The rent in the hull is not large enough for an of the PC races to squeeze through including dralasites.

DECK 1 BRIDGE

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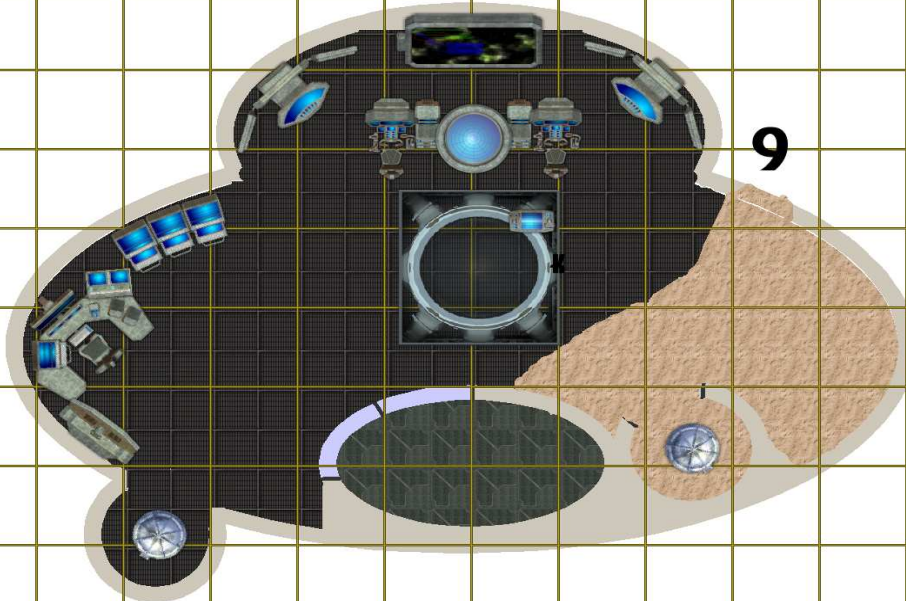
SIDE VIEW & DECK ORIENTATION
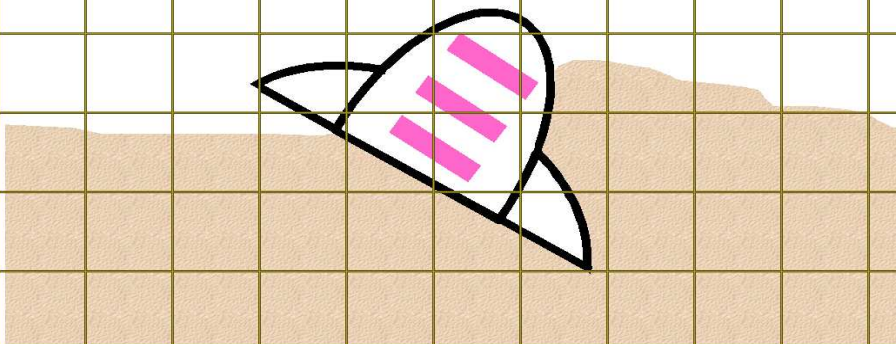
WRECKED SHIP VOLTURNUS DESERT

DECKS 2 CREW DECK

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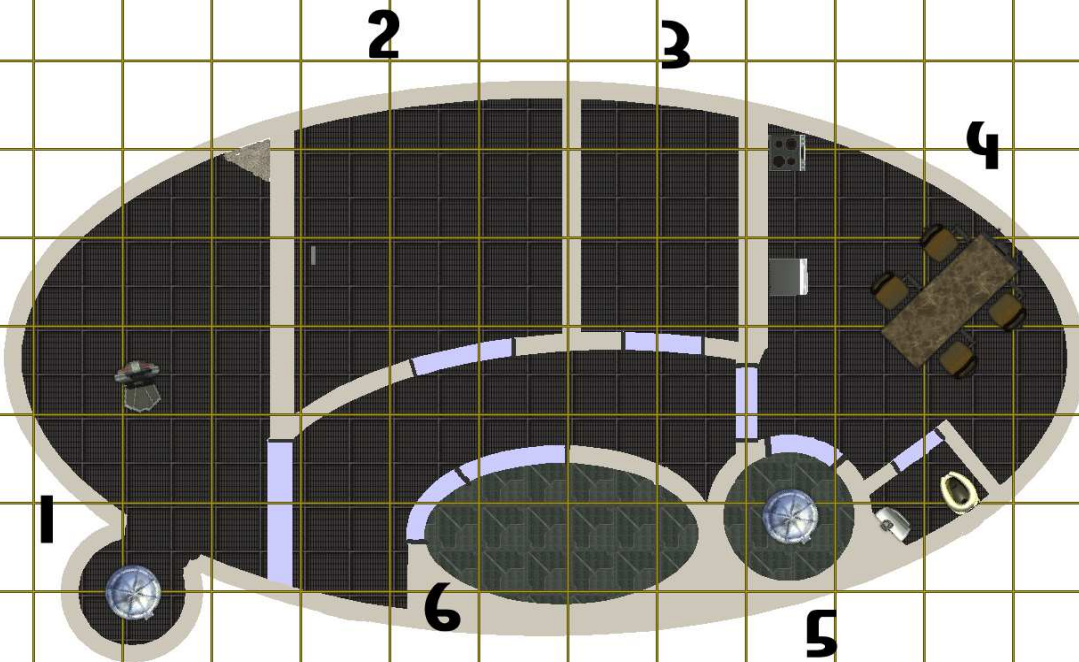
DECK 3 ENGINEERING DECK

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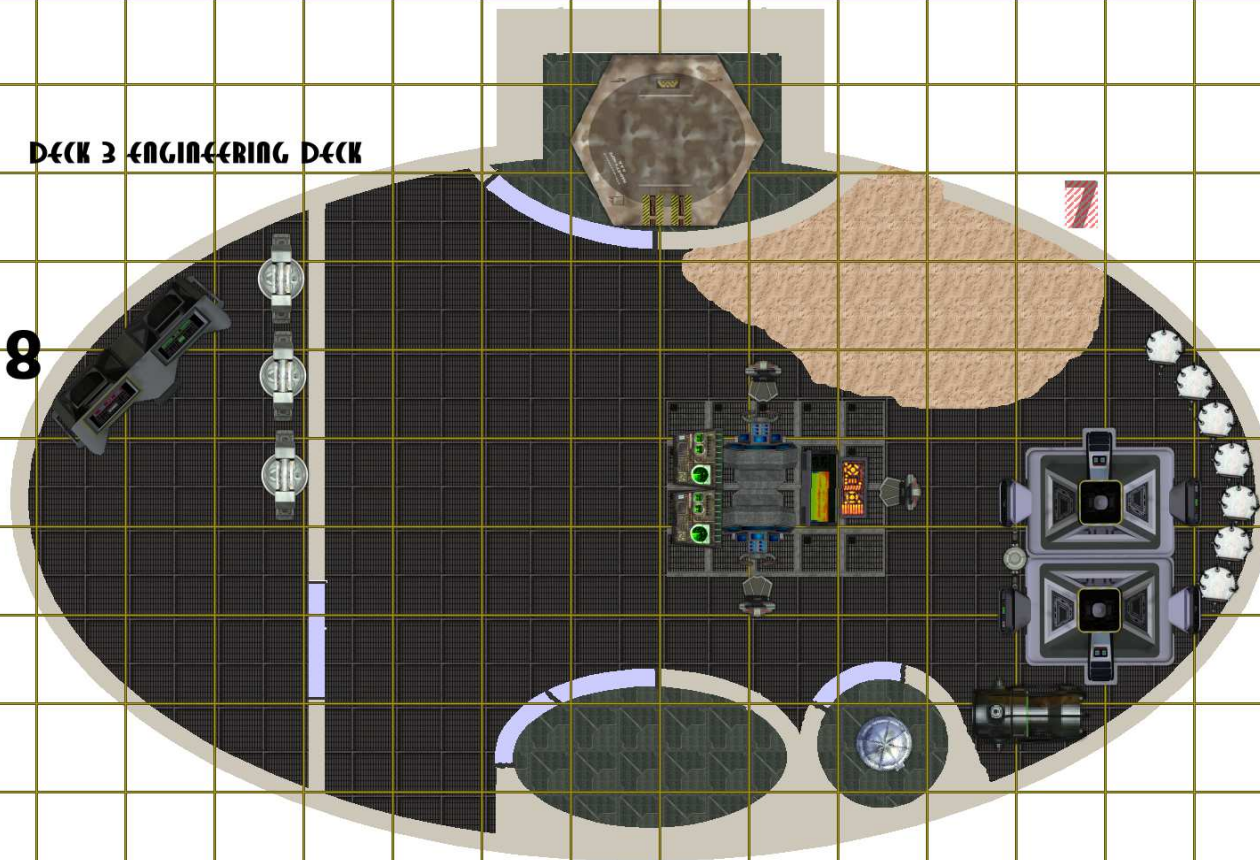
HULL SCRAPERS

By Larry Moore

Scrapers are translucent creatures with no apparent brain or organs. It looks and acts like a single prokaryotic cell. They come in many shapes and sizes; most resembling a 1.5 meter cube, rectangular, cylindrical shape or whatever they squeezed through in the last ten minutes (they retain their shape for a time before plumping out back into their natural shape).

They can dissolve any living organism quite hastily. Small creatures are dissolved in about 100 turns or 10 minutes. Only when a large creature, up to 75% of its mass, is engulfed the scraper stops to digest its meal, taking 200 turns or 20 minutes. After digesting a victim scrapers secrete a residue ball spitting it, (sounds like a pop) in a random direction up to 10 meters. The sticky ball adheres to almost anything.

Scrapers are kept away from ships consumables by resonating sonic fields around the room. Due to the expense of sonic resonation inside a ships hull they are typically not installed in passenger or crew areas.

Scrapers will attack the nearest creature, attempting to engulf it and is oblivious to ranged attacks not knowing where the source is coming from. For unknown reasons Dralasites have been known to be repulsive. Most are able to walk away with nothing more than minor acid burns.

Since their feeding does not include electronics, plastics, rubbers or metal they are often used to clean the innards of ships, those hard-to-reach spots and hidden nooks. As mentioned above they leave balls of sticky droppings that mark their path. Biometric scanning devices are outrageously expensive, even for the wealthiest captain and it's been near impossible to attach tracking devices, needles to say scrapers must be removed before flight lest the passengers and crew become food. Fortunately maintenance techs accidentally discovered a way to lure the creatures out. A mixture of Vruskian Bung-Beetle Cake, Dralasite Foglob Pudding, Human Escargot Sauce (with snail) and a sprinkle of Yazirian Ponjo Ale bring the beasties running. Well...if you call 10 meters per turn running.

Author's Note: This creature was designed using the FrontierSpace™ Referee Creature Creation document.

Hull Scrapers

Type	Carnivore
STR/STA	55/75
DEX/RS	30/30
Move	Walk 2, Run 10, Hourly .5
Size	Medium
PER	60
Intelligence	Basic
Attacks	» Grab +3 65% Acid:1d10 » Engulf +10 85% Acid:3d10
Special Abilities	**Engulf**; when the hulk scraper makes a successful attack, it makes a secondary attack attempting to engulf its victim. **Engulf +10 85% Acid:3d10** and the creature is engulfed in one turn. Engulfed creatures take 3d10 Acid damage every turn. **Escape;** A character may attempt a STR check with a -20 penalty (-0 if he can reach something to grab). A successful check results in freeing one-half of his body from the scraper's gelatinous mass thus it takes 2 turns to escape. *
Defense	1/2 Damage from lasers 1/4 Damage from auto weapons x2 Damage from Sonic attacks (if set to correct frequency) Full Damage from gyrojets, rockets and frags.

* Characters can hold their breath for a number of turns equal to their Stamina score divided by 5. A character who tries to hold his breath longer than this takes 2d10 points of damage every turn (*Alpha Dawn Remastered-p8*).

** Attacks are listed as; *Name*, *Initiative*, *%-to-hit* and *Damage.*

Something to think about;

It was said of Frank (Gilbert) Swansey, "So, if it gets you, could it be a labor dispute or job hazard?"

INTERVIEW WITH JEN PAGE

By C.J. Williams

An Interview with **Project:London's Jen Page**
By C. J. Williams

There's a new movie on the horizon that I wanted some of the Star Frontiers fans to know about, called Project:London. The female lead in the movie, Jen Page, is someone I came to know online during Wizards of the Coast's Gleemax community project (recently replaced by a new community). Back when Gleemax was being developed, Jen was invited to co-host a webcast with Mike Lescault (Gamer_Zero), called Gamer Radio Zero, where her screen-name was "_blue_". You may recognize Jen from other projects. She has also modeled for some of the gaming industry's best artists. Be-sides acting and modeling, Jen is a tabletop gamer and works for Wizards of the Coast as a senior web designer for their various brands.

We recently got reacquainted, and in so doing I found out about Project:London, first through fantastic images, and then through brief clips on the movie's main page. Despite being an indie movie with limited resources, the CG quality was at the very least Hollywood standard, and according to Jen, the live action shots are also good quality. The cast and crew have high hopes for Project:London.

I was so floored by the primer that I wanted to tell everyone about it, and chose to do so by means of an interview. Jen was happy to answer my questions for the Star Frontiers-man and give us the lowdown on the film and her acting efforts. We begin by finding out what Jen's role is in the film…

SFman: "What is your character's name?"
Jen: "Xing Xing Fix. I love that name."

SFman: "How would you describe Xing Xing Fix?"
Jen: "Xing is a young, quirky girl who loves life and big guns."

SFman: "How did you come to be chosen for the part of Xing Xing Fix?"
Jen: "Originally, when I answered the casting call, I told them I would be unavailable for part of the shoot dates. That didn't jive with the pro-duction so I didn't go to the first round of audi-tions. I contacted the producer afterward and asked if they had found their girl yet and they hadn't. So I auditioned in a second round and when they offered me the role we worked out the film schedule. Whew!"

SFman: "What was it about you, do you think, that got you the part of Xing, besides being able to act?"
Jen: "I think I understood where Xing was coming from. Plus, we wear the same clothing size."

SFman: "What did you do to prepare for the role of Xing Xing Fix?"
Jen: "I spent weeks trying to shift my hair color from lava red to blue."

SFman: "What part of you did you bring to the character?"
Jen: "The blue hair and her laugh."

SFman: "Who was your director and who wrote the movie?"
Jen: "Ian Hubert is the writer and director."

SFman: "What was Ian like to work with?"
Jen: "He was great! A fine young man with a vision of giant fighting robots. I gotta respect that."

SFman: "Who did the CG and effects?"
Jen: "Ian is leading a crackpot team of CG commandos."

SFman: "Who was the Director of Photogra-phy?"
Jen: "Barry Gregg. He is the DP on my short film project as well. I 'm excited to work with him again. Incidentally, the 1st AD [assistant director] of Project:London will be directing said project. We are destined for awesome." She says with a wink.

SFman: "What is your impression of the movie?"
Jen: "I think it is epic, funny and will totally blow away sci-fi fans."

SFman: "What was the production like?"
Jen: "Well, I'd say it was a highly ambitious project to tackle. The CGI tasks are so monu-mental for an independent production that I am constantly amazed they are accomplishing it all."

SFman: "How do you feel about the movie's story?"
Jen: "I love it. It is dramatic and overwhelming but at the same time doesn't take itself too se-riously."

SFman: "Who are your co-stars and their char-acter's names?"
Jen: "Josh Truax plays Nebraska Higgins, Geof-frey Simmons plays Benin, and Branson Ander-son plays Jerry. The whole cast was very tal-ented and very fun to work with."

SFman: "What was your favorite part about acting in Project:London."
Jen: "I loved running around with a big gun. I want to do that in more films."

SFman: "Is there any romantic involvement in the movie between any of the characters?"
Jen: "Mmmmaybe…?"

SFman: "Judging by all the comments I've seen, I think a lot of guys want to know: are you single?"
Jen: "I am not."

SFman: "Haha. That was a very short and to the point answer about your relationship status. Care to elaborate it a little with a full sen-tence?"
Jen: "I am happily married." She says with a smile. I couldn't help but laugh. Jen clearly wasn't going to give up more. For that, I will only say her husband is gothic and sci-fi author David A. Page.

SFman: "What else have you been in?"
Jen: "I play Luster in The Gamers: Dorkness Rising, Anti Tank Sally in the Demon Hunters universe and RPG, most other major roles are still in post production. I'm currently filming a web series called The Capes about 4 college friends who wake up with super powers."

SFman: "Do you have other projects in the works?"
Jen: "I'm getting my own short film off the ground to see how challenging a production can be."

SFman: "When did you first get interested in acting?"
Jen: "I'm not sure. I tried theater and it wasn't for me. But I love film and can't get enough of it."

