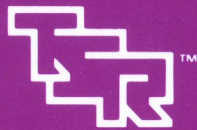


A STAR FRONTIERS™ GAME

Alpha Dawn

BASIC GAME RULES

From the Producer of the DUNGEONS & DRAGONS® Games



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HISTORY

Near the center of a great spiral galaxy, where stars are much closer together than Earth's sun and its neighbors, a Human race developed. They were not identical to the Humans of Earth, but they were not very different, either. When these Humans discovered that waves of sub-space pi-tachyon particles could cross interstellar space faster than light, they realized they had found a link to the stars. A radio message that would have taken years to travel between stars could be sent with subspace communicators in months or even weeks. The Humans started broadcasting news of themselves to the neighboring stars, and soon found they weren't alone.

The Humans made contact with an inventive race of insect-like creatures called Vrusk, who had developed limited space travel decades earlier. One of the Vrusks' mining colonies had already contacted another race, the shape-changing Dralasites. The two races had been exchanging information for several years. The Vrusk and Dralasites were pleased to learn of another race. They sent a wealth of scientific information to the Humans. Using this new knowledge, the industrious Humans quickly developed interstellar spaceships.

The three races met in a large area of space known as the Frontier. There they also discovered the Yazirians, a race of tall, maned humanoids. Soon, settled worlds in the Frontier became melting pots for the four races, with dazzling mixtures of architecture and alien cultures.

To supply the needs of these worlds, the first interstellar company, the Pan-Galactic Corporation, was formed. It developed interests everywhere, from scientific research to farming to spaceship building. PGC even created its own language, Pan-Galactic, which soon became the most common language of all races on Frontier worlds. Many large companies which started later were modeled on PGC, but none approach the size or power of the Pan-Galactic Corporation.

Then, the Sathar appeared. No one knows where they came from or why. They attacked and destroyed lonely systems on the edges of explored space, moving slowly inward. Survivors described Sathars as wormlike creatures 3 to 4 meters long. That was all that was known about them, because they would rather kill themselves than be captured. As the danger increased, the Humans, Dralasites, Vrusk and Yazirians formed the United Planetary Federation (UPF) to defend their worlds. The mysterious Sathar were forced back, but before long they returned in a more sinister form.

The Sathar had learned that they could not beat the UPF in battle. Instead, they began hiring Yazirian, Human, Dralasite and Vrusk agents to sabotage interstellar trade and interfere with local governments. The UPF created the Star Law Rangers, an interstellar police force, to track the Sathar's agents from planet to planet and fight them on their own terms. But despite the efforts of the Rangers, the sly Sathar agents have become the most dangerous threat ever to face the United Planetary Federation and the frontier corporations.

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STAR FRONTIERS™

Science Fiction Game



Exciting Adventure on Alien Worlds

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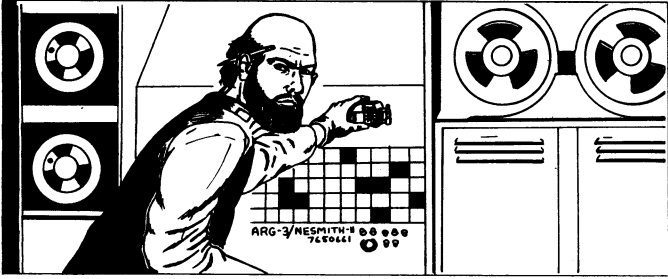
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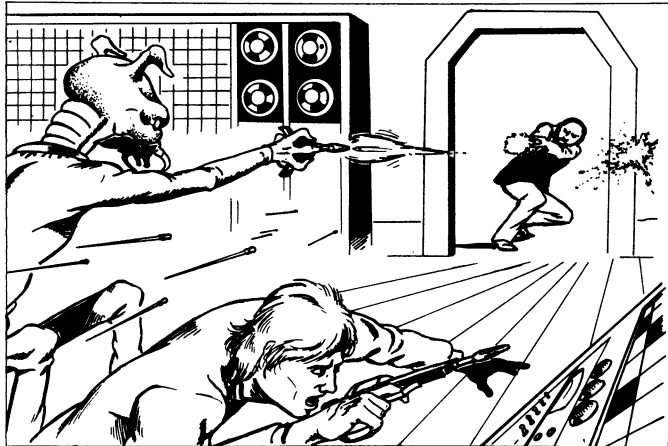
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The treacherous double agent aimed his needler pistol at me as he prepared to escape. I didn't think he could kill me with one shot from the small weapon, but I didn't want to find out. Dalmor was working for the Sathar, that mysterious, evil race of intelligent worms who were trying to conquer and destroy peaceful worlds. I knew he was ruthless. Out of the corner of my eye I could see my Vrusk partner, C'hting. The eight-legged insect man had faster reflexes than I, and I knew he was calculating whether he could draw his blaster and fire before Dalmor could shoot.