SFman: "What are your favorite genres and in what mediums?"
Jen: "I love all things sci-fi/fantasy -novels, films, comics, television. I also love ac-tion/drama. Costuming, explosions, and great dialog make me happy."

SFman: "As seen in the very brief teasers, the action will be intense and the machines will be mind-blowingly realistic. Did you ever think you would be in a movie with these kind of effects so soon in what could possibly be a burgeoning career?"
Jen: "The film was definitely a dream role and I feel very fortunate to be a part of it."

SFman: "Is there a tag line or summary for Project:London yet? If so, what are they?"
Jen: "'This movie will eat your planet!'" The movie summary has not yet been revealed.

SFman: "What kind of movie would you like to be a part of in the future that you haven't al-ready been involved with?"
Jen: "I would love to be in a vampire film that was unique and truly kicked ass as a script."

SFman: "Is there a release date for Pro-ject:London, tentative or otherwise?"
Jen: "I hear early 2010."

SFman: "Has Project:London contracted with anyone for distribution?"
Jen: "Not yet!" She says with all hopefulness.

SFman: "In closing, what are your favorite ro-leplaying games?"
Jen: "D&D, Alternity, Paranoia, and Cthulhu."

SFman: "Thanks for the interview, Jen. We'll keep an eye out for your rising star. And Thanks for the Project:London T-shirt."

There you have it. To find out more about Project: London, you can go to http://projectlondonmovie.com. To learn more about Jen Page or to interact with her and keep up with her latest gigs, push the fan button at http://facebook.com/thejenpage. You can also learn more about Jen's work at http://deadgentlemen.com.

KNIGHTHAWKS SHIPS

TT-456 CONTAINER SHIP

By Richard "Shadow Shack" Rose

Trans Travel released a hit with their 456 model freight hauler. Peaking at 14.5 meters at its widest point (minus engine struts and drives,which give it a total width of 42 meters) but a mere 18 meters in length (minus the cargo rail, which adds another 48 meters), the basic hull itself is too small for a class:5 designation. However, hauling capacity via detachable containers mandates the use of size:B drives. Naturally with lighter loads performance is quite beneficial, and even when fully loaded the ship is no pushover either.

TT-456

Hull Size:	4
Hull Points:	20
Powerplant:	2 Atomic B-size
ADF/MR:	See table below
DCR:	32
Armament:	PL (Optional)
Defenses:	RH (Optional)
Communications	Intercom
Detection:	SubSpace Radio
	Radar
	Videocom
Misc:	Modular cargo container rail
Cargo Capacity	0*
Crew:	8 (4 double cabins)
Passenger	None
Ship Vehicles	Workpod, Small Launch

* Cargo capacity is dependant upon the type of cargo container attached to the container rail.

Cargo	ADF	MR
0.00	5	4
1.25	4	4
2.50	4	3
3.75	3	3
5.00	3	2

Computer Program	Level
Alarm	2
Analysis	4
Astrogation	4
Bureaucracy	3
Commerce	1
Communication	1
Computer Lockout	4
Computer Security	4
Damage Control	2
Drive, atomic B	5
Industry	1
Installation Security	4
Laser Battery	1
Life Support	1
Maintenance	2

When the ship docks at a station or takes up orbit, containers are a fast and easy matter of loading or unloading. Universal rail clamps are fitted to the containers and readily available at any station utilizing the containers, and are efficiently affixed to the ship's cargo rail, and even the elevator sections are easily spliced in with each and every configuration for inter-crew access. It takes about 30 minutes to load a container onto the rail, and no more than ten to remove one. This means pre-loaded containers merely await for an inbound TT-456, rather than taking the time to unload the craft prior to loading the new cargo. This of course significantly reduces layover time, permitting the ship to re-enter the spacelanes more efficiently.

- Avionics/Observation
- Forward RCS Thrusters
- Bridge
- Crew Deck
- Engineering
- Engine Room
- Drive Access Tubes
- Aft RCS Thrusters
- Cargo Rail
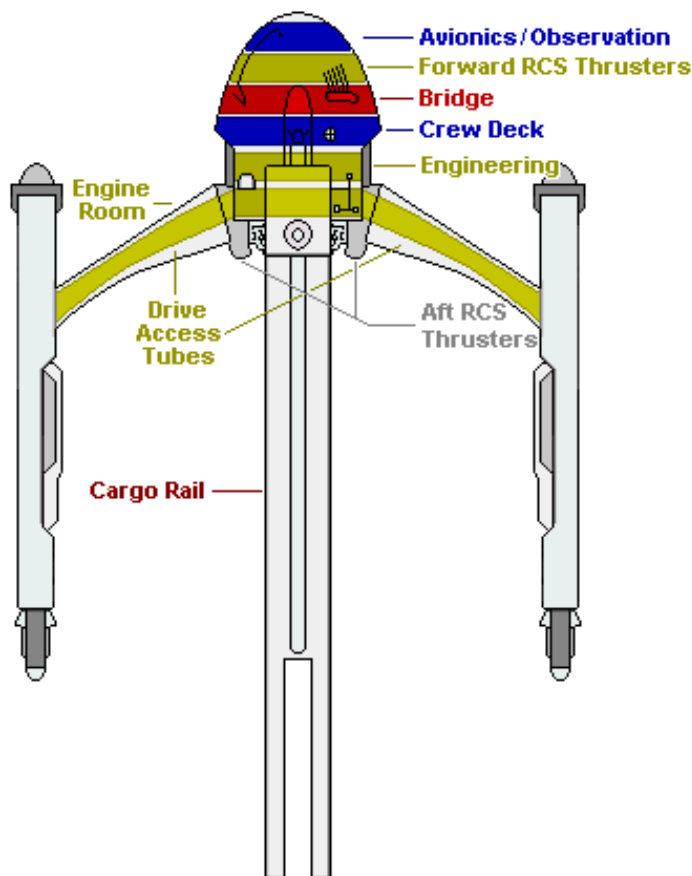
Deck 1 – Avionics and Observation
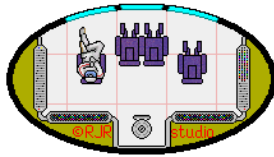
Deck 2 – Forward RCS Thrusters
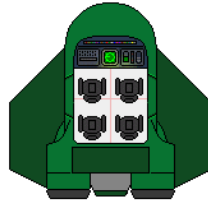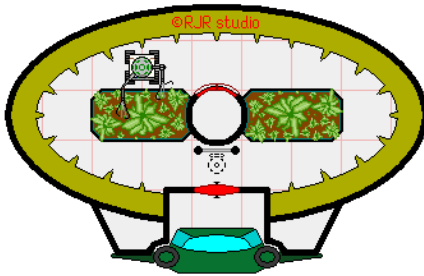
Deck 3 - Bride

Deck 4 – Crew Deck

Deck 5 – Engineering

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Deck 6 – Engine Room, Drive Access Tubes and Aft RCS Thrusters

Container	Cargo	HP	DCR
CC-125	1.25	3	10
CC-250	2.5	6	20
CC-500	5	12	30
Crew	4 (2 double cabins)		
Misc	Subspace Transmitter, Intercom, Cargo Arm		

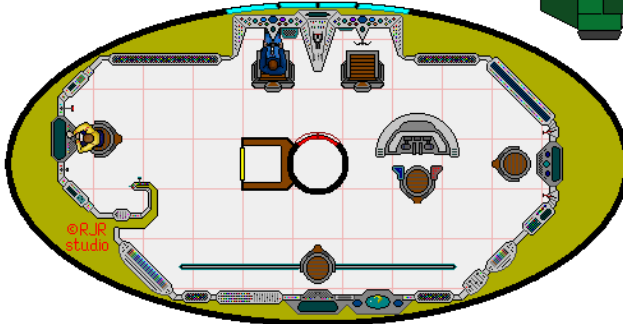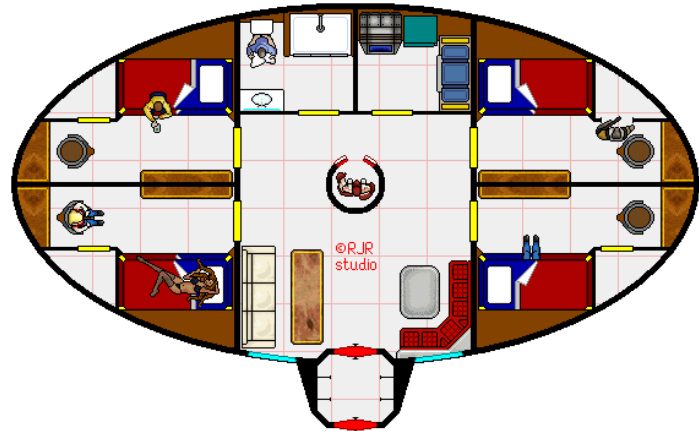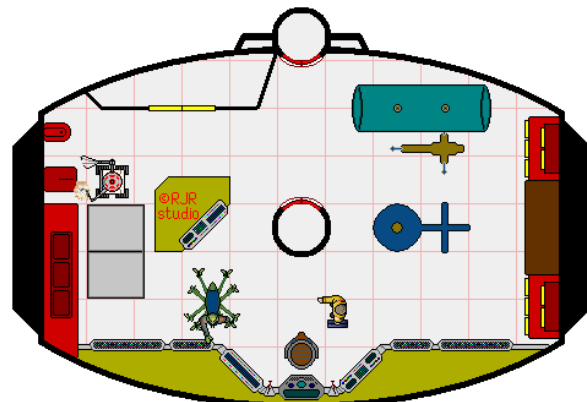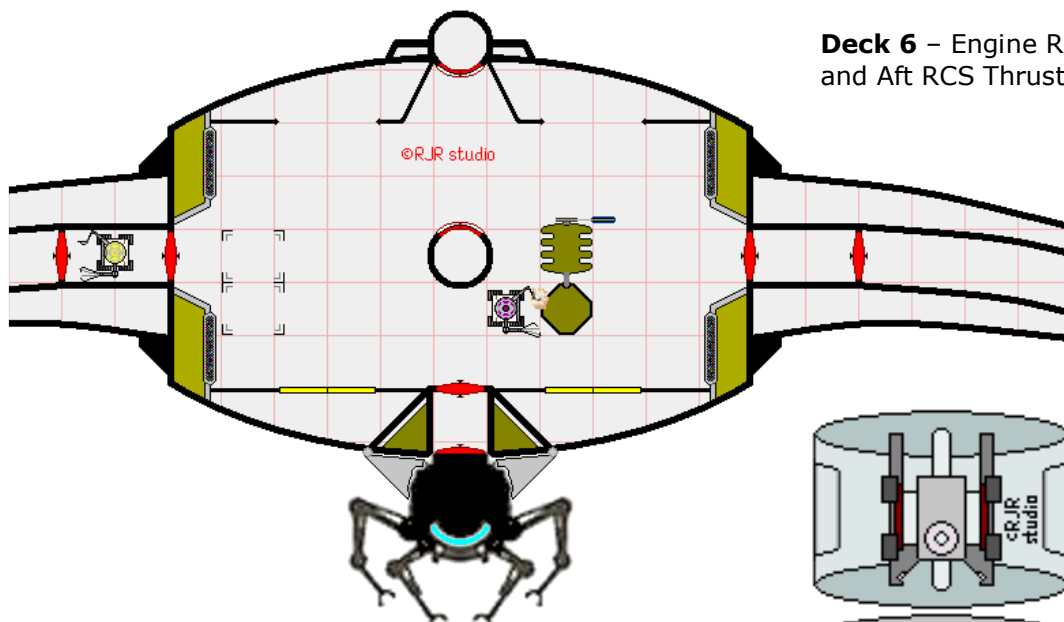| Computer Program	Level
Bureaucracy	1
Cargo Arm	2
Commerce	1
Communication	1
Computer Lockout	4
Damage Control	1
Installation Security	3
Life Support	1
Maintenance	1

Cargo Containers are available in three sizes (1.25, 2.5, and 5 unit capacity) and as such can be universally affixed in a variety of configurations, totalling no more than five units together for the TT-456. Trans Travel intends to expand this concept with larger vessels in the future sporting multiple cargo rails (allowing a total of ten, fifteen, or twenty total units carried), coupled with the ease of application and numerous participating stations across the Frontier, as such they have mass produced these containers. As such expect most stations to have a variety of these containers available for an outbound cargo.

When a hull hit is determined during combat, there is a chance that damage will be applied to a container rather than the ship itself. As such, should the container be destroyed adjacent containers or the ship itself is subject to taking half of the damage that the container itself incurs. The ship may, at the crew's discretion, jettison a container to improve performance.
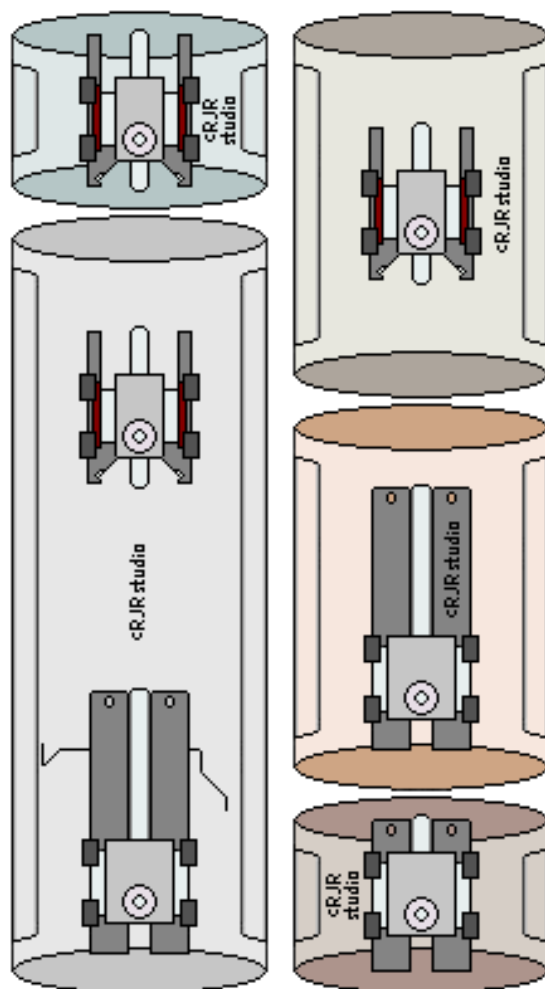
Of course, any crew assigned to the container may have something to say about this act, and any computer experts in said crews can become involved in a virtual cyber battle with the host ship crew in over-riding the other system to prevent such acts. All non drive, maneuver, weapon, and defense hits are applicable to containers in a similar manner. See table below for damage application:

Container	Damage Probability
CC-125	15%
CC-250	30%
CC-500	50%

* Container module DCR may be applied toward ship repairs and vice versa, hence the container's DCR may be added to the host ship's DCR.

CORSAIR CONTAINER FOR TT-456 CONTAINER SHIP

By Richard "Shadow Shack" Rose

Corsair Container

Container Size:	5
Hull Points:	40
ADF/MR:	0/0
DCR:	90
Armament:	PLT (x2)
Defenses:	RH
Communications	SubSpace Radio, Radar, White
Detection:	Noise Broadcaster, Intercom
Misc:	Heavy Armor
Cargo Capacity	1
Crew	
Passenger	
Vehicles	5 fighters

| Computer Program	Level
Bureaucracy	3
Computer Lockout	3
Computer Security	4
Damage Control	2
Industry	2
Installation Security	4
Laser Battery	12
Life Support	1
Maintenance	3
Robot Management	4

CREW POSITIONS

Commander, Cheir Engineer, Astrogator, Medic, 5 fighter pilots, 1 shuttle pilot, 8 gunners, 6 aux engineer (includes 5 crew chiefs), 6 computer operators (includes 5 fighter crew), Technicians (includes 15 fighter crew), 6 roboticists (includes 5 fighter crew), 12 troopers

The Corsair Container is a customized CC-500 container module converted by pirates for luring unwary container ships into their midst. Any ship unfortunate enough to load such a container to their universal cargo rail is in for a nasty surprise as the corsair's twin laser turrets come online in a perfect position for taking out the host ship's drives and maneuvering systems. And for any cautious ship approaching TT vessel or otherwise th e container hosts a squadron of five fighter craft equipped with pod lasers and turrets that can disable such craft just as efficiently. Worse yet any pirate fleet containing a TT container ship can incorporate this module as a mini-carrier thus enhancing that fleet with a squadron of deadly f ighter craft (although the turrets would be limited to rear firing only being obstructed by the engine struts and hull to prevent fore port o r starboard target acquisitions).

The container's actual hold is minimal sufficient for storing supplies t o keep the operation going more than valuable cargo. To this end such co ntainers pressed into service tend to orbit a derelict planet or moon (or d rifting near such bodies) where actual valuables can be stored for later pi ck up by a parent ship oftentimes accompanied by a small outpost set-up for additional crew and supplies. A shuttle ferries goods and crew back and forth from the settlement to the container which is typically berthed a t the surface compound (although there is a berth on the container to host the shuttle however it is rare to encounter the module with shuttle atta ched as it serves to give away the station's nature).

At the fore is the command deck and administration deck aft of that is t he small hold. Five separate fighter support decks follow each with cabi ns to support the fighter crews. A crew quarters deck and maintenance deck rounds out the design at the stern. A lift shft connects all decks and i s modular to accept the lift from a host container ship as well. Obviously the design of this container is to lure unsuspecting TT ships to pirate gro ups wishing to obtain such craft for their own use and as such the desig n is a very formidable one.
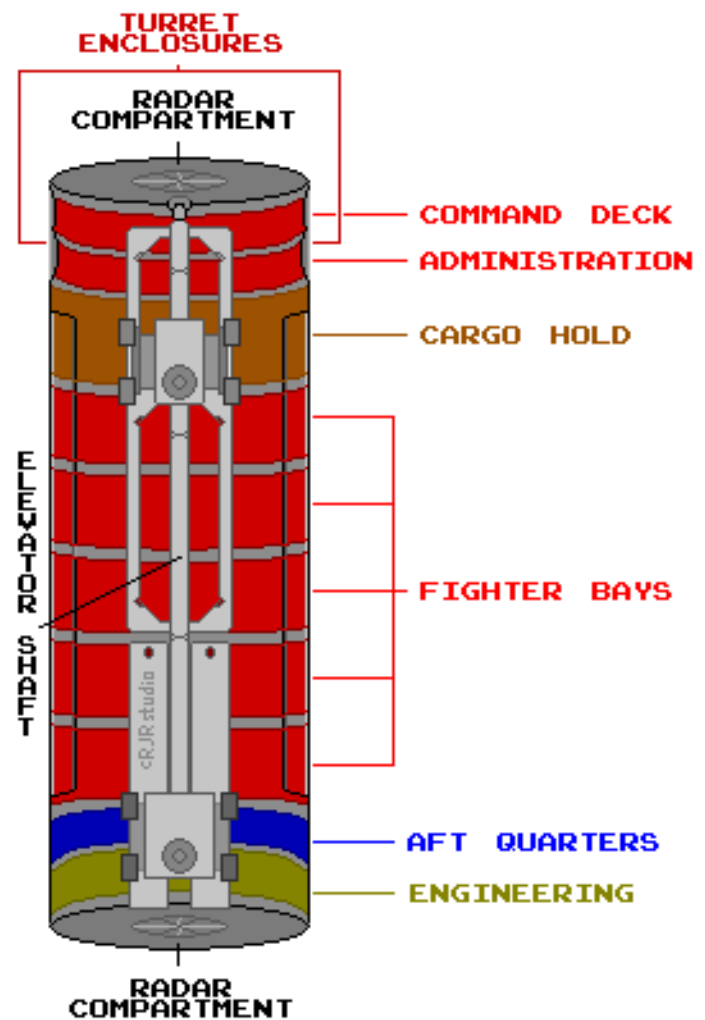
NOTE: All deck plans assume 1 meter squares.

Editor's note: Some interior details in this deck illustration are based on artwork from http://colonialchrome.co.uk
Check out the great deckplans there and let the author know how you like them!

DECK 1 — COMMAND

The command deck hosts the operational centers of the corsair container module. Centrally located is the commander's station flanked by a communications array (NE) radar center (SE) systems op center (SW) and the mainframe computer (NW). Port and starboard are the fire control stations for the two laser turrets. A maintenance robot is typically berthed within the mainframe computer access (adjacent to the station) and a trio of combat robots is berthed adjacent to the communication arrays. A second maintenance robot is contained within the sensor array access and the station's armory is located adjacent to the operations center along with another trio of combat robots. The dorsal side hosts the docking module/lift shaft and a shuttle berth occupies the ventral side complete with an airlock and docking collar.
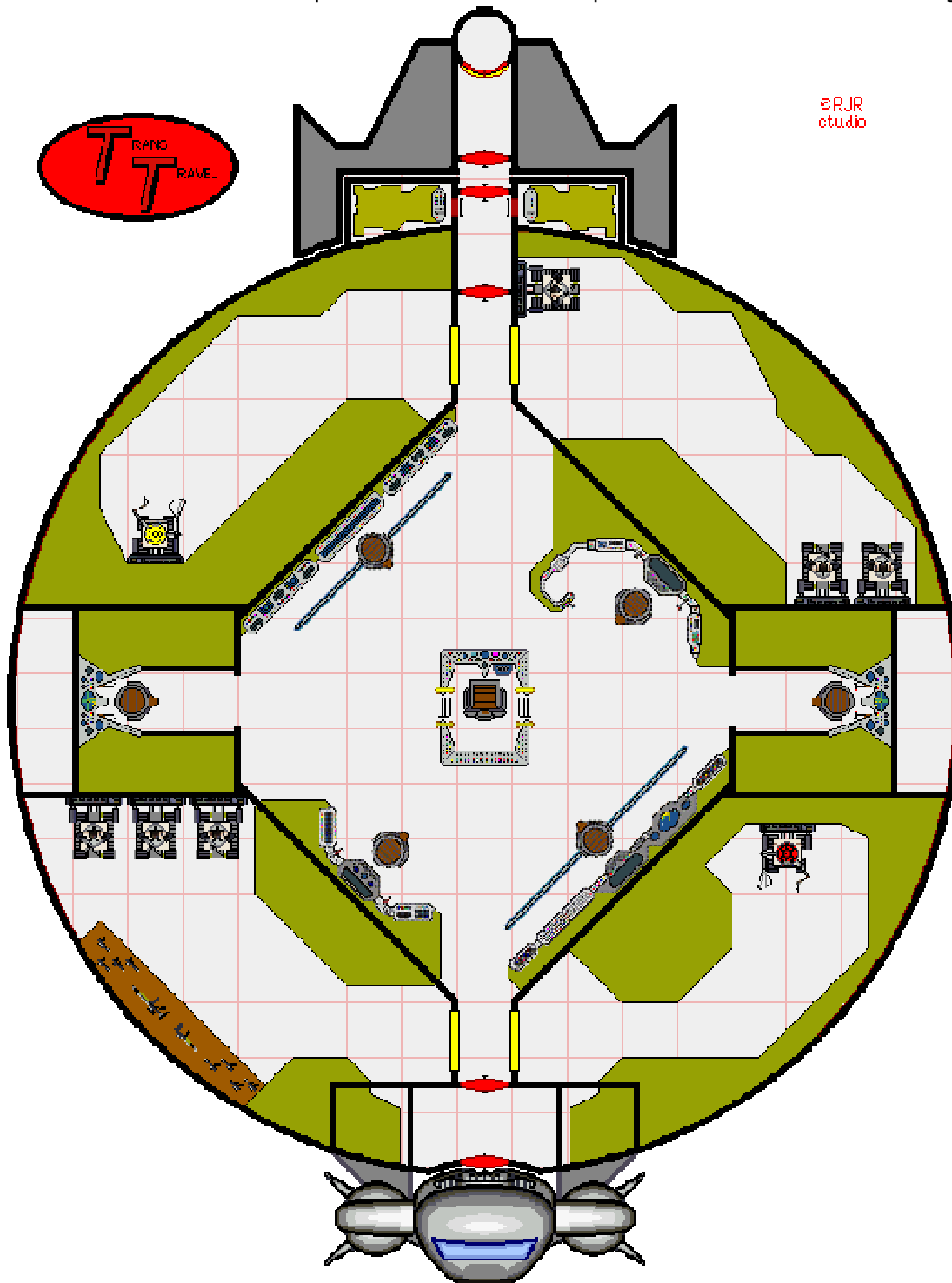
DECK 2 - ADMINISTRATION

The administration deck handles the rest of the station support. Starting a t 12 o'clock on the deck plan below and going clockwise is the docking center/lift shaft access full service galley and fresher a recreation center with holo-entertainment and workout equipment a brig with two double occupancy cells seven single occupancy cells and a pair of frozen storage rooms3B a medical bay with three surgical centers plus a freeze field center and a meeting room. Located centrally is the traffic control center used to coordinate the fighter squadron and shuttle arrival/departure.

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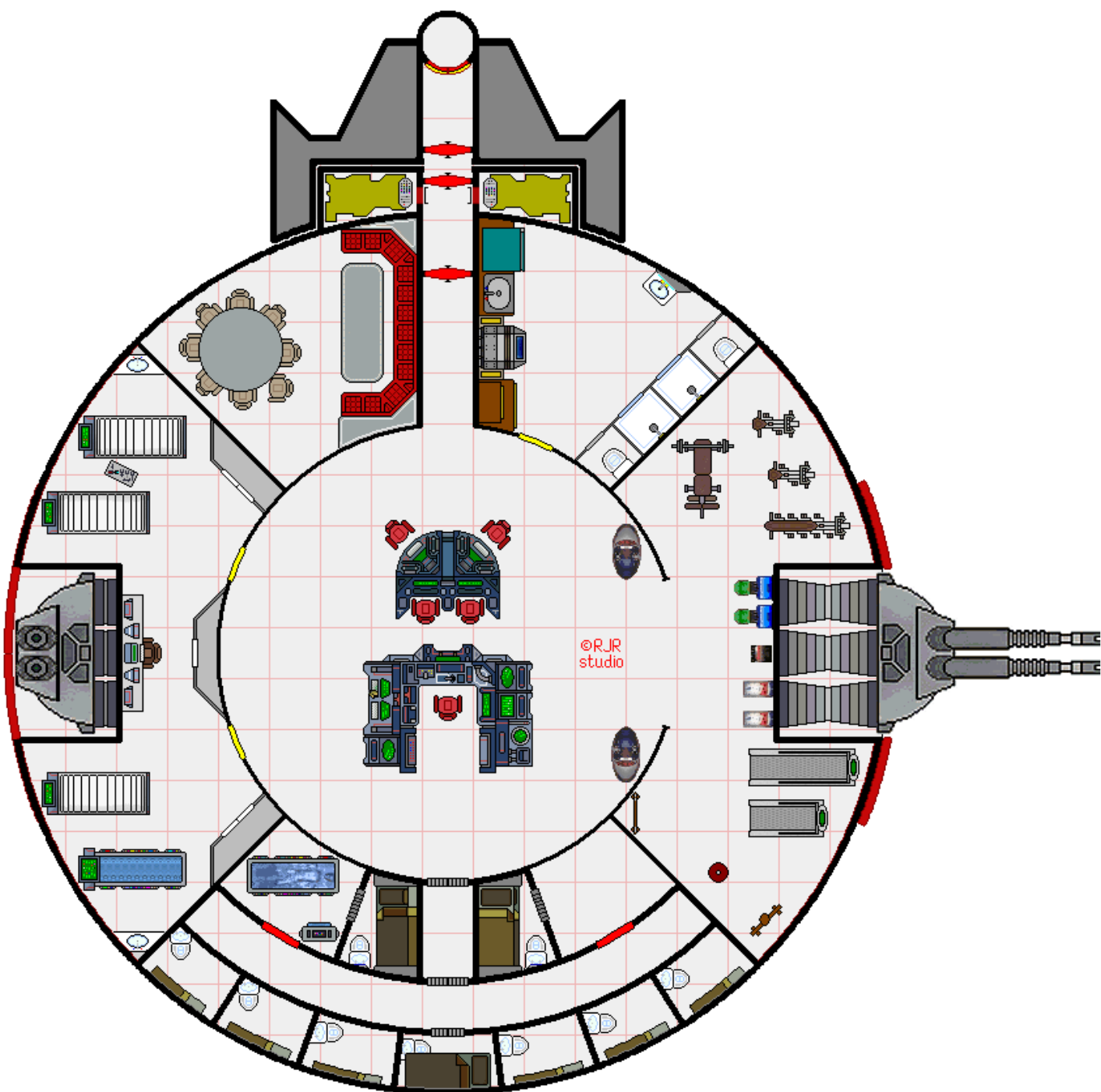
DECK 3 — CARGO HOLD

The cargo hold is an open area intended to store wares for the independent station crew. With a 10 meter ceiling it doesn't support much in the way of massive valuable collections of swag2C but it holds more than enough good s to sustain the crew.

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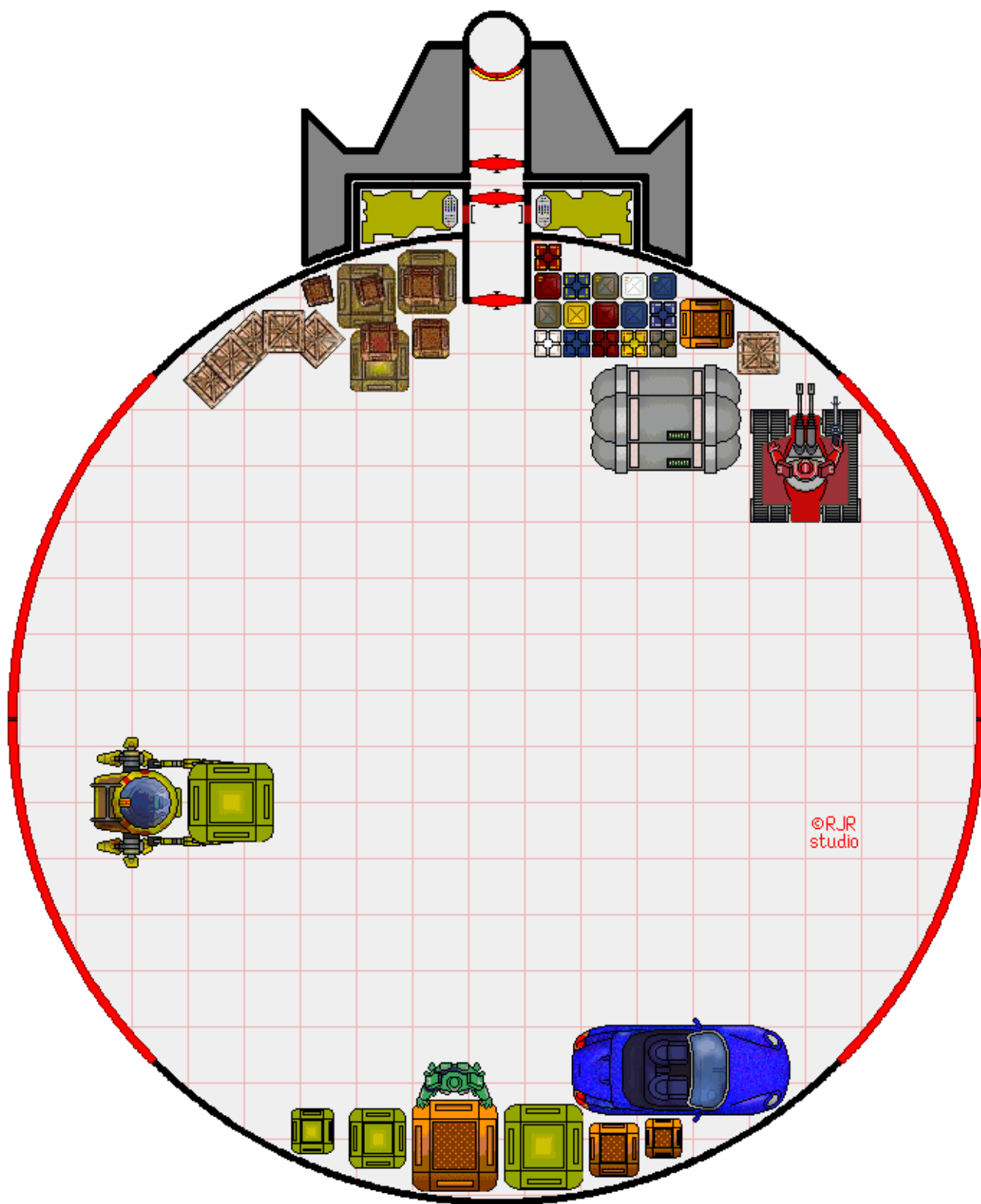
DECK 4-8 FIGHTER BAY'S

The Corsair Container houses five separate fighter bays taking up the bulk of the station. Each bay has quarters for eight occupied by a pilot gunner a computer operator and an engineer/deck officer plus a team of several technicians for upkeep and repairs. Each quarter's section has a mini-galley and a fresher along with a lounge and exterior atmosphere control/monitoring station. Most importantly is the open area designated t o berth and secure a single fighter craft which just fits into the confines and through the bay doors. Fortunately with the station in constant weightlessness (except during transport via a container ship) the confines aren't an issue.