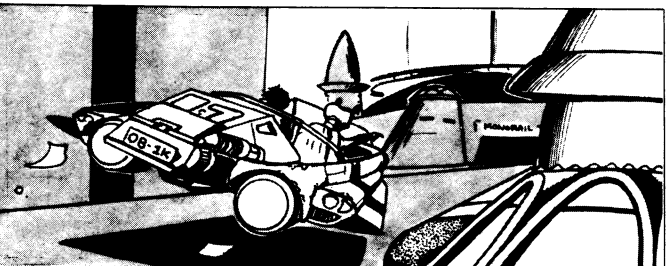


The thought was still in my mind when one of C'hting's arms flashed in a lightning-swift draw. I dived to the floor as Dalmor swung his pistol, but the needles whizzed harmlessly past C'hting and me. C'hting's laser beam only grazed Dalmor as he dashed out the door. We charged after him, but my curse was echoed by C'hting as we watched Dalmor leap aboard the monorail.



We jumped into my waiting skimmer and maneuvered into traffic, gliding smoothly above the road. "It is fortunate Bakchu the Yazirian is guarding the spaceport," C'hting rasped.

"If that big monkey can't handle Dalmor, no one can," I replied. "That's only if Dalmor's going to the spaceport, though," I added. "There are two other monorail terminals on the way. Maybe we can get to one of them before his car does." The skimmer was running at top speed, but I clenched the controls in frustration at every corner as the magnetic control fields slowed us to a safe speed. We arrived at the terminal just as Dalmor's car was pulling in.



Leaping from the skimmer, we ran to the exit ramp. Both C'hting and I crouched behind the polycrrete wall and aimed our weapons at a very surprised Dalmor as he stepped from the car barely 10 meters away. "You are under arrest, Dalmor. Do not move," clicked C'hting. With a desperate cry, Dalmor drew the needler from his coat. C'hting and I fired before he could aim. Both shots hit Dalmor and he sprawled across the platform, unconscious but still alive.

After filing our reports with our contact at the Pan-Galactic Corporation, C'hting, Bakchu and I drove to the Spacer's Rest to celebrate over a few mugs of thick Yazirian ale. We were discussing what we would do with the 100 credits each of us had earned for the mission when all three of our communicators signalled incoming calls at once. Bakchu snarled in dismay when the face of Beren Tiu, our contact at PGC, appeared on the tiny screens. "Ah, I'm glad I've got all of you together," he smiled. "Nice job on Dalmor, though it's a shame you had to shoot him in public. I called to tell you that while we were interrogating him we got a lead on a little job you might..."

"Hold it, Beren," I growled. "You promised us we could take a week off after this mission and, by the stars, I'm going to take a week off!" C'hting and Bakchu rumbled in agreement, and Tiu looked disappointed.



"All right," he said, "if you're not interested in 200 credits I'm not going to force you to..."

Two hundred credits! The three of us looked at each other, and Bakchu curled his lips in a knowing smile.

"What's the job?" I asked.

INTRODUCTION

Welcome to STAR FRONTIERS™ game, TSR's role-playing game of science fiction adventure. If you have never played a role-playing game before, a great experience is waiting for you. STAR FRONTIERS adventures are as limitless as space itself.

WHAT THE GAME IS ABOUT

Each player in a STAR FRONTIERS game plays a character, either a human or an alien living far in the future. In some ways characters are like the pieces used in other games, but players in a role-playing game do not simply roll dice and move pieces around on a board. Characters can do anything a real person could do if he was living in a STAR FRONTIERS world: shoot a laser, drive a skimmer, chase dangerous interstellar criminals, explore alien worlds, or anything else the player wants the character to do. Players are not limited to only a few actions by the rules. A player has complete control over his character, and makes all the decisions for him.

In fact, you can think of your character as being you, placed in a science fiction world. Your character may not be like you at all — it may even be an alien, unlike anything you've ever seen before — but you make all the decisions, and act through your character. This is part of the fun of role playing; even if you are not a hero in real life, you can become one in a STAR FRONTIERS game.

Unlike many other games, there is no clear winner or loser in a STAR FRONTIERS game. In most games, the players will have a goal, such as capturing a group of terrorists who have kidnapped a politician or recovering a rare medicine that was lost when a spaceship crashed on an alien planet. If the players cooperate and reach their goal, everyone wins. A skillful player who uses the same character in several adventures will see that character rewarded, becoming richer, more powerful and able to handle more difficult missions.

CREATING CHARACTERS

Each player in a STAR FRONTIERS game needs a game character. All characters have eight abilities, arranged in four pairs. These are Strength/Stamina, Dexterity/Reaction Speed, Intuition/Logic and Personality/Leadership. These eight abilities tell players how strong, fast, smart and masterful their characters are.