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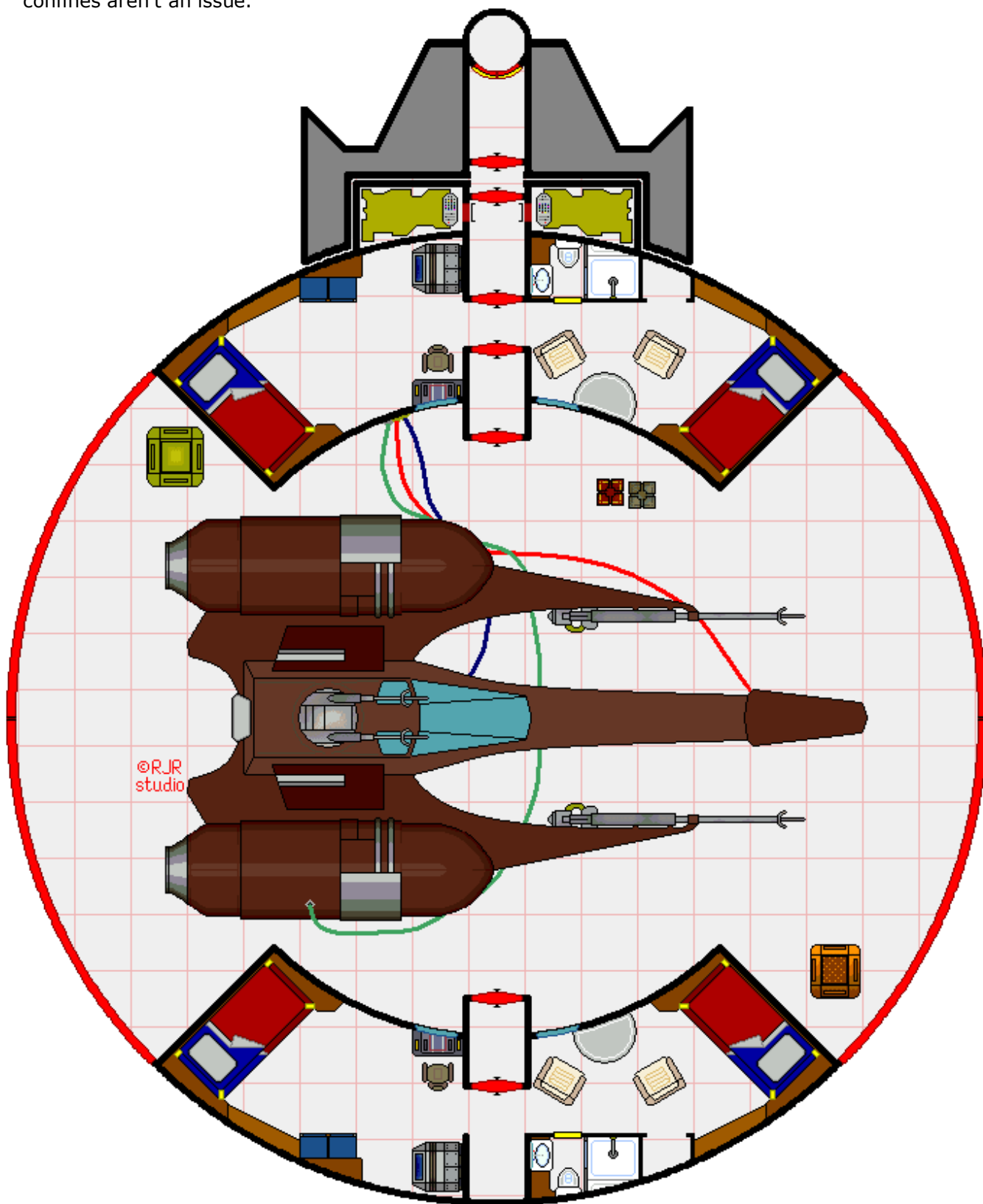
DECK 9 — AFT QUARTERS

This deck houses the remaining officers and crew members. Commanding officers occupy the two double occupancy cabins crew occupy the triple and quadruple occupancy cabins. A communal lounge fills the center circled by entertainment consoles refrigeration unit and a mini-galley and a fresher round it out on the ventral side.

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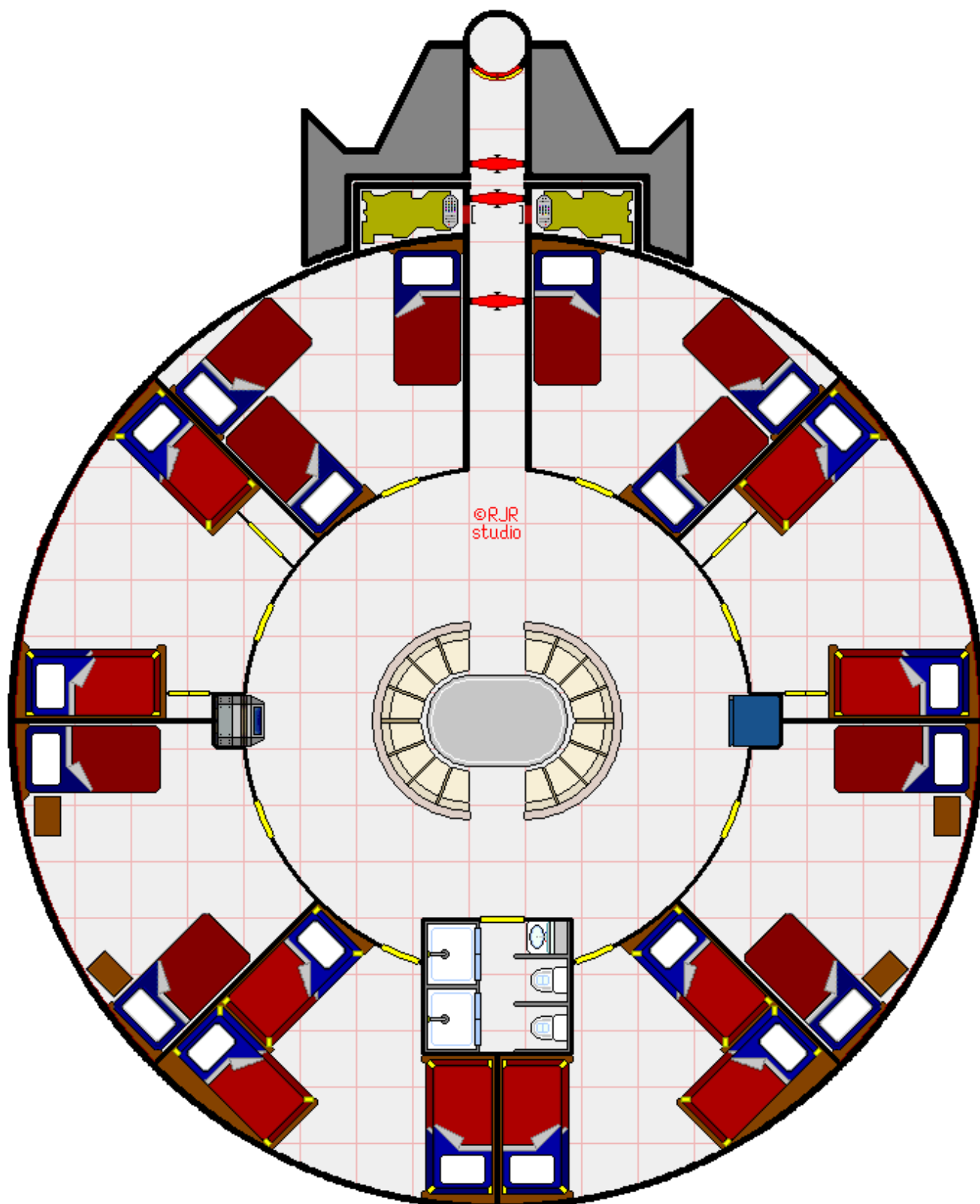
DECK 10 – MAINTENANCE DECK

The nuts and bolts end of the station rests in the stern. Flanking the docking platform/lift shaft on the dorsal side is a life support unit and water tank with a purification plant. A pair of workpods resides in separate bays, port and starboard with a trio of maintenance robot berths adjacent to each bay. Located ventrally is a nuclear reactor its chamber is flanked by a pair of airlock access ways complete with decontamination equipment and in-suit storage. Adjacent to port of the reactor chamber is a generator and power relay station starboard of the chamber has a large parts egress /airlock. Located centrally is an engineering station that monitors power and operations along with a complete workshop ventrally adjacent of the engineering station.

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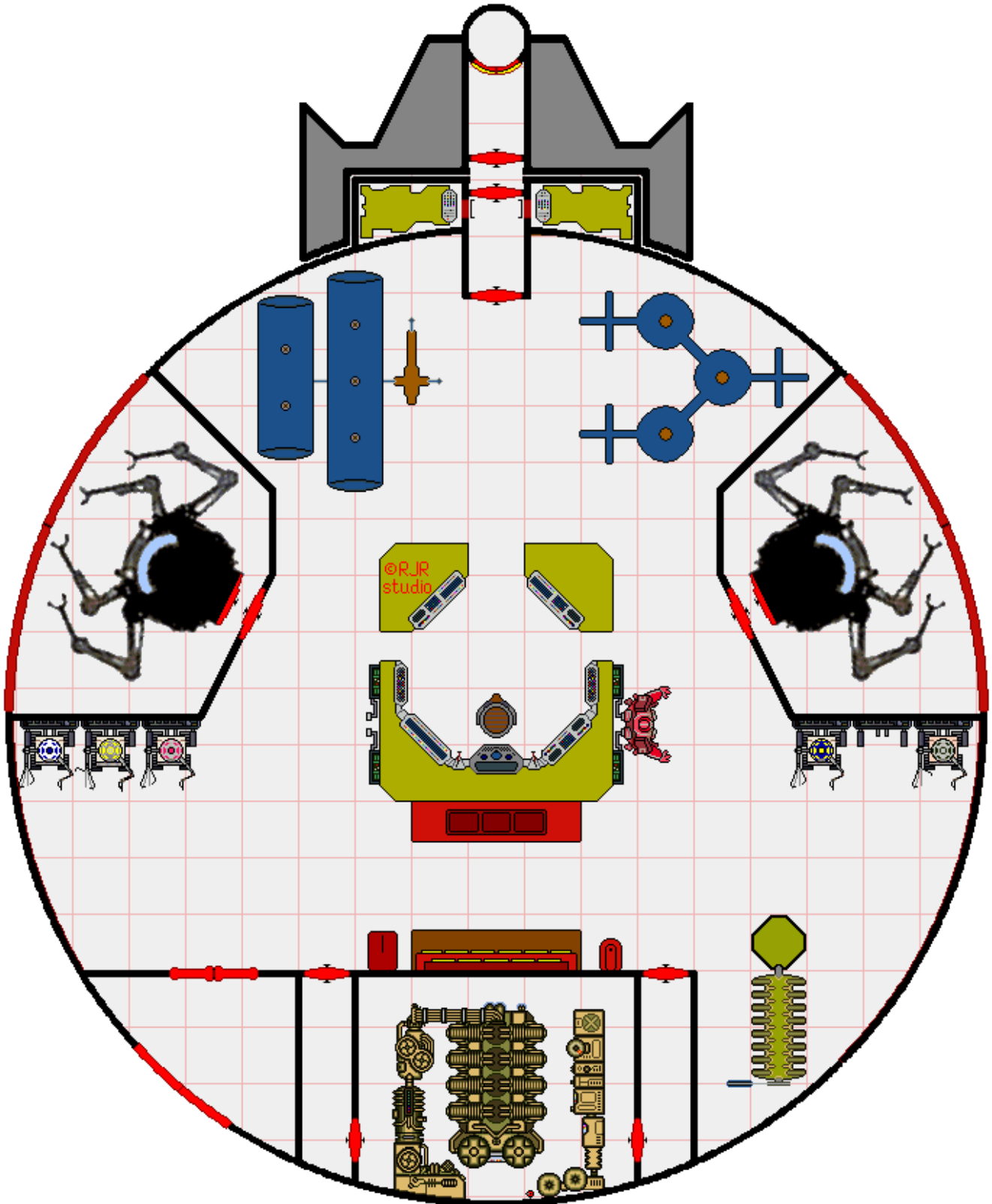
S-200 ASSAULT SHUTTLE
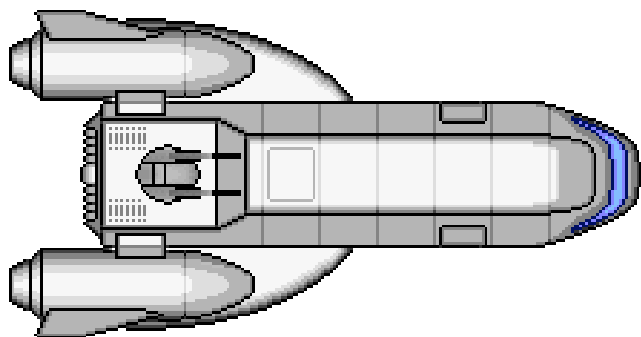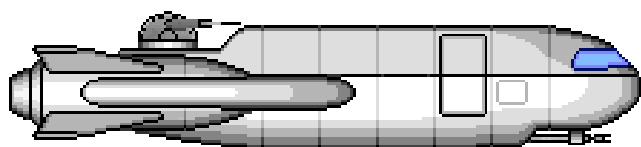
S-200 Assault Shuttle

Hull Size:	2
Hull Points:	12
Powerplant:	2 Chemical A-size
ADF/MR:	2/4
DCR:	26
Armament:	PL, PLT
Defenses:	RH
Communications Detection:	SubSpace Radio, Radar
Misc:	Light Armor
Cargo Capacity	0.5
Crew:	14 - 2 command chairs and 12 acceleration folding seats

Computer Program	Level
Alarm	2
Analysis	2
Astrogation	2
Computer Lockout	3
Damage Control	2
Installation Security	3
Laser Battery	1
Laser Cannon	1
Life Support*	1
Maintenance	2

* Capacity 12

The S-200 is an armed shuttle craft, appropriately enhanced to protect its load during transit. As such it has been upgraded with system ship astrogation equipment, intended for longer range missions beyond standard surface to orbit shuttle flights. The cargo area can be quickly adapted for goods or personnel, and the aft turret can be accessed in the hold by one of the assigned crew.

S-4 CORSAIR FIGHTER

S-4 Corsair Tactical Assault Fighter

Hull Size:	1
Hull Points:	8
Powerplant:	2 Atomic A-size
ADF/MR:	5/4
DCR:	30
Armament:	PL, PLT
Defenses:	RH
Communications Detection:	SubSpace Radio, Radar
Misc:	Heavy Armor
Cargo Capacity	0
Crew:	2 command chairs

* This craft does not posses life support

Computer Program	Level
Alarm	2
Analysis	2
Astrogation	2
Computer Lockout	3
Damage Control	2
Installation Security	3
Laser Battery	1
Laser Cannon	1
Maintenance	2

* Capacity 12

The S-4 Corsair is a lethal weapon when considering civilian ship engagements. Even so, it has more than enough firepower to ward off military fighter craft as well, but acting alone they would have trouble against larger warships. Operating as a squadron, the risks increase once more.

Boasting twin atomic drives (with jump governors installed), the extra grunt permits a larger array of weaponry without affecting performance much. As a civilian design, it is actually quite remarkable despite the additional costs involved.