Each of these abilities will have a score from 1 to 100. An ability score of 1 means the character is very poor in that ability, while a score of 100 means the character has very high ability in that area. Players find their ability scores by rolling dice. This is explained under How To Create Characters.

Explanation Of Abilities

Strength is a measure of how strong the character is. A character with a low Strength score is scrawny and weak. A character with a high Strength score is very strong. A character with a Strength score of 100 may be one of the strongest characters on that planet.

Stamina measures a character's physical fitness and general health. A character with low Stamina will get tired easily and will be prone to injury and disease. A character with high Stamina could work hard all day without getting tired, and might never be sick a day in his life. Stamina also measures how badly a character can be wounded before he passes out or dies.

Dexterity measures a character's coordination. Character's with low Dexterity scores are clumsy, while characters with high Dexterity scores are very agile. Dexterity is very important in combat.

Reaction Speed measures the quickness of a character's reflexes. If a character with a low Reaction Speed is attacked suddenly, he probably will fumble with his weapon and react slowly. A character with a high Reaction Speed could draw and fire a weapon quickly, jump out of the way of falling boulders, etc.

HOW TO USE THE DICE

Two dice are included in STAR FRONTIERS games. They are numbered from 0 to 9. They are called ten-sided dice (abbreviated d10).

If the rules tell you to roll one ten-sided die (abbreviated 1d10), roll one die to get a number from 1 to 10. A zero is read as a 10.

If the rules tell you to roll two ten-sided dice (abbreviated 2d10), roll both dice and add the results to get a number from 2 to 20. A zero is read as a 10. For example, if the rolls were 0 and 4, the result would be $(10 + 4 =) 14$. More dice can be rolled to give results of 3-30 (3d10), 4-40 (4d10), etc.

If the rules tell you to roll percentile dice (abbreviated d100), roll both dice. Instead of adding the results, read the dark-colored die as the first (tens) digit and the light-colored die as the second (ones) digit. A zero is read as a zero. The following table shows several examples of rolls.

dark die	light die	result
5	3	53
6	0	60
0	6	6
0	0	100

The crayon included with this game can be used to color in the numbers on the dice and make them easier to read. Simply rub the crayon over the sides of the die and wipe away the excess wax with a tissue or paper towel.

Initiative is not really an ability, but a character's Initiative modifier is important. It is equal to the character's Reaction Speed divided by 10, and is used to determine which character acts first in a fight.

Intuition measures a character's alertness and ability to draw conclusions from what seem to be unrelated facts. Characters with high Intuition scores are more likely to solve problems by having hunches or making guesses than by carefully considering all the evidence.

Logic is a character's ability to solve problems in an orderly, step-by-step way. It is the opposite of Intuition. Characters with high Logic scores make good scientists and computer experts.

Personality measures how well a character gets along with other intelligent beings. Characters with high Personality scores are friendly, pleasant and persuasive, while those with low scores may be grouchy and hard to get along with.

Leadership measures a character's ability to give orders that other people will understand and obey. It also measures how willing other people will be to work for the character, take his advice or follow him into a dangerous situation.

THE RACES

Players can choose to make their characters members of one of four races: Human, Dralasite, Vrusk or Yazirian.

Humans are similar to Earthmen, but these Humans developed on another planet closer to the center of the galaxy. Humans are considered the average characters in STAR FRONTIERS games, so their abilities are not modified when the character is created.

Dralasites are rubbery, elastic aliens sometimes called "blobs." They can change their shape at will, creating as many artificial arms and legs (pseudopods) as they need at the moment. They are stronger than

BASIC RULES

The Basic Game uses very simple rules for moving and fighting. New players should read these rules carefully and play the sample adventures before trying to learn the more advanced rules in the Expanded Game rule book.

THE MAP AND PLAYING PIECES

The two adventures included with the STAR FRONTIERS basic game take place on the large city map. The map shows the downtown area of Port Loren. Areas to the east, west and south of the map are residential. The spaceport is to the north. Each square on the map is 5 meters across.

Most large buildings (the Government Building, Pan-Galactic Corporation headquarters, the Medical Complex, etc.) extend several stories below the ground as well as two or three stories above the ground. Pedestrian walkways connect some buildings, and cross above the roads. The monorail is built above the buildings and walkways.

The cardboard playing pieces must be separated before they can be used. These counters include characters of all the races. Each player should choose a piece that resembles his character. There also are counters for vehicles, animals and strange aliens. Most of these are needed only in the Expanded Game.

GAME TURNS

STAR FRONTIERS games are played in turns. Each turn is six seconds long, so there are 10 turns to one minute. Note that game time is not the same as real time; it might take several minutes to play a six-second game turn if a lot is going on.

During his turn, a character can do any one of the following things:

1. move
2. fire a weapon
3. move and fire a weapon
4. reload a weapon
5. stand and do nothing

GAME TURN SEQUENCE

Each turn, players must do things in the order listed below.

1. Roll dice to see which side has initiative.
2. All characters on the side with initiative can move.
3. All characters on the side with initiative can attack.
5. All characters on the side without initiative can move.
6. All characters on the side without initiative can attack.

A player is not required to move or attack with his character. If the character moves or attacks, however, it must move or attack at the correct time during the turn.

INITIATIVE

At the beginning of each turn, one player from each side must roll 1d10. The result of this roll is added to the Initiative modifier of the character with the highest Reaction Speed from that side. Whichever side gets the highest total has initiative for that turn, which means they get to move and attack first.

If the totals are equal, then neither side has initiative. When this happens, the side with the highest single reaction speed moves and attacks first, followed by the other side. However, damage caused by successful attacks does not take effect until after both sides have fired that turn (see Combat for more information).

Players must roll for initiative every turn of every fight.

MOVEMENT

Characters can move at two different speeds: walking and running. The MOVEMENT TABLE shows how many map spaces characters from each race can move in one turn while walking or running. Moving diagonally is allowed.

MOVEMENT TABLE

Race	Spaces Moved per Turn	
	Walking	Running
Human	2	6
Dralasite	1	4
Vrusk	3	7
Yazirian	2	6

The numbers shown are the maximum distances a character can move at that speed. A Human, for example, could walk 1 or 2 spaces in a turn, or could run 3, 4, 5, or 6 spaces in a turn.

Roads. Crossing a road will slow a character down, because he must dodge traffic. When a character wants to cross a road, he must stop next to it, no matter how many spaces of movement he has left. On the next turn, the character is placed directly across the road, and can move no farther that turn. The character can move normally on the next turn. There is no penalty for running alongside a road.

Pedestrian Walkways. To get onto a pedestrian walkway, a character must enter from one of the ends. A character does not have to stop before crossing a road if he is on a pedestrian walkway. Characters can walk underneath pedestrian walkways without any penalty.

Buildings. A character can enter or leave a building only through a door or from a pedestrian walkway. Characters entering or leaving through a door must stop moving when they reach the door. On the next turn, they can move through the door at their full movement rate. Characters can move about freely inside buildings.

Parking Areas. Characters can move normally through parking areas beneath buildings (see Skimmers). Characters must enter and leave parking areas through entrance ramps or elevators in the mall.

Stacking Counters. Only one playing piece can be in a square at a time, unless:

1. The characters are getting on or off the monorail or a skimmer.
2. One of the characters is on a pedestrian walkway and the other is on the ground beneath the walkway.

A character can move through a square that contains another character.

The Monorail

The monorail is the fastest way to travel long distances in the city. To get on the monorail, a character must move into a monorail terminal square and stop. The next turn, the character gets into one of the monorail cars and the car leaves. Monorail cars travel 10 squares per turn. Cars can leave a terminal in either direction (there are two tracks), but cannot change direction between terminals. A car must stop at each terminal for one turn before moving on.

If more than one character is boarding at the same terminal at the same time, they must get into the same car. If the characters want to get into different cars, one of them must wait until the next turn, when another car arrives. Each car can hold up to six passengers.

Riding the monorail costs 1 credit per day. After paying the fare, a character can ride the monorail as many times as he wants that day. A character must have his ID card to board the monorail.

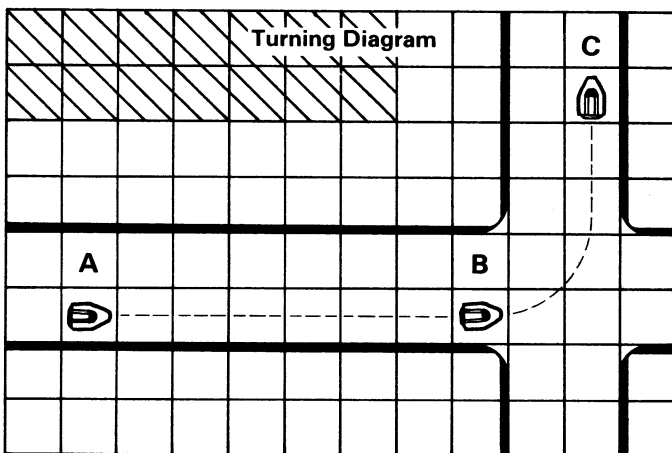
Skimmers

Skimmers are similar to automobiles, but have protected hoverfans instead of wheels. They float on a cushion of air 30 centimeters (about 1 foot) above the ground. A skimmer can hold up to five passengers.

Skimmers have a maximum speed of 10 squares per turn, and must stay on the roads (except when parked). A character can get into a skimmer on the same turn he moves into the skimmer's square, but the skimmer cannot move that turn. On the next turn, the skimmer can move up to 3 road squares. It can move its full 10 squares on the following turn.