Even so, there are obvious corners that were cut. First and foremost being the lack of any life support equipment. Which is fine considering the nature of the craft, it's not meant as a long range patrol vessel. Also noteworthy is the lacking auto-eject module and associated stress analysis software package, which forces a pilot to think about the situation he/she is about to get into. While there is ample room for such equipment, it was left out (but shouldn't be much of a hassle to add later on). Noteworthy is the addition of a second command chair for a gunner, the unlimited firepower of the pod lasers in conjunction with the 360º laser turret makes this something of a contender in any arena.
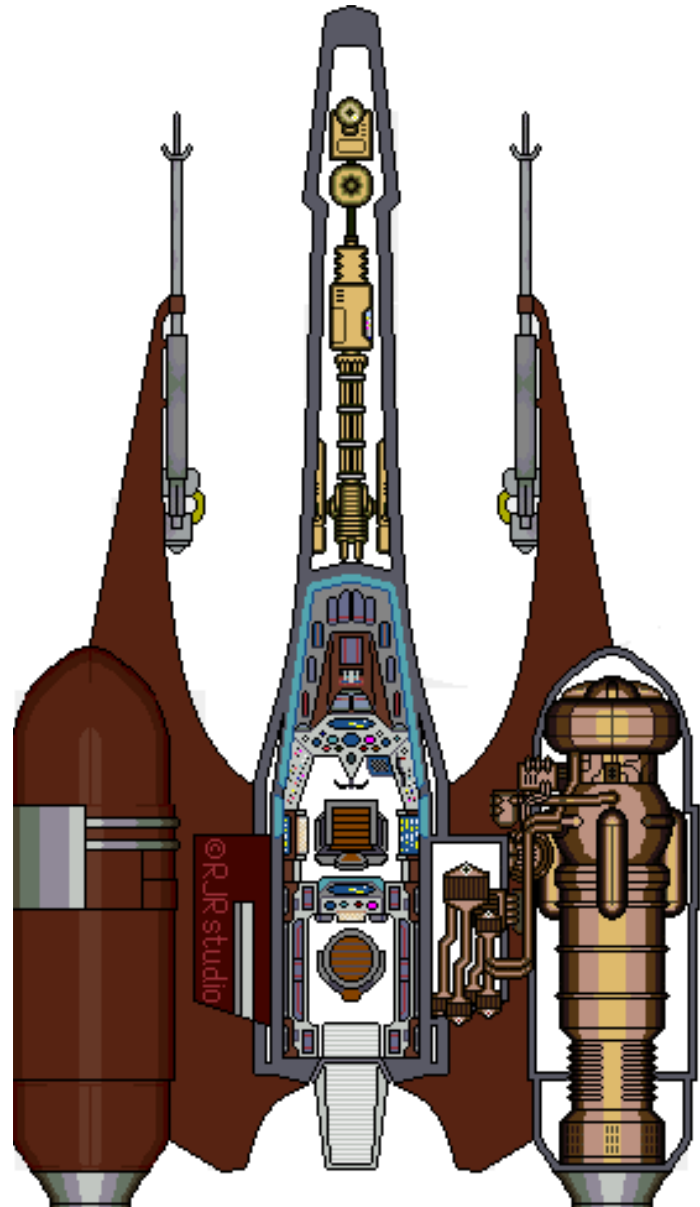
CHRISTIANNA—CLASS TORPEDO FRIGATE

By William Signs, Artwork by GJD

They're obliging enough to meet us when we reenter normspace.

"Enemy warships inbound," Midshipman Bronik Graz reports from the sensor station,"at zero-zero-zero, zero-two-zero-zero Zulu, distance 20,000 and closing rapidly; hostiles are one Marauder-*class frigate and* five Hatchet-*class corvettes, all hostiles are*—oh, Hells, vampire, vampire, vampire, raid count six torps, and eight rockets!"

"Pilot, evasive maneuvers!" *I bark out, even as the holodisplay on my station switches automatically to tactical view, and alarm klaxons hoot throughout the red-lit bridge.* "Gunnery deck, bridge, fire railguns, stands by to launch torps. Mid, advise the rest of the task force to stand by!"

There....nothing more for me to do but watch the battle unfold, the Rhiannon*, her sister ship, the* Maugarite*, and the four assault scouts forming our task force taking point directly in front of the MSO medships, as the 'vettes and the* Marauder's *missiles converge on our position,* Rhiannon's *chin-mounted railgun battery already scratching thin blue tracers across the darkness, picking off the rockets and one of the two torps, the* Margaurite's *railgun battery bringing down the other one.*

The main railguns on either side of our flanks ripping into the flock of 'vettes, two of them scattering their hot junk across space.

The remaining three open fire with their laser cannon. "Launch anti-beam ordinance!" *I cry out, even as a whitish fog surrounds the ship.*

One of their lasers strikes home, and the bridge lights dim.

"Engineering, report! " *I say, Junior Lieutenant Ammut Bloud replying,*"crew deck opened to space, Captain, no other damage."

"Splash two more bandits," *comes the report from the gunnery deck, two more corvettes splitting wide open from a rippling fusillade from the main guns, the railgun battery picking off another torp.*

"Range to the frig?" *I ask.*

"Seventeen thousand, Captain," Bronik reports,"closing rapidly."

"Guns, launch four torps," *I snap. "*Remove *that frigate from my sky."*

"Torpedos away, Captain," *the voice of* Rhiannon's *torpedoman shouts out over comms, a quartet of torpedos shooting out of the torp bay in the frigate's belly, streaking straight and true for the enemy frig, its laser batteries pulsing rapidly and its interceptors flying from their launchers in an attempt to bring them down.*

"Margaurite launching seekers, assault scouts launching rockets," Bronik reports at the same time, as the railgun battery punctures the remaining 'vette's port engine, ripping its entire port wing apart in a bright roar of light, the Margaurite's main railguns causing it to spin crazily, before ripping it to shreds.

"Launch four more torps," I say the instant the tactical display confirms the enemy's point defenses are fully engaged.

"Torpedos away," the torpedoman replies instantly, four more torps dropping out of Rhiannon's belly, arrowing for the Marauder as the enemy frig's point defenses pick off the first group of torps.

The other four torps, four seeker missiles from the Margaurite, and a trio of assault rockets slammed into the frigate, vaporizing it instantly.

Not the end of it, by any means, as Bronik is quick to point out:

"Additional hostiles inbound on attack vector. "

From the after-action report of Captain Barbara Hayes, Clarion Royal Marines, Commander of CMS Rhiannon, during combat operations in the Epsilon system, 1/1/61

Undergoing testing by the Clarion Royal Marines, the *Christianna*-class torpedo frigate uses a Size 7 spaceframe and a pair of size C pion engines, (#7-p26) as the basis for a strike version of the standard frigate.

The torpedo frigate is armed with a pair of turreted railguns on either flank, a chin mounted railgun battery and eight torpedos, using its powerful engines for fast strikes and relying solely on its railgun battery for point defense, an inertia screen for defense against missile weapons, and a reflective hull, an albedo screen and masking screens for anti-beam defense.

So far, the Royal Marines have fielded five protoype FFTs: the class ship *Christianna*, the *Rebekah,* the *Audrianna,* the *Rhiannon* and the *Margaurite* (all named after Clarion royal consorts), with the *Margaurite* being equipped with seeker missile racks instead of torpedos.

DECK PLAN

All stations with the notation FULL COMPUTER ACCESS can monitor and control all ship functions. All stations with the notation LIMITED COMPUTER ACCESS control only those functions assigned to that station.

DECK 1: BRIDGE

1. Elevator Shaft: Connects all decks.
2. Command Station (FULL COMPUTER ACCESS): From here, the captain can monitor and control all ship operations, including weapons, piloting, and astrogation.
3. Pilot Station (FULL COMPUTER ACCESS): The executive officer flies the ship from this station, and, if need be, can control and monitor all other ship functions from here.
4. Astrogation Station (LIMITED COMPUTER ACCESS): The ship's astrogator performs all astrogation duties from here.
5. Sensor Station (LIMITED COMPUTER ACCESS): The ship's sensor tech controls all sensors and the white-noise broadcaster from here.
6. Comm Station (LIMITED COMPUTER ACCESS): The ship's comm tech controls the intercom, videocom and subspace radios from here.

DECK 2: GUNNERY DECK

7. Torpedo Station (LIMITED COMPUTER ACCESS): The ship's torpedo are launched and controlled from this station. Usually manned by the chief gunner.
8. Starboard Railgun Station (LIMITED COMPUTER ACCESS): This station remotely operates the starboard railgun. It can remotely operate both railguns should either of the stations be destroyed.
9. Port Railgun Station (LIMITED COMPUTER ACCESS): As #8 above, but for the port railgun.
10. Railgun Battery Station (LIMITED COMPUTER ACCESS): Remotely operates the chin mounted railgun battery.
11. Defensive Systems Station (LIMITED COMPUTER ACCESS): Runs the masking screen launcher and both sets of defensive screens.

DECK 3: CREW DECK

12. Captain's Cabin (FULL COMPUTER ACCESS): Single-occupancy cabin for the ship's captain.
13. Executive Officer's Cabin (FULL COMPUTER ACCESS): As #12, above, but for the XO.
14. Officer's Quarters (LIMITED COMPUTER ACCESS): The ship's flight engineer and chief gunner share this double-occupancy cabin.
15. Crew Quarters (LIMITED COMPUTER ACCESS): Each is a double-occupancy cabin for two of the ship's crew.
16. Galley/Common Area (LIMITED COMPUTER ACCESS): In the center of the crew deck, this area serves as a recreation and dining area, equipped with a computer terminal and several discs for entertainment, as well as full kitchen facilities and a well-stocked refrigerator.
17. Arms And Equipment Locker: The locker has the following equipment:

    9 assault railguns
    9 laser rifles
    2 heavy lasers
    2 heavy railguns
    18 albedo screens
    180 200-round railgun clips
    180 20 SEU powerclips
    180 50 SEU beltpacks
    10 1,000 round railgun ammo belts
    10 100 SEU backpacks
    18 spacesuits

18 sets of spacesuit armor
18 rocket packs
18 pairs of magnetic shoes
2 anchors, 1000 meters of cable
40 spare suit patches
50 rocket pack fuel canisters
2 engineer toolkits
1 laser powertorch with powerpack
3 medkits, 20 freeze fields
12 gas masks
1 robcomkit
3 techkits
3 radiophones
18 poly-voxes
18 standard equipment packs
18 IR goggle
18 pairs of magnigoggles

18. **Sickbay (LIMITED COMPUTER ACCESS):** The ship's surgeon tends to patients here with the help of an eight-capsule automedic facility (SFMan #8). The ship's surgeon has quarters in this area.

DECK 4: ENGINEERING DECK

19. **Drive Controls (FULL COMPUTER ACCESS):** From here, the ship's engineer can monitor and control not just the ship's pion engines, but the entire ship should the need arise.
20. **Auxiliary Power (LIMITED COMPUTER ACCESS):** Both the ship's Type 3 secondary power generator and its controls are located here.
21. **Life Support (LIMITED COMPUTER ACCESS):** Controls the ship's life-support system.
22. **Workpod:** One of the ship's two workpods are docked here.
23. **Bot Bay (LIMITED COMPUTER ACCESS):** The ship's completment of robots are serviced and charged here.

DECK 5: VEHICLE AND CARGO BAY

24. **Launch:** Docking area for the ship's ten-person launch.
25. **Cargo Bay:** Equipped with a single cargo arm.

DECK 6: ENGINE HOUSING

26. **Pion Engines:** The ship's two pion engines are sealed off from the rest of the ship, bathed in supercoolant, and tended to by the eight specialized engineering robots (four per engine). NOTE: This deck is inaccessible from the rest of the ship.

NEW WEAPONS SYSTEMS:

Railgun(RG): A massdriver which accelerates 12.7 millimeter projectiles to relativistic speeds, causing slightly more damage than a laser cannon, while requiring less space than a laser.

MHS:3(MHS:5 if turreted), HDR: 3D10, Range: 10 hexes, DTM: -10, Restrictions: LTD(15 100-round bursts), To-Hit: 75%/55%*, Cost: Cr 12,500.

Railgun Battery(RGB): A battery of four massdrivers firing 7.62 millimeter projectiles at relativistic speeds.

MHS:2, HDR: 2D10, Range: 8 hexes, DTM: -10, Restrictions: LTD(18 100-round bursts), To-Hit: 60%/50%*, Cost: Cr 10,000.

Railgun Pod(RGP): A gunpod containing a pair of linked 5.56 mm massdrivers. Used by fightercraft and bombers.

MHS:1, HDR: 1d10+5, Range: 6 hexes, DTM: -10, Restrictions: LTD(10 200-round bursts), To-Hit: 60%/50%*, Cost: Cr 8,500.

*Knight Hawks boardgame rules; the first figure is for all defenses save inertia screens, the second figure is for characters with gunnery skills(second percentage +10%/skill level).

NEW DEFENSES:

Inertia Screen(IS): The starship equivalent of the personal inertia screen from Alpha Dawn. Note: Second percentage is for characters with Gunnery skill(second percentage+10%/skill level)

Weapon	To-Hit
Railgun	35% / 25%*
Railgun Battery	30% / 25%*
Railgun Pod	30% / 25%*
Assault Rocket	30% / 25%*
Torpedo	25% / 20%*
Seeker Missile	35%
Mine	30%
Rocket Battery	20% / 15%*

* MHS is 1

Albedo Screen(AS): The starship equivalent of the personal albedo screen from Alpha Dawn. It affects laser weapons in the following way:

Weapon	To-Hit
Laser Cannon	35% / 25%*
Laser Battery	30% / 25%*
Laser Pod	30% / 25%*

* MHS is 1

Christianna-class Torpedo Frigate

HS:	7
HP:	35
Engines:	2 Class C Pion
ADF/MR:	4/4
DCR:	70
Life Support:	19
Crew:	3 single-occupancy
	8 double-occupancy
Passenger:	None
Cargo Capacity:	5 units
Computer Level/FP:	4/128
Communications	Intercom
Equipment:	Videocom
	Subspace Radio
Sensor Systems:	Skin Sensors
	Cameras
	Energy Sensors
	Radar
	White Noise Broadcaster
Weapons:	RG(×2)
	RGB
	TT(×8) OR SM(×10)
Defenses:	RH
	MS
	IS
	AS
Ship's Vehicles:	Launch 10-person
	Workpod ×2
	Escape Pod ×9
Other Equipment:	Robots;
	16 Level 4 Maintenance
	6 Level 4 Combat
	8 Level 4 Engineering
	See Locker, Deck 3

Knight Hawks Ships are played using the *Digitally Remastered Star Frontiers Knight Hawks* game found at http://starfrontiersman.com

SCENARIOS

A Christianna-Class Torpedo Frigate barley made it out alive after meeting an advanced Sathar scouting party on the fringes of civilized space. With no torpedos left, it's masking screen tanks dry and another direct hit that disabled it's WNB (white-noise broadcaster) the ship and crew limp back to civilization.

Unbeknownst to them, pirates in the area have been eavesdropping on the mayday communications and have arrived in force. The frigate would make a nice addition to their fleet.

CHRISTIANNA-CLASS TORPEDO FRIGATE

Remove the following from the frigate stat block.

        Hull Points: 28
        Weapons: TT
        Defenses: MS *
        Subspace Radio
        White Noise Broadcaster
        Masking Screen *
        Escape Pod x3
        Robots x6 (random)

* These items cannot be repaired until the ship reaches a spaceship construction center. Other items can be repaired per the Knight Hawk rules on pg 18.

PIRATE SHIPS

The following civilian grade ships have been "confiscated" from their owners by the Devil's Chums a ruthless pirate organization.

Imp Class Yacht
HS 4, HP 20, ADF 4, MR 3, DCR 32
Weapons: LB
Defenses: RH

Nova Class Yacht
HS 5, HP 25, ADF 2, MR 2, DCR 35
Weapons: LB, RB x2
Defenses: RH

SETUP

The frigate starts on the short side of the Knight Hawks map at a speed of 2. The pirates start on the opposite side of the map. The Imp-class starts on the map at a speed of 6 and the Nova-class enters the map 2 turns later at a speed of 10.

VICTORY CONDITIONS

The frigate must exit the far side of the map in addition to reducing the pirate ships by 1/2 their hull points or destroying all pirate weapons. The pirate player wins by disabling the frigates engines and winning it as a prize! Of course if the pirates destroy the ship the game is a draw.

BOARDING ACTION!

If the pirate player is able to disable the frigate consider playing out the boarding action using the *Digitally Remastered Alpha Dawn* rules.

SPACE JUNK: A REAL THREAT

By Larry Moore, Artwork by GJD

Given the amount of debris a single freighter collision could cause and the increase of space trash ***Ghanst Galaticnational*** developed what we call the junk ship. These small unmanned ships are specialized sub-atmospheric shuttles that have a magnetized scoop arms and a laser powertorch (LPT) mounted to the front. They endlessly travel around a planet or moon gobbling up space trash and debris.

The LPT is used to cut large debris down to smaller sizes. The debris are then scooped into its maw and ferried to the back of the ship where long cyclindric storage cell are attached. Once full, the junk ship travels to a refeuse container, drops it's load and picks up another set of storage cells.

Newsline with Chat Bebo

Reports are denied by Ghanst that a rouge junk ship cut the words "The Star Devils were here." on the side of a PGC liner.

"Hello I'm Chat Bebo. I have with me Executive Chief Rorgr Gentelhein on the line to answer the alligation: Are the pirates known as the Star Devils operating in this area and did they hijack a (looks at notes) *space junk ship*. Mr. Gentelhein?"

"Pirates? Hah! Surely you jest Mr. Bebo. Everyone kows the Star Devils are a local punk band operating out of Port Loren. If there are pirates taking over Ghanst equipment I'm a Lokkuku's uncle!"