Skimmers must slow down when they turn or move through an intersection. (Magnetic field generators built into the roads automatically reduce the speed of approaching vehicles.) A skimmer can move only 5 squares if it turns or moves through an intersection during its movement. If a skimmer is in the middle of an intersection or turning a corner at the start of its move, it can move only 5 squares.

EXAMPLE: A skimmer traveling at a speed of 10 is seven spaces away from a corner (position A). The skimmer must reduce its speed to seven and stop just short of the corner (position B). On the next turn it can move five squares and turn the corner (position C). On the following turn it can move at full speed.



Rental Skimmers. Skimmers can be rented for 10 Credits per day. To get a rental skimmer, a character must move next to the road and signal for one with his communicator. The skimmer, being driven by a computer, will arrive two turns later. The character can get into the skimmer on the turn it arrives, but can't move till the next turn. The character who is driving the skimmer must have his ID card.

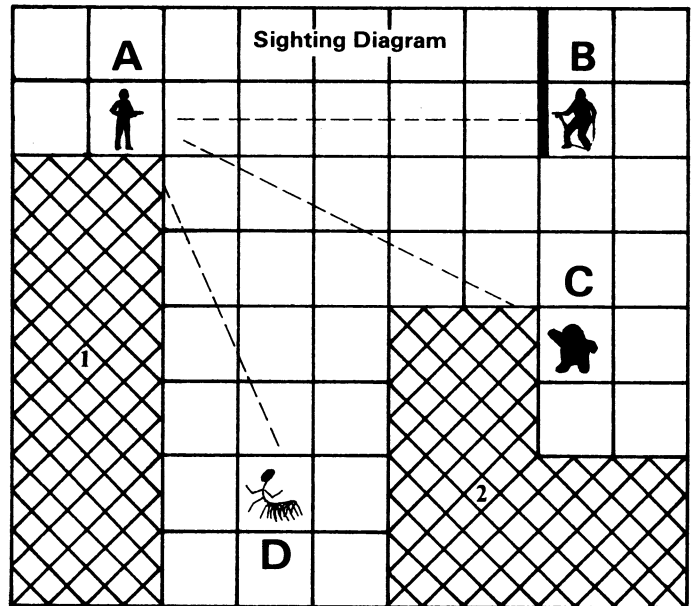
Underground Parking. Most buildings in Port Loren have underground parking garages for skimmers. Characters must use the entrance ramps to get into or out of these areas. Skimmers can drive through these areas at a speed of 5 squares per turn or less. Characters can walk or run through these areas at normal speeds.

COMBAT

Characters are in combat whenever at least one of them is attacking another in any way. Guns and grenades are the most common weapons. Two of a character's abilities are important in combat: Dexterity and Stamina. A character's Dexterity score determines his chance to hit a target. A character's Stamina score is the number of points of damage the character can take before passing out.

Sighting

A character must be able to see his target in order to shoot or throw a grenade at it. A character can see his target if a straight line from the center of his square to the center of the target's square is not blocked by a building. A building does not block a character's line of sight if the character is in a position where he can lean around the corner to shoot. Monorails, walkways, trees and other small obstacles do not block the line of sight. The Sighting Diagram shows several examples of clear and blocked lines of sight.



The Human at A can see the Yazirian behind the low wall at B. If the Yazirian crouches behind the low wall, he will be completely hidden from the Human. The Human can not see the Dralasite at C because it is hidden by the corner of building 2. If the Dralasite was leaning around the corner, the Human could see it. The Vrusk at D is blocked from the Human's view by the corner of building 1. If the Human leans around the corner, he can see the Vrusk.

Combat Procedure

Whenever a character fires a weapon at another character or any other target, follow this step-by-step procedure.

1. Count the number of squares in the most direct path from the attacker to the target. Count the square the target is in, but not the square the attacker is in.
2. Check the WEAPONS TABLE for the weapon the attacker is using. The distance in squares from the attacker to the target determines whether the target is at Point Blank, Short, Medium, Long or Extreme range. A target that is beyond Extreme range cannot be hit.
3. Subtract the Range Modifier for this range from the firing character's Dexterity score. The Range Modifiers are shown in parentheses beneath the ranges.
4. If the firing character was running or riding in a skimmer, subtract 10 from the result from step 3.
5. If the target has cover (see Cover), subtract 10 from the result from step 4. This final number is the character's "chance to hit."
6. Roll percentile dice. If the number rolled is less than or equal to the character's chance to hit from step 5, the character hits the target. If the number rolled is higher than the character's chance to hit, the character misses the target. (If the character missed with a grenade, it will go off in another square; see Grenade Bounces.)
7. If the target was hit, the character who fired checks the WEAPONS TABLE to see how much damage his weapon causes. The character rolls the indicated number of dice and the target subtracts the result from his Stamina.

EXAMPLE: Eusyl is shooting a gyrojet pistol at a target eight squares away. This is medium range (-20). Eusyl's Dexterity score is 40. Subtracting 20 because of the range gives Eusyl a 20% chance to hit. Dave Schick rolls percentile dice and the result is 13. This is less than Eusyl's chance to hit, so she hit the target. Dave rolls 2d10 for damage, and the result is 12. The target character must subtract 12 points from its Stamina.

WEAPONS TABLE

Weapon	Damage	Range (5-meter squares)				
		Point Blank (0)*	Short (-10)*	Medium (-20)*	Long (-40)*	Extreme (-80)*
Gyrojet Pistol	2d10	—	1	2-10	11-20	21-30
Laser Pistol	1d10	1	2-4	5-10	11-20	21-40
Laser Rifle	1d10	1-2	3-8	9-20	21-40	41-80
Needler Pistol	2d10	1	2-3	4-6	7-12	13-20
Doze Grenade	special**	-	1	2-3	4-5	6-10

* Numbers in parentheses are range modifiers, subtracted from the firing character's Dexterity.

** See Damage: Doze Grenades.

Combat Procedure Summary

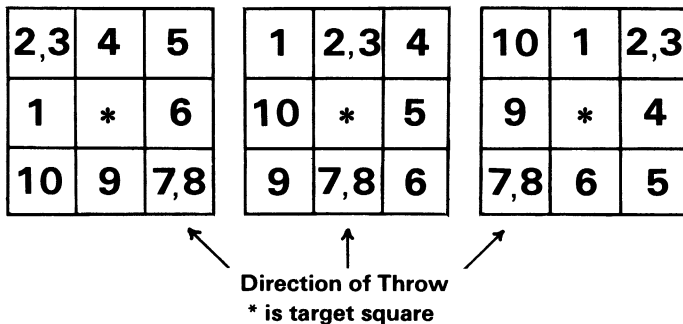
1. Find Dexterity.
2. Determine the range to target.
3. Subtract range modifier from Dexterity.
4. Subtract 10 if running or riding in skimmer.
5. Roll d100, if less than or equal to *CHANCE TO HIT* then you hit. (If threw grenade and missed check Grenade Bounces.)
6. Roll damage.

Grenade Bounces

When a character throws a doze grenade, his chance to hit the target is determined normally. If the percentile dice roll is less than or equal to the character's chance to hit, the grenade goes off where the character wanted it to. If the dice roll is higher than the character's chance to hit, the grenade bounces into a different square before going off.

The direction the grenade bounces is determined by rolling 1d10 and checking the diagram below. The grenade bounces in the direction shown by the number that was rolled on the die. The diagrams show grenades coming from several different directions. If the grenade did not come exactly from one of these directions, use whichever diagram is closest to the situation.

Grenade Bounce Diagrams



The distance the grenade bounces depends on how far it was thrown. The table below shows how far grenades will bounce if they are thrown from different ranges:

If the Target Was At	Then The Grenade Will Bounce
Short Range	1 square
Medium Range	2 squares
Long Range	3 squares
Extreme Range	4 squares

A grenade will stop if it hits a wall or other obstacle.

EXAMPLE: Eusyl is throwing a doze grenade from long range. The grenade misses its intended square. Dave Schick rolls 1d10 and gets a 5. The grenade bounces 3 squares directly to the right of the target square, and then goes off. If anyone was in that square, they would be knocked out by the gas.

The effect of a doze grenade is described under Damage.

Automatic Hits

A roll of 01 to 05 always is a hit, regardless of modifiers, if the target is visible and in range. For example, if a character with a Dexterity score of 35 shoots at a target at Extreme range, his chance to hit is -45%. However, if the character rolls 01 to 05 on percentile dice, he hits the target anyway.

Cover

Cover is any solid object that can protect someone from gunfire. A character who is partially hidden by a wall, a rock, a skimmer, etc., has cover. A character has cover if he is in any of the following situations:

1. The character is in a space containing a monorail pylon, a statue, trees, low walls, large rocks or a parking area entrance ramp.
2. The character is inside a building. This applies whether the character is fighting opponents who are also inside the building or is standing next to a door or window and shooting at targets outside.
3. The character is standing near the corner of a building, in a position that lets him lean around the corner to shoot at a target.
4. The character is standing on a pedestrian walkway.
5. The character is riding in a skimmer.

Vehicles

A character who is riding in a skimmer can fire a weapon, but has a -10 modifier for moving (the same as if the character were running). A character who is driving a skimmer cannot shoot a gun.

All characters who are riding or driving skimmers have cover.

A character riding in a monorail car cannot shoot at anyone outside the car, or be shot at by anyone outside the car.

Damage

When a shot hits its target, the firing character must roll dice to see how badly the target is injured. The WEAPONS TABLE lists how many dice of damage each weapon causes.