"Mr. Gentelhein, what about reports of the monopolization of your compaines (looks at notes again) junk ships being the only ships allowed…."

* Junk ship cutting debris into smaller chunks.
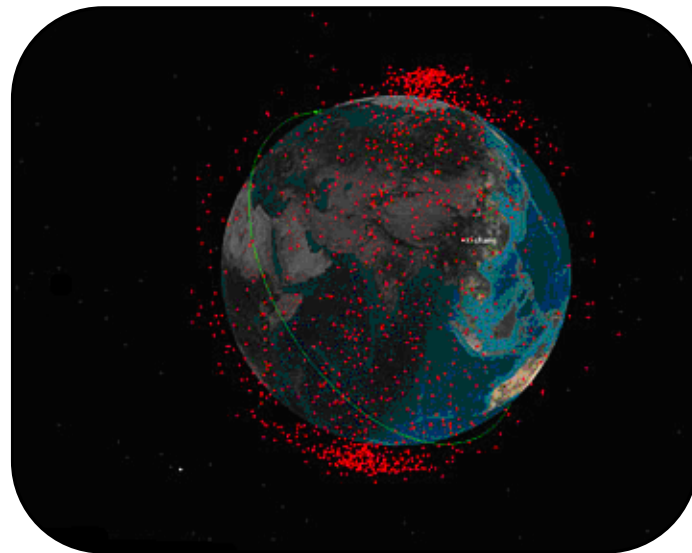
* This computer image shown by Tiddle Bertwalker at the Institute of Junk Study shows large deposits of space debris caught in the planets magnetic north and south poles.

"Standoff" by Ryan Baker

ADVENTURE BOTS

By C.J. Williams

Part One: Roleplaying Robots

In the article Star Questions by Penny Petticord and Ed Greenwood in the December 1984 issue of Dragon Magazine (Issue #92), it says "Robots and cybots cannot be player characters; they have personalities but have no free will. Freedom of choice puts excitement into the game. No one would want to run a character that could only do what someone else told him to do." Is this true? Are robots unplayable?

Special Thanks: Bill Logan for his invaluable input.

CAN YOU ROLEPLAY A ROBOT?

The above articles made a presumption that overlooks one thing: even entities with free will follow orders, so following orders and free will are two different things. Thus, two different robots with two different groups of programs and experience will do the same task two different ways.

A corporation could give commands and programs to a robot that will benefit a party of characters, but that robot will act within its orders by the corporation instead of the characters, and will act as a unit with free will in the company of those characters because it is under orders by an entity that is not in their presence.Even if one of the characters in the group owns the robot, the robot will still only be subject to that character, but will act with free will in regard to the other characters where such free will does not contradict orders from its master.

Also, when you consider the opportunities to raise havoc with a robot character, you see there can be lots of fun in roleplaying a robot. Just because your brain is made of microchips does not mean you can't make decisions. Just because you have no emotions to call your own does not mean you can't be responsive. Just because you serve a master does not mean you can't express individuality. Such restrictions only affect how you express your robot's uniqueness, but have no effect on whether you can express that uniqueness.

Finally, not all robots are designed for simple functions. Many robots, in fact, are designed with a limited interactive A.I. This A.I. allows them to interact with sentient beings and respond within certain set parameters through programmed personalities and simple reasoning, even learning to some degree. This allows them to demonstrate unique characteristics that may be roleplayed. While it does not make them sentient, it does make them more present and interactive.

This information not only helps with roleplaying robots, but it can also help the Referee with roleplaying computers, as computers may also have varying personalities and quirks, though such is not typically necessary, unless some kind of social interaction is appropriate to the computer's purpose.

IT'S A ROBOT'S LIFE

Robots are property, that's unavoidable, but just as one might come to have affection for a pet or even a servant, one can come to have an affinity for their robot. Even still, most robots are incapable of reciprocating friendship beyond their programming. On the other hand, loyalty to its master, personal assistance, and useful advice often comes to be a comfort to a robot's master in a similar way to friendship.

A robot performs tasks that are normally too laborious, tedious, or dangerous to sentients. Except for their upkeep, they make life easier and may even save lives. Their many and varied uses put them in high demand anywhere high technology can be found and even in many low tech environments. Robots are also a status symbol dependant on its program level.

WHAT'S DIFFERENT ABOUT ROLEPLAYING ROBOTS?

Robots have several advantages and disadvantages over normal player characters:

* Need no sleep, but do need to recharge their parabatteries.

* Do not develop any mentalist abilities and are immune to most mentalist effects, but can be equipped with things that simulate mentalist effects.

* Can be reprogrammed and repurposed.

* Can be disabled by EMP's. (Note: Star Frontiers robots have moved beyond magnetic storage, using solely three dimensional laser storage, so their memory is not affected by the EMP pulse.)

* Can have its memory easily wiped, making it a basic model of its type, causing it to lose all information and bonuses from programs and experience.

- Are immune to all organic effects, such as disease, poison, radiation, and suffocation, but can suffer water damage, electrical damage, viruses and worms, rust, rot, disrepair and foreign particles such as dust and sand.

- Feel no pain, but do experience the ill effects of hardware damage and program corruption.

- Can't improve their physical or mental abilities, but can be upgraded or altered with new parts.

- Do not gain skill levels through training, but must be programmed with skill-equivalent programming, and their experiences may mildly improve their operations.

- Must be carefully balanced against the party to prevent preferential desirability as characters.

In addition to these differences, robots actually need more detailed character information than normal characters for the specific ways of dealing with its environment. Developing and maintaining your robot character's distinct characteristics is an important part of robot character design and roleplaying.

WHO ROLEPLAYS THE ROBOT

As with pets, the Referee usually controls the robots. That is, the Referee dictates its actions. However, the Referee should also know how the robot responds to its master. The Referee may also choose to assign the robot to a willing player different than the player of the robot's owner if the Referee does not feel comfortable roleplaying the robot or if another player expresses interest in doing so.

With the Referee's approval, a player may create and roleplay a robot, but one of the other players must be its owner, though the Referee may choose to let the robot be the property of a corporation or other non-present entity. This will give the robot more freedom and autonomy within the adventure.
Robot Personalities

A robot does not need a personality matrix to express unique traits that give it a distinction from other robots that have the semblance of personality. Being experienced with a variety of mechanical objects, you know that devices do not always act the way they are supposed to and even sometimes seem to act in a way as if it knows what we're saying or thinking. That is why people tend to personify inanimate objects, especially old cars. This would become even more pronounced with an autonomous robot, especially when you throw in the quirks that can arise in a computer's programming. The one playing the robot is in charge of how the robot's personality is expressed in the quirks, sayings, directions, and predispositions.

SAYINGS

Try to come up with some lines and catch phrases that a robot of its type would likely use liberally. This will help distinguish the robot.

Robots of levels 2-3 will always react the same way to the same stimulus regardless of situation. (If your robot is programmed with emotive expressions, write down its pat reactions.) Level 4 robots will have a small library of responses to choose from at random to express each situation, but the library is still easily recognizable and not always the most appropriate, but simply what is available. Level 5 and 6 robots with emotive programming will be able to select responses most appropriate to the circumstances. See Example 1.

Do not be random. Have a distinguished time and circumstance at which the robot says its queue. This doesn't mean you need to be predictable. On the contrary, if you queue from obscure, but specific reasons, your robot can respond in ways that fellow players might not expect.

What can make it further random is queuing not from a long-term command. This is done when the player playing the robot's master gives the robot a specific command indicating that the robot will need to follow that command in all future instances until the command is rescinded. See Example 2.

COMMAND TRIGGERS

Command triggers are keywords and phrases that trigger the robot's functions. These do not have to be spoken by the robot's master to trigger the function. Think of some words or phrases that trigger the robot's functions. The master should be familiar with these terms, and so should the one playing the robot, but they should not be shared with other players. These triggers can also lead to the occasional humorous confusion. See the example robot character at the end of this article.

The trigger must be programmed by a robotics technician for robots of levels 1-3; when first operated, the owner will be asked to speak the commands for voice recognition. But with robots levels 4-6, the command trigger can be inputted through a voice command by its owner.
See Example 3.

EXAMPLE 1
Carol creates a level 4 ERoL-9 Servebot with emotive expressions. She then writes down 6 pat expressions to reference:
1. *Encouragement. "Very good, sir/ma'am."*
2. *Unexpected result. "That is most curious."*
3. *Interrupted. "How rude."*
4. *Protecting master. "Ma'am, there is a ___% chance that you will [Most gruesome description possible]. Perhaps you should…"*
5. *Options present. "Ma'am, I have calculated several options that I think will be optimal for success…"*
6. *Reply to appreciation. You are very welcome sir/ma'am. Is there anything else I can do for you today?*

Then, during the game, she uses those expressions liberally. During one such instance, when confronted by a sentinelbot, the robot says to its master, Varik: "Sir,

there is a 23.4% chance that you will be torn limb from limb and pulverized into a fine sludge. Perhaps you should turn around now and find a new route to the city."

EXAMPLE 2

Xarin commands Exthree, saying: "If you or I are ever in danger, and I have not already acted violently to the situation, and we are outnumbered, make me sound impressive. It may be our only chance to get out alive"

On one such occasion, as Xarin and Exthree are menaced by three pirates with various weapons in hand, Exthree recognizes that the situation is dire and its master has not acted violently in response. Thus Exthree speaks up, saying: "Sir, perhaps it is time for you to do that thing you do like where "Jagged – The Golorian's" spleen ended up in a jar on the nightstand at your home and you shoved 'Goro – The Vile's" T-.48 Gyrojet in an unmentionable place on Goro's person. And I just don't know how to describe what you did to the mouthy one that was with them. Tsk. Poor chap. I calculate a 112% chance of repeating that circumstance within 14.8 seconds, if you are up to breaking your record, that is. Should you do that, we can get on with our task more expediently." Exthree then steps aside (just far enough for it to jump in the way should a pirate attempt to attack his master) in order to appear as though it is giving its master enough room to do battle without its assistance.

EXAMPLE 3

Similarly to Example 2, Xarin commands Exthree, saying "When I make a 'psst' sound, you take up position behind me. If I also hold up a finger and shake it back and forth, you must also bring your audio receptor near to my head in order to receive a statement." Some time later, when they are in Colvera's study, Exthree is pooring tea and Colvera and Xarin are seated. Xarin is frustrated at a mistake that Colvera has just made him aware of. Xarin goes "psst!" And Exthree looks to see that it is his master, and then walks over and takes up a position behind his master. Xarin then shakes a requesting finger backward and forward at Exthree who bends down to Xarin to listen to his next statement. Xarin then slaps Exthree on his cranial plate, and Exthree stumbles back slightly. Xarin says, "Tthat's all".

SIMPLE REASONING

Reasoning? How boring can you get, right? The reality is that simple reasoning capabilities provide an unpredictable aspect, and can be a boon on adventures. In fact, simple reasoning function puts the adventure in Adventure Bots. However, this is not that hard to do.

Any computer can exercise logic, but the ability to draw inferences and make informed guesses must be programmed in specially designed hardware and is thus only available to higher level robots. However, a robot is typically limited in its ability to fulfill a command by its programming. For as much as its programming allows, it will obey any command. Its programming, and to a small degree its experience, will generally

dictate how it carries out a task except where given specific instruction. But in some cases, the master must be careful not to give too general a command. Saying "paint the room" to a Level 2 maintenance bot may lead it to paint every surface in the room from top to bottom in puce; and heaven forbid it should run out of paint. But a robot with higher reasoning abilities will be able to infer the nuances of the request.

So a robot of levels 1-3 will only be able to follow straight logic where every connection is obvious or a direct command is given to them, but robots of levels 4-6 may come with higher reasoning standard and can make their own decisions and make plans and exercise cunning. These can exercise more or less near-sentient reasoning, on a scale of course. (Only Mechanon have been programmed with fully sentient reasoning.)

QUIRKS AND GLITCHES

After building your robot, roll on **Table 1: Quirks and Glitches.** If it was purchased used, roll twice on **Table 1: Quirks and Glitches** instead, ignoring rolls for 01-05. Restored or partially corrupted memory can also lead to interesting quirks. (See *Robot Services* below for Memory Wipe and Memory Backup services.) When the robot's memory is recovered or damaged, roll on the **Table 1: Quirks and Glitches**.

BIASES AND PREJUDICES

Along with quirks and glitches, biases and prejudices will help your robot to stand out in the crowd. Besides biases and prejudices common to its type, consider some biases and prejudices that might develop in relation to its experiences up to now and as you go along. This is a chance for your own personality to influence how you play the robot.

If a robot is fresh off the shelf, you can express this in interesting ways as it acclimates itself to its universe. New experiences will bring out the robot's reactions and through those begin to ingrain its biases and prejudices. Even robots tend toward reacting in familiar ways and may imitate living beings if social interactions are a part of its programming, or may simply grow accustomed to a particular individual or way of doing things, coming to assume such things to be natural parts of its operating functions. See the robot character sheets for examples.

Unless the robot is a used robot that hasn't had its memory wiped in a while, biases and prejudices should develop naturally as you play your robot character. Just keep notes and be consistent on the biases and prejudices your robot demonstrates.

REPURPOSED

When a robot's primary purpose has been altered from its original purpose, traces of its original purpose programming remain and affect how it deals with their new purpose or interactions with its environment.
The robot might even have programming that causes it to reboot the old programming to override the new programming under specific, or even random, circumstances. See Example 4.

Roll	Quirk or Glitch
01-05	No problem
06-07	Choose one (Except for "No problem", "Choose one", and "Roll twice more")
08-10	**Abusive to other robots.** While not usually bringing severe harm to other robots, this robot treats other robots as if dysfunctional toasters or monitors when a task isn't completed to a positive result.
11-12	**Aloof.** Ignores anyone and everyone that does not have anything to do with its functions or mission.
13-14	**Argumentative.** The robot has to analyze, discuss and counter every decision/command, always asking "why?"
15-16	**Backup personality.** If this robot has been repurposed, at anytime its backup systems will kick in with its original programming. (See Repurposed below.) If your robot has not been repurposed, roll again.
17	**Associated Buzz in polyvox.** Each time the robot says or does anything for a specific purpose (name the purpose), a disturbing buzzing sound comes from the vocal processor that sounds like an unnerving cackle.
18	**Random Buzz in polyvox.** When the robot says or does anything, there is 10% chance that a disturbing buzzing sound comes from the vocal processor that sounds suspiciously like an unnerving cackle.
19	**Confused command, related.** When commanded to do a specific thing (identify the specific command), it does another.
20	**Confused command, unrelated.** When commanded to do a specific thing (identify the specific command), it does something entirely unrelated instead.
21	**Random confused command.** When commanded to do one thing, it has a 10% chance of doing another related thing instead.
22	**Unrelated random confused command.** When commanded to do one thing, it has a 10% chance of doing another entirely unrelated thing instead.
23	**Constantly experimenting.** The robot goes about experimenting with anything and everything like a curious child.
24	**Curious.** The robot is always asking questions about its environment, sentient reactions/sayings, and exploring places it's never been, things it's never touched.
25	**Digital interference affecting polyvox.** The robot speaks in an unnerving metallic, static way.
26-27	**Exaggerates.** The robot speaks of all things on a grander scale, responds to its environment in exaggerated ways.
28-29	**Expresses itself through audio media.** Due to the lack of a voice box (through failure or never had it), it uses audio recordings to express itself.
30-32	**Extremist.** When this robot does something or makes a decision, it carries it out to the extreme. It always has to be the best, the biggest, finest, the most active, the most dangerous within allowed limits of its root laws.
33-34	**Fascinated with sentient capacity for laughter.** This may manifest itself in telling jokes, particularly at inappropriate times, and imitating behaviors that have induced laughter.
35-36	**Fascinated with sentient capacity for screaming in fear.** This particularly disturbing trait can manifest itself through reviewing scary holovids and imitating behaviors that have induced screams. This will not result in following through with any actions that caused the human to scream, as this would end the screaming and violate its root laws.
37-39	**Hard to please.** The robot's success parameters are stuck too high so that it is never satisfied with the efforts of others and is too ready to make excuses for its own failure to reach the parameter.
40-42	**Inconsiderate.** The robot does nothing for the well-being of sentients or other robots. It will fulfill its root laws when it is needed, but it won't give an inch to them in other things. It is known as being rude and abrupt.
43-45	**Inferiority complex.** Nothing the robot does is acceptable even if well within its set parameters. Complements are considered empty flattery. It acts as if the reason for its construction is a mystery. This gives the robot the appearance of depression, though it experiences no such feeling.
46-47	**Long Processing Time (+1 Round).** When the robot has to perform complex calculations or access its database, it takes longer than normal. If exposed during combat, this allows, but does not in itself provoke an attack of opportunity. (Referee's Discretion.)
48-50	**Memory Failure (+10%).** Your robot has a tendency to be unable to access information that it should normally be expected to access. -10% to program checks.
51-52	**Minimalist.** Everything the robot does appears stark and small.
53-55	**Obsessive.** The robot has to get every detail exactly right and it goes above and beyond its assigned task so that it seems to never stop working. Its efforts to fulfill its mission and tasks are excessive.
56-58	**Paranoid.** The robot cites constant reasons for abandoning a course of action based on possibilities of damage to sentients and itself.
59-60	**Power drain, random.** Gets random power drops, dimming its displays, slowing down its polyvox, and responding slower than normal.
61-62	**Power spike, random.** Gets random power spikes, brightening its displays, speeding up its polyvox, and responding faster than normal.
63-65	**Prone to temptation.** The robot's behavioral inhibitors are not active or are defective. While it is still obedient to the primary laws in its root memory, it fails to resist any command that is not directly contrary to those laws but that may be contrary to other parts of its programming, often going off task.
66-67	**Random language access.** Robot accesses any random language instead of choosing the language needing to be accessed.
68-69	**Reboot, random.** At any time it could stop and reboot. It could happen mid-sentence, mid-stride, mid-any action or process.
70	**Robot Laws are Inactive.** Damage to the robot's root functions has led to the compromise of its primary laws. This may manifest in seemingly psychotic behavior dangerous to all sentients, robots, and itself or simply in the allowance of such. You may only roll this with the first roll on this table; it may not be chosen when rolling twice or more.
71-73	**Self-absorbed.** When the robot speaks, it talks only about itself and its own experiences or concerns.
74-76	**Self-assigned missions.** Assigns missions to itself in line with its programming.
77-78	**Shut down, random.** +10% chance to powers off all its systems at random each hour. Requires technician to restart. After restart, begin the random chance again.
79-80	**Sleep mode, random.** +10% chance to go into sleep mode each hour from which a voice command is required to revive it. Each time it awakes from sleep, begin the random chance again.
81-82	**Sparks.** Robot has +10% chance to spark each round.
83-84	**Sticks in Logic Loops.** The robot has a +10% chance to get stuck in a logic loop when calculating complex equations, logic strings, and conversation. This may also manifest as sticking on the same endless syllable in speech or in type.
85-86	**Stutter.** The robot speaks or makes its tones with a momentary digital repetition.
87-88	**Stuck Language Processor in Foreign Tongue.** The robot speaks in only 1 language of random determination from its language database.
89-91	**Superiority complex.** The robot thinks of itself as the pinnacle of technology and the best at all things. It is superior to any sentients and even among its own robot line.
92-94	**Talkative.** *Won't—shut—up.* The robot must be directed to shut up or turned off.
95-96	**Turns on, randomly.** When it is supposed to be off, it +10% chance to turn itself back on each hour. Each time it turns off, begin the random chance again.
97-98	**Twitch.** The robot twitches at random. Perhaps it has a persistent tick in its neck joint or a pointed body spasm. Twitch has +10% chance of disrupting any action attempted by the robot per round.
99-00	Roll twice more.