Damage caused by weapons is subtracted from the target character's Stamina. When a character's Stamina is reduced to 0 or less, the character is unconscious. An unconscious character cannot move or fire for the rest of the game. The character will die unless given a Staydose injection (see First Aid Pak).

EXAMPLE: Eusyl's Stamina score is 35. She is shot with a laser pistol, and takes 8 points of damage. Her Stamina is reduced to 27. After four more turns, Eusyl's Stamina has been reduced to 9 by two more wounds. On the next turn, Eusyl is shot with a needler and takes 12 points of damage. This reduces her Stamina to -3, so Eusyl passes out from her wounds.

Doze Grenades. Doze Grenades release a small cloud of fast-acting knockout gas. Any being in the same square as a doze grenade when it goes off will be knocked unconscious for one hour. A Stimdose will wake up the character, but will not restore 10 Stamina points. The gas affects only the square it is in, and lasts only until the end of the turn it is thrown.

Ammunition

All guns in the Basic Game use either an ammunition clip or a powerpack. These fit into the handle of the weapon. Only laser pistols

and rifles use the same powerpacks; all other weapons have their own clips or powerpacks, and they can not be interchanged.

The number of shots in each powerpack or clip is shown on the following table:

AMMUNITION TABLE	
Weapon	No. of Shots
Gyrojet pistol	10
Laser pistol	20
Laser rifle	10
Needler pistol	10

Players must keep track of how many shots their characters have fired. When their weapon is out of ammunition, characters cannot fire until they reload.

Reloading. A character can reload a weapon with a fresh clip in one turn if the character does not run (and the character has a fresh clip). A weapon cannot be fired on the turn it is reloaded.

RECOVERING STAMINA

A wounded character can recover 10 points of Stamina by giving himself a Stimdose injection with the spray hypo from his first aid pak (see First Aid Pak). The effect of a Stimdose is temporary; after three hours, the 10 points are lost and the character must rest without moving for 24 hours. A Stimdose will not help a character whose Stamina has been reduced below 0. It will not raise a character's current Stamina above his original Stamina.

Hospitals

At the end of an adventure, characters that are still conscious can take themselves and any unconscious friends to the Medical Complex to be healed. Healing costs 1 Credit per Stamina point recovered.

Characters who can not pay the hospital costs will be healed, but they must pay the hospital as soon as they earn enough money to do so.

OTHER ACTIONS

STAR FRONTIERS games allow something other games usually do not; a player can have his character try to do things that are not described in the rules.

Character abilities determine a character's chance of performing an action not explained in the rules. The player must roll a number equal to or less than the appropriate ability score on d100 to succeed. All the players should decide if an action is possible and which ability should be used to determine success. For example, players might decide a character can tackle another character by rolling a number equal to or less than his Strength score on d100.

If an action is very easy the player may add 5, 10, or 15 points to his score when trying to perform the action. If the action is difficult the player may subtract 5, 10, or 15 points from his score to determine if the character succeeds. All the players must agree that the character should get a bonus or penalty. Players also should decide the result of the action; if the character fails, does he fall and take damage? What happens to a character who is tackled?

Reactions

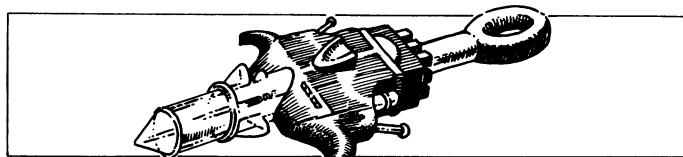
At some time, a player character may want to talk to a shopkeeper, pedestrian or other character that is not being controlled by another player (such characters are called non-player characters or NPCs). The player must determine the NPC's response. If the player rolls his character's Personality score or less on d100 the NPC will be friendly and cooperative. If the player rolls greater than the character's score, the NPC will be uninterested or unfriendly. In either case, the players must decide what the NPC will do.

EQUIPMENT

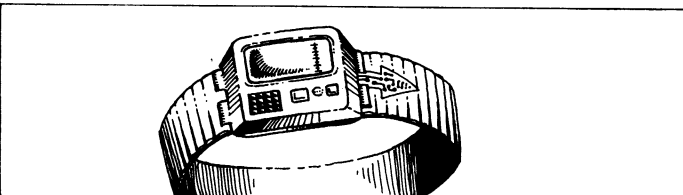
The following equipment is available to characters in the STAR FRONTIERS basic game. At the start of a game, all characters have a Standard Equipment Pack and 10 Credits.

Standard Equipment Pack

The standard equipment pack contains many useful items, but does not include any weapons other than a single doze grenade. Items included in the standard equipment pack are explained below:



STIMDOSE: A Stimdose injection gives a character 10 extra Stamina points for three hours. After three hours, the character loses the 10 Stamina points and must rest without moving for 24 hours. A Stimdose injection will not raise a character's current number of Stamina points above his original Stamina score. A Stimdose will not revive a character whose Stamina has been reduced to 0 or less. It will revive a character who was knocked unconscious by a doze grenade, but will not restore 10 Stamina points to the character.