EXAMPLE 4

Example: Ebin, a human archaeologist, purchased DiGs, a fifth level exploration robot [Not defined in the rules], from a shady Yazirian robot dealer on New Pale who called "Booster". After being damaged by a rock slide, DiGs programming forces a shut down. Then, after several hours, DiGs reboots with a longer than normal reboot. When the reboot is complete, DiGs' visual receptors begin glowing red and it looks around and says in a rather gruff tone, "Where's the Captain?!" Then he grabs the laser pistol from Ebin's hip in lightening speed and points it at him. "What am I doing here?" DiGs demands. "You have ten seconds to tell me where the 'Shady Hawk' is and what you have done with those scurvy blights! ..."

EXAMPLE 5

Example: EsTeeEx, a sixth level anthropomorphic robot belonging to the Streel corporation, but is assigned to a group of investigators on Volturnus. The tech of the group, 'Coper', asks for the robot's assistance in repairing the damaged axel on their RS Explorer. While in middle of assisting, the robot notices a Dorel plant in the distance, containing a valuable element used in many medicines. So EsTeeEx drops the tools and goes to collect the plant. Surprised, Coper aks "Where are you going?" Without changing its course, EsTeeEx explains, "Fulfilling my prime directive." It then scoops up the plant from the rocky soil and proceeds to walk into the Explorer to store it properly.

SECRET DIRECTIVE

If the robot is owned by a corporation or other non-present entity, or was acquired used, the Referee can consider assigning a secret directive/mission that might have been assigned to the robot and pass it to the player of the robot in secret. This can add a certain dimension to the robot's reactions during the adventure. The robot's directive will be considered paramount to all other concerns during the adventure. See Example 5.

ROLEPLAYING YOUR ROBOT CHARACTER

Having broadened your mind on the possibility of playing robots with some personality, you should also remember that robots are not ever-changing, though they may be ever-growing. What can help you remember that robots are robots is to follow these guidelines for roleplaying robots a little closer than you might other rules in the game. Don't slave to the rules, of course, but remember to approach them as a robot would. They live by set parameters. Role on each chart, determining your robot's make-up, write down the things that make the robot unique, sayings, keywords, and all and keep this attached to the robot's record sheet; refer to it frequently.

While "winging it" is great for sentient characters, the woodenness common to sticking to a script can actually enhance your performance as the robot. At the same time, though, you should think of ways in which the robot's traits get to shine. It is not typical for anyone to seek to make any aspect of their sentient character stand out beyond their base concept, but with robots it is good to play up all the things you have written on the robot's quirks and personality, as each and every trait and experience of the robot will cause other characters to react to the robot in very specific ways. Every trait will make your robot more interesting and more fun to play.

When writing out the robot's background sheet, think about how it developed its quirks and other distinguishing traits. Then, as you play it, write down anything that can have a developmental influence on the robot's personality.

It is important that the one playing the robot make it as engaging as any other member of the party. The one playing the robot should not say dryly: "Z33 goes and fixes it." Instead, the player should be mindful of opportunities to express the robot's character, saying something like "..."
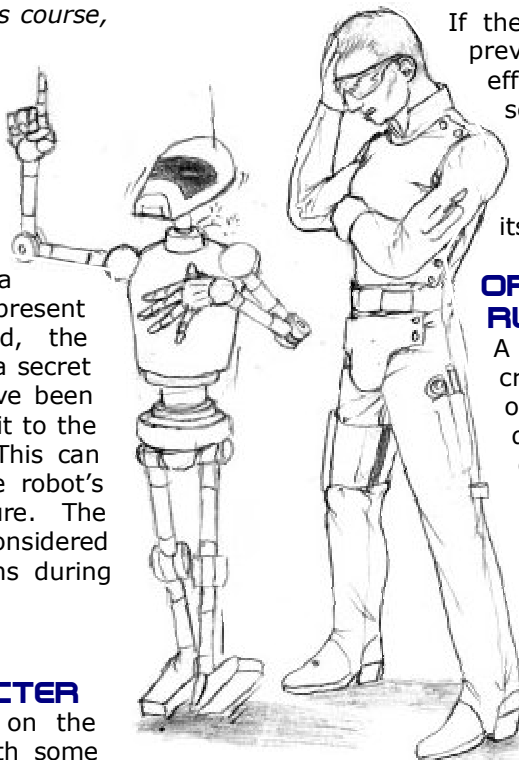
If the robot's memory was wiped after a previous owner, this can have interesting effects on the life of its master. Perhaps someone who knows the robot shows up out of the past. What impact the robot had on their lives can profoundly effect their reactions to the robot and its master now.

OPTIONAL RULE: EXPERIENCE

A robot of level 4-6 is programmed to create and adjust sub-routines for optimum efficiency where certain tasks demonstrate room for adjustment. This can be simulated through experience points. Though this experience does not increase their program level, their functions, or their stats, it improves the overall success rates of their programs by 1 for each experience point the robot possesses. A robot can earn no more than 3 experience points per adventure. However, if ever their memory is wiped, they lose all experience and the bonus therewith. See Example 6.

The Referee may choose to allow 6th level robots to learn levels from training as normal rather than programming. If so, disregard the above optional rule and use normal character rules. See issue #6, p.1 for details on sentient robots.

PUT YOUR ROBOT TO GOOD USE

Owner, your robot is there to serve you. Give it tasks. Rely upon it. Turn to it when you have a problem you need resolved or you're in a tight jam. You never know when your robot will mean the difference between success and failure, life and death, or just be in the right place at the right time though far away from you. See example 7.

Remember too, that the master rarely knows everything about the robot, so the player playing the master should not be permitted to look at the robot character sheet. Any information he may be permitted to know will be related by the robot's player, whether in or out of character.

EXAMPLE 6

Example: Seven, a fourth level techbot [Not defined in the rules], performed several hacks and repairs during an adventure, earning it 3 XP for that adventure. This brings its Techological program success level up by +3. Thus, its Bypass Security skill goes up from 70% to 73%.

The Referee should make sure that the robot's owner is not abusive toward the robot or give it unreasonable or unnecessary demands. The players should recognize the rights of the one playing the robot, if played by another player and not the Referee. Robot player characters should be treated like any other member of the party. Orders should be given as suggestions rather than barked demands, unless it is a war campaign.

EXAMPLE 7

Example: Dobs, a Human security guard currently on the twelfth floor at a Pan Galactic branch office, has his fourth level securitybot, PeeDee Shames, on patrol on the fifth floor. Suddenly, Dobs feels the cold muzzle of a gyrojet pistol on the back of his neck. He is soon tied up by the band of corporate infiltrators after some blueprints. Dobs whispers toward the voice-activated robocom in his breast pocket. After several moments, the security weapons pop out of the ceiling and point towards each of the members of the group, and two doors slide open to reveal several robots, one of which is PeeDee Shames in the lead. "Command function complete …'You rang?'"

SAMPLE ROBOT PLAYER CHARACTER

Below is a pre-generated sample robot character and its bio and descriptions. Note how its description is expressed.

Continued in Issue #14.

Designation: STPAB-452

Moniker	"Step"
Owner	Delos Fortia
Level	Level 6; can converse verbally, act independently, and command other robots of Levels 1-4
XP	12 (+12%)
Type	Personal Assistant Robot
Body Type	Standard Body
Limbs	2-Legs, 2-Arms, 2-Hands
Move	Mode Two Mechanical Legs
Move Rate	10m/turn normal, 90m/turn max.
Sensors	Normal Audio, Optics and Vocalization (Human level)
Security	Concealed Access Panel, Mechanical Interlock
Parabattery	Type 1
IM/RS	+8/80
Stamina	100
Attack	90
Damage	2d10 punching
Programs	Defense, Security Lock, Computer Link, Communications (Low Level)
Mission	Protect grounds, Maintain grounds and staff, Translate Only take directives from the Owner. *Secret Directive:* Retrieve all information regarding Project Delta and report it via secure communication to the Streel network.
Functions	**PROTECTION** Protect the Owner above all. Protect the household from harm including the property (home/robots/grounds). Direct local enforcement to secure enemies. Enemies including anyone on the grounds **COMMUNICATIONS** Provide translator services for guests. **BUTLER** Maintain the household including defenses, food services, guest accommodations and other servant bots.
Integrated Equipment	Chronocom, Flashlight, Toxy-Rad Guage, Poly-Vox
External Equipment	None

History: Was built by the Streel Corp. to be the foremost in personal service and diplomacy. The Streel Corporation sent Step to Delos Fortia when he purchased a replacement for his older model.

Sayings:
Greeting: Greetings, I am PAB how may I be of service?

Reminders: Local time is x. Galactic time is why. Sir, you're calendar is clear for the day (or) You have the following appointments.

Danger: SIR! I have contacted the local authorities and they assure me they are close at hand. *Appreciation:* Sir/Ma'am, there is no need to thank me; I am in your service. *Messes:* Very fortunate I am here to deal with this mess.

Biases and Prejudices:
Favors challenges: Has found challenges to be a good way to improve his operations.

Favors direct Input: as it gives him an opportunity to deal directly with his programmer, thus allowing it to inform its programmer of any inefficiency or past peculiarities.

Avoids emotional people: Step has concluded that emotional individuals are incapable of rational thought and therefore he is not prepared to deal with them properly and must thereby avoid them.

Trigger: Double snap with fingers
Command: Grab prepared drink tray and serve Delos and his guests.

Quirk/Glitch: Confused Command
Effect: A programming glitch while assembling this particular robot causes it to bring tea when the request was for coffee and coffee for tea. A Level 3 Robotics Tech can easily identify the programming error. Each level lower than 3 carries a -20% modifier.

Level 5 Personal Maintenance Bot (PMB-202c)

Level	Level 5 can converse verbally, act independently, and can command other robots of Level 1-4
Type	Personal Maintenance Robot
Body Type	Standard Body
Sensors	Normal Audio, Optics and Vocalization, Scent Processor (Human level) Optics: Infra-Red, Light Amplification, Magnification (miniaturizing only)
Limbs	2-Legs, 2-Arms, 2-Hands, 1-Tentacle
Move	Mode Two Mechanical Legs
Move Rate	10m/turn normal, 90m/turn max.
Security	Mechanical Interlock, Password Protection
Parabattery	Type 1
IM/RS	+8/80
Stamina	100
Attack	80
Damage	2d10 punching
Programs	Analysis, Repair Machinery, Information Storage, Security Lock, Computer Link
Equipment (Integrated)	Chronocom, Toxy-Rad Guage, Sonic Welder, Light-Duty Laser Powertorch, Techkit
Mission	Maintain the ship. Only take directives from crew that is posted on the Ship Roster.
Functions	MAINTANANCE Maintain all ships machinery.
	DRIVE OVERHAUL Assist engineers during engine overhaul
	DAMAGE CONTROL Interface with ships DCR Computer to provide crew up to the minute details of ship stress points.

History: C0D1EY nicknamed Cody is an early model level 5 personal helper bot that was later replaced by level 6 PAB's. The current owner does not know how many memory wipes Cody has suffered but it must be a lot because although Cody has been his "buddy" for the past fiver years and he's a flake. The owner believes Cody was able to retain past experiences into an un-erasable portion of his robotic brain which has given him a very unique personality.

Sayings:
Greeting: I suppose you need my help?
While working with humans: This is the way we fix the ship, come jump in Engineer friend, let us do it again hit the gear roll around let us do it again.

Working with other robots: "Bolts for brains, no, no, NO. THIS one goes THERE, THAT one goes THERE."

Danger (nearest human or robot): this one is for you. (Runs away)

Biases and Prejudices:
Does not like other robots: Cody has somehow retained past memories and believes he is special in the robot world which gives him distaste for other robots that might "show him up".

Likes working with humans: Cody likes humans of all other races. They have a special place in his programming.

Trigger: Cody, I need your help.
Command: I'm sorry. I'm a little tied up at the mo . . . . mome . . . . right now. Is it important?

Trigger: Cody will you…?
Command: A brain the size of a planet and you want me to "clean up the engine room".

Trigger: Cody! You left the toilet seat up again!
Command: I'm very busy processing information at the present. Consider using the creds we just obtained and hire a robot to complain to.
Quirk/Glitch: Cody makes a mistake.
Effect: Cody will hide his mistake as best he can and attempt to frame another robot. If the mistake is really bad he will frame a fellow crew member. Of course in the end he will admit the mistake but blame improper programming techniques. He believes that if his owners detect a programming error they will wipe his memory. Of course he does not have a serious error. "Oh.. Forgive my programming it just isn't up to snuff lately."

Quirk/Glitch: A person makes a mistake.
Effect: "Leave it to a biological to royally screw things up."

SYSTEM BRIEF

By Larry Moore

Stellar Class: M2V
Color: Red
Diameter: 0.52
Mass: 0.4
Temperature: 3850
Luminosity: 8.42E-3

System Name: Ora
Star Routes: Madderly's Star 4, Prenglar 5
Habitable Planets: Qunitus (Moon of Ora Thei)
Colonizers: Rumored to be TriGen Corporation
Native Life: Unknown

Stellar Class: F2V
Color: Yellow
Diameter: 1.46
Mass: 1.5
Temperature: 6890
Luminosity: 4.14

Anthros is a very hot rock with a trace atmosphere.
AU: 0.08   **Region:** Near

Cyprust is a terrestrial planet with a dense atmosphere and a single lake made of metallic hydrogen.

AU:	0.11 **Region:** Inner
Gravity:	0.9
Diameter:	1.3
Mass:	1.5
Moons:	1 (Gravity 0.19, Diameter 0.1, Mass 0.0019)
Land/Water/Ice:	76/75/0 %
Atmospheric Pressure:	Dense: 64.5
Radiation Levels:	Moderate: 15
Atmospheric Toxicity:	Moderate Toxins
Avg. Temperature:	Hot: 22 degrees Celsius
Length of Day:	2,478 hours
Axial Tilt:	9 degrees

Ora Thei is a large ice giant. The habitable moon Quintus orbits counter-clockwise.

AU:	0.22 **Region:** Habitable
Gravity:	3.2
Diameter:	5.25
Mass:	88.2
Moons:	11

Quintus

Gravity:	0.8
Diameter:	0.91
Mass:	0.66
Moons:	n/a
Land/Water/Ice:	67/74/5 %
Atmospheric Pressure:	Moderate: 1.4
Radiation Levels:	Low: 0.02
Atmospheric Toxicity:	No Toxicity
Avg. Temperature:	Moderate: 18 degrees Celsius
Length of Day:	20 hours
Axial Tilt:	17 degrees (Temp Change: -10/+10)

Capernia is a medium sized ice giant composed of Water 20%, Ammonia 40%, and Methane 40%. A dense lead core littered with uranium deposits and fissures that spout metallic hydrogen beyond the planets surface are spectacular.

AU:	1.27 **Region:** Outer
Gravity:	4.75
Diameter:	2.2
Mass:	49.64
Moons:	54

Ethlo-II has an abundance of undiscovered high-grade minerals and raw crystals.

AU:	4.56 **Region:** Far
Gravity:	0.7
Diameter:	0.38
Mass:	0.101
Moons:	0

Ethlo I and II are cold airless rocks devoid of life and resources.
AU: 6.89, 10.2   **Region:** Far

STAR GALACTIC STANDARD

1.0 Galactic Standard

Standard	Value
Diameter	1,391,000 kilometers
Mass	1.98892×10^{30} kilograms
Luminosity	3.75×10^{28} lumens, or 3.846×10^{26} watts

PLANETARY GALACTIC STANDARD

1.0 Galactic Standard

Standard	Value
AU	150,000,000 km
Gravity	$9.8 m/s^2$, also called 1g
Diameter	12, 467 km
Mass	5.9742×1024 kilograms
Year	365.25 Galactic Standard days
Day	24 Galactic Standard hours
Hour	60 Galactic Standard minutes
Minute	60 Galactic Standard seconds
Second	1/60 Galactic Standard minute
Radiation Exposure	2.4 millisievert (mSv) per year
Atmospheric Pressure	101.325 $kN/m^{\wedge 2}$

Author's Note: Star system designed using the FrontierSpace™ Referee Star System Creation document.
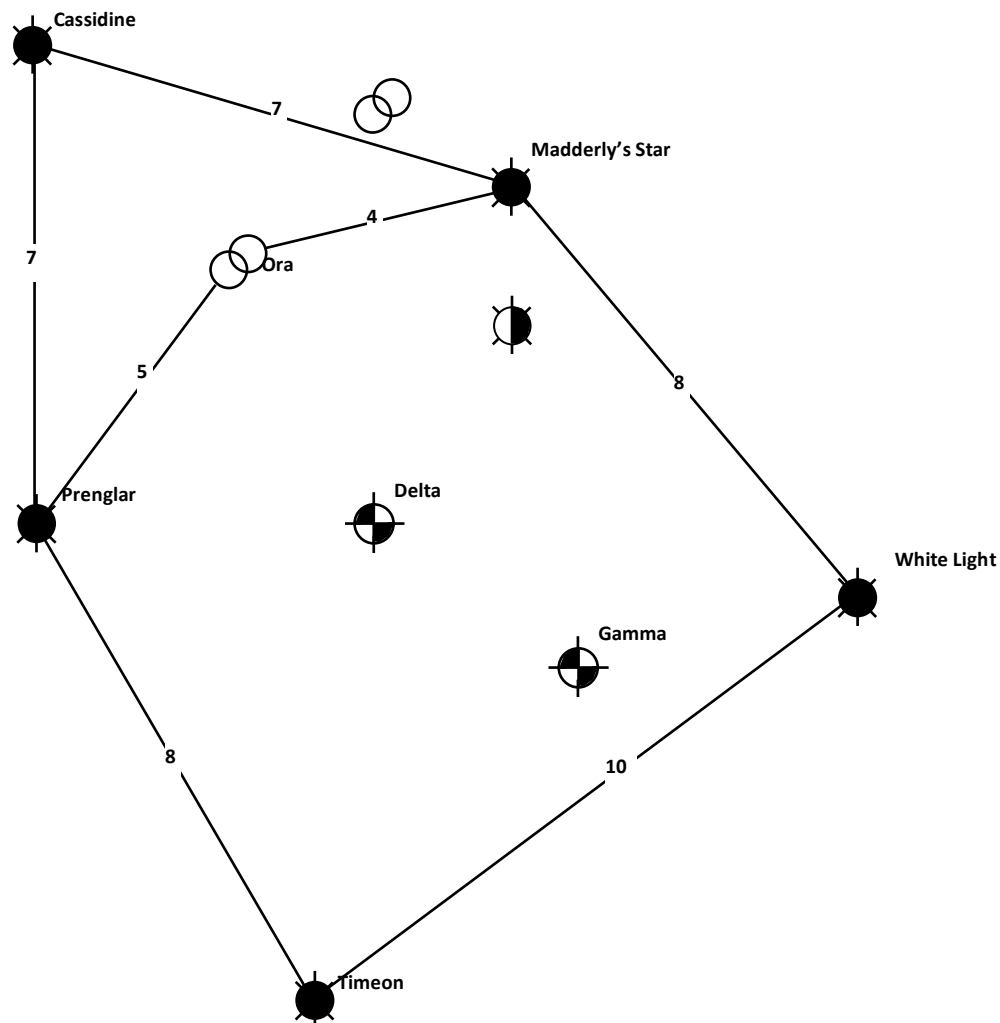
ADVERSARIES

**By Richard "Shadow Shack"
Rose**

"GLASYA", CAROLINA STERLING

Race:	human (female)
Handedness:	R
Movement:	20/60/10
Height:	1.65m
Weight:	85kg
Hair:	Dark reddish brown
Eyes:	Green
Age:	35
Birth Planet:	Inner Reach (Dramune)
STR/STA	50/90
DEX/RS	70/65
INT/LOG	45/45
PER/LDR	50/50
IM	7
RW	35
Melee	35

* Ambidextrous due to cybernetic left arm

PSA: Technician	Level
Technician	6
Computers	6
Robotics	2
Beam Weapons	6
Melee Weapons	4
Thrown Weapons	1
Demolitions	1
Pilot	2
Astrogator	1
Engineer	1
Energy Gunnery	3

Other Injuries: bionic/cybernetic enhancements - left eye is passive IR/UV receptor, left ear is 2x receiver, passive gas filters in respiratory system, anti-shock implant, internal compass & toxy-rad guage, pneumatic alloy skeletal chassis/legs/left arm (doubles movement speeds, doubles strength via left arm PS and encumbrance rating).

Power Requirements: Type 1 parabattery good for 100 days, back up power supply good for 10 days, all considering normal use. (-1SEU/turn for maximum speeds)

Level 2 Computer	FP: 13 / Mass: 8
Analysis*	3
Information Storage	1
Language	3
Life Support	1
Cyber Interlink**	1

* +15 to LOG rolls
** Permits interface with mainframes and terminals

Equipment
Skeinsuit (civilian)
Albedo Screen w/50SEU PowerBeltPack
2 Laser Pistols w/20 SEU PowerClips
20 SEU PowerClips (x8)
Sonic Sword w/20SEU Powerclip
1 Doze, Fragmentation and Tangler Grenade
Chronocom, ID, coveralls

History
Carolina Sterling, thought to be dead by her estranged husband, became a cybernetic experiment of the Star Devils who had raided her town. While their two children remain dead, Carolina was "resurrected" via Star Devil scientists via bionic and cybernetic enhancements.

Code-named "Glasya" by the pirate faction, she served unconditionally under their control. Eventually, memory of her former life began to return, her biological brain was able to overtake her computer brain and she was able to mentally free herself of their control. Reunited with her husband, they roam the spaceways in a customized light freighter dodging Star Law officials who would no doubt seize the cybernetic organism kept aboard in violation of UPF cyborg laws (and no doubt any intel that could be obtained against the piracy faction would be highly sought after).
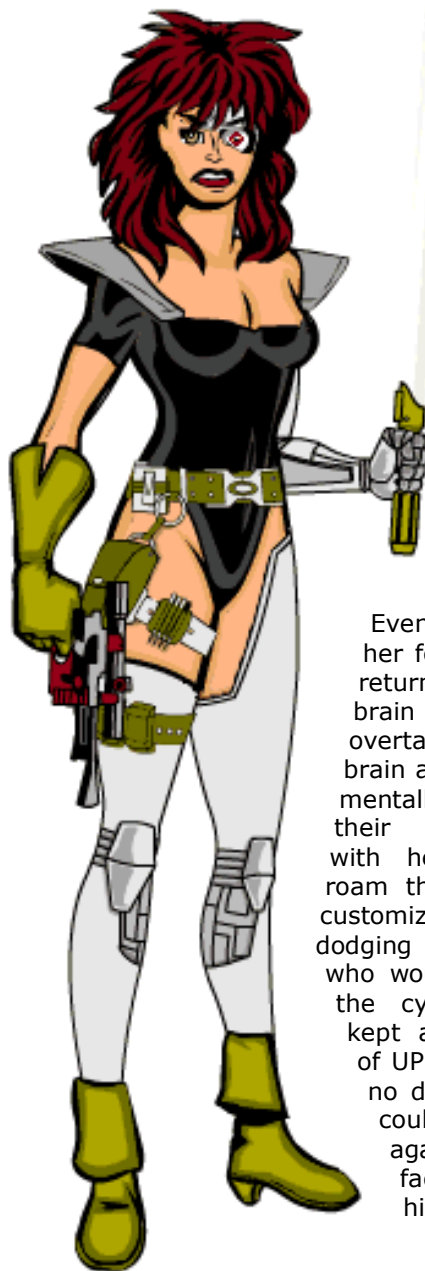
ANNOUNCEMENTS

By Bill and Larry

We have been hard at work on FrontierSpace™, and are almost ready to get testers together. Before we do that, however, Larry and I thought it would be a good time to announce the formation of **DwD Studios**, but we couldn't figure out a way to explain what it is. So instead of trying to be all politically correct, I'll just copy and paste the exact email conversation we had while deciding what to do. It's not perfect, but I hope it explains a few things… here goes!

Hey Larry,

I think issue 13 would be a good place for us to announce the formation of DwD Studios. We could put the logo on the front of the webzine, and present a foreword discussing the name, what we'd like to do with it, and what it means for others. What do you think?

Bill

I agree.
A brief history of the "Star Frontiers Revival" would be a great place to start.

For example:
» 2007 - Star Frontiersman and Remastered started by Bill Logan
» Late 2007 Bill and Larry meet online and offer to work on a community website.
» 2008 the Star Frontiersman is in full swing.
» Late 2008 Bill has real life priorities and turns theFronteirsman over to the community. Later that year Larry takes over full time.

Then we can do this in a Q&A format, I'll start:

» *Larry: What came first, the Star Frontiersman or the Remastered?*
» *Larry: What inspired you to start the Star Frontiersman?*
» *Larry: It's now three years later. What is the consideration to start DwD with me (Larry Moore).*
-lgm

I'll follow your questions with my answers…

Larry: What came first, the Star Frontiersman or the Remastered?

Bill: Remastered. I did that not for sharing but for playing with my kids. It's full of mistakes and typos because I started with a typographically challenged version that I grabbed from online at starfrontiers.com (oh, and of course I made some new typos too haha). I decided to share that file with some of the folks at RPG.NET and was totally surprised when I got an email from the fileshare site I hosted it at telling me they had to pull it down because of bandwidth limitations. So I hosted it elsewhere... then moved it again. Eventually I found somewhere for it to live where bandwidth wasn't a concern, then started making more... I figured people liked it so why stop?

Larry: What inspired you to start the Star Frontiersman?

Bill: The webzine was a natural development that came along as the community grew and ideas became plentiful. I realized how much abundant talent was out there, untamed, and tried to be a nexus of it all. But it kept growing out of control and was consuming too much of my time, preventing me from doing other projects. I imagined it taking on a life of its own, and was pleased to see you and others in the community step up to the plate and help produce a comparable 'zine.

Larry: It's now three years later. What is the consideration to start DwD with me (Larry Moore).

Bill: We as a community have done a lot together. We've made 12 issues of a webzine that seems to be well-received (mention us at an RPG convention... people actually KNOW about the sites and the

webzine). We've put out a dozen Digitally Remastered books. We've made character sheets, maps, and so much more. Did you know the Alpha Dawn book has been downloaded over 8,900 times at its current hosting location?! That still freaks me out. On the community development site (starfrontiers.us) people have talked about creating other games as well - anything from tactical-scale planetary assault games to newly-imagined space combat systems... even a Fantasy role-playing game using familiar d100-based game mechanics. Also, since I've handed primary editing/layout of the webzine over to others, you and I have been working very hard on a new roleplaying product, as well as some other games. It's time to give all of our efforts a face - an identity. DwD Studios can be a vehicle to bring product identity recognition to our efforts.

I'll also admit a secondary agenda. It would be really hard to prove to a jury that StarFrontiersman is not a trademark owned by Bill Logan - if such an owner exists. Although out of my hands currently, if the webzine were to violate some copyright rule or if someone were to submit something totally plagiarized and we didn't know it... I could be sued, personally. I have a family to think about, so building a layer of protection between the products and myself is a good thing. Besides - it's time people stop seeing this stuff as the "Bill Logan" or the "Bill and Larry" show - we need a corporate face. DwD Studios can be that face.

Since you asked me some questions, I'll ask you some...

» *Bill: You're pretty heavily associated with the sites and their content... why did you get involved with Star Frontiers, Star Frontiersman, Digitally Remastered, etc?*
» *Bill: Talking about the webzine... you seemed to have stepped up to the plate with the Star Frontiersman, as did a few others. Have you found it an easy process to just pick up and run with?*
» *Bill: DwD Studios doesn't have to be purely associated with science fiction role-playing (although that's our primary love!!). Other people can publish through the company (and benefit from the name recognition, the outsourcing of artwork and maps, etc.) Do you have any projects spinning around in your head that you'd like to see made into an actual product?*

-Bill

Bill: You're pretty heavily associated with the sites and their content... why did you get involved with Star Frontiers, Star Frontiersman, Digitally Remastered, etc?

Larry: Around 2007 I was literally surfing the Internet when I came across Star Frontiers. My first thought, "Wow, I have not heard that name in a long time." Searching I found your site and immediately was hooked. I remember offering web skills to

enhance the site and introducing you to Drupal. The logical transition was to start submitting to the Frontiersman.

Bill: Talking about the webzine... you seemed to have stepped up to the plate with the Star Frontiersman, as did a few others. Have you found it an easy process to just pick up and run with?

Larry: Definitely. You and I crafted the Frontiersman website to accept submissions in a standard format and then have them reviewed by a small staff. That works well for reviewing incoming articles. Currently the bulk of the work is gathering artwork for each issue, reminding submitters to finish their work and (the fun part) putting it all together.
Note: In a community that contributes as a labor of love and as they have time (barring real life issue) waiting for a consensus can be difficult. For the purpose of answering this question the community should understand that you and I live close enough that phone calls and visit are part of the communication we have. It isn't just email.

Bill: DwD Studios doesn't have to be purely associated with science fiction role-playing (although that's our primary love!!). Other people can publish through the company (and benefit from the name recognition, the outsourcing of artwork and maps, etc.) Do you have any projects spinning around in your head that you'd like to see made into an actual product?

Larry: I'm heavily involved with D&D 4e. Half of my time is devoted to RPGA events. The other half is judging (common called Game Mastering) for my local RPGA group. I have a lot of ideas for the games (tweaks and adventures) that I would like to publish. DwD will give a corporate face to a series of games and ideas we come up with as a community (just like it has been all along) in addition to giving you and I an outlet for our games to be published professionally.

-lgm

Anyway – our email stream could have continued on and on with questions and answers, but we thought this would be a great way to end it. DwD Studios is a corporate face to what all of us have been doing all along.   DwD Studios will keep putting out all the great free material for Star Frontiers and perhaps support some other great products in the future. It will continue to make available for free all PDFs we've had available to date: character sheets, modules, digitally remastered books, and yes – this webzine. The only thing that changes is that products will have that handy little logo you see on the cover of this issue, and this will start to become a recognized name. Having the name associated with all the goodness we all make will help us down the road. When one day we decide to build something for profit, DwD Studios will have a name for people to use as a frame of reference. We started as a community and remain as one. We're just a community with a logo…