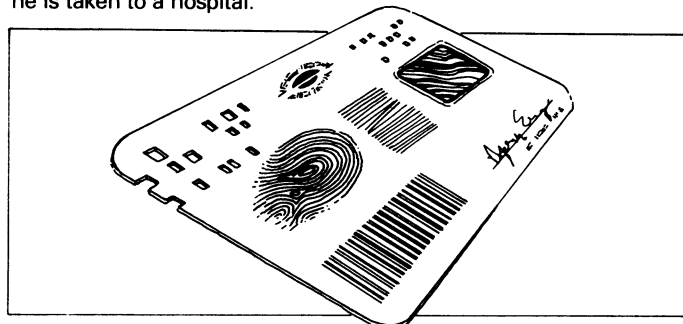
Chronograph/Communicator. This device looks like a large wristwatch, but it can do many things. It is a watch with a lighted face that can be used as a stopwatch; it is a mini-calculator; it is a radio/video communicator that can be used to talk with other characters up to 5 kilometers away. It can be used to summon the police or a rental skimmer, as well.

Coveralls. This is a highly durable, waterproof suit. It will keep the character warm in cool weather and cool in hot weather. It has large pockets on the hips, legs and chest, as well as several smaller pockets on the sleeves.

Doze Grenade. This is the only weapon in the standard equipment pack. See Damage: Doze Grenades for more information.

First Aid Pak. This kit contains a spray bandage, an antiseptic spray and a spray hypodermic. The spray hypo does not use a needle, and is painless. It contains one dose of each of these two survival drugs:

STAYDOSE: Staydose puts a character to sleep for 24 hours, slows down his heartbeat and breathing, and helps stop bleeding. If a character's Stamina has been reduced to 0 or less, a Staydose injection must be given in 10 turns and will keep the character alive until he is taken to a hospital.



ID Card. All characters carry an ID card. An ID card can be used only by its owner, because the computers which read ID cards also scan the character's thumbprint.

ID cards are commonly used as credit cards. When a character buys something, his ID card must be inserted into a computer. He places his thumb (or paw, digit or pseudopod) on a screen so the computer can verify his identity, and then the money is deducted automatically from the character's bank account. This same process is used to pay for monorail rides and rented skimmers. Money can be deposited into an account without the card, but the card is needed to get money out.

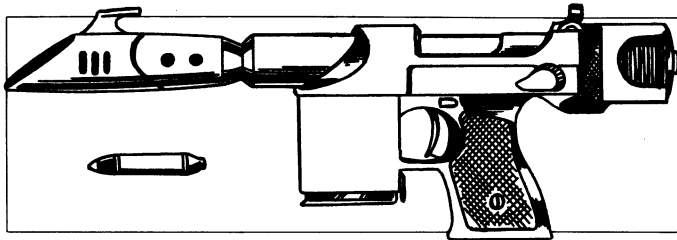
Pocket Tool. This device is similar to a pocket knife, but it includes many tools besides a penknife blade; a universal screwdriver, a small adjustable wrench, vice pliers, a hole puncher, an electromagnet and a small flashlight that will shine a light up to 25 meters.

Survival Rations. This small package contains enough concentrated food and water purification tablets for one person for five days.

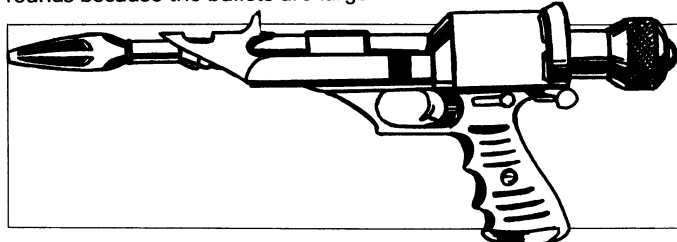
Weapons

Weapons usually are assigned to characters at the start of a mission by their employers, based on what sort of mission they are undertaking.

Doze Grenades are explained under Damage: Doze Grenades.

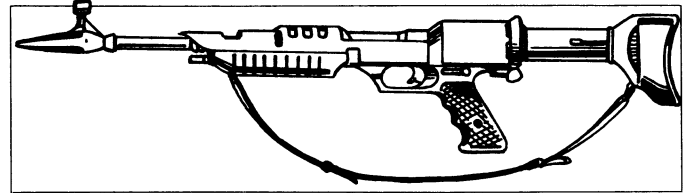


Gyrojet Pistols fire bullets that are actually small rockets. They do not have a Point Blank range because the bullet needs some distance to accelerate to an effective speed. Gyrojet pistol clips hold only 10 rounds because the bullets are large.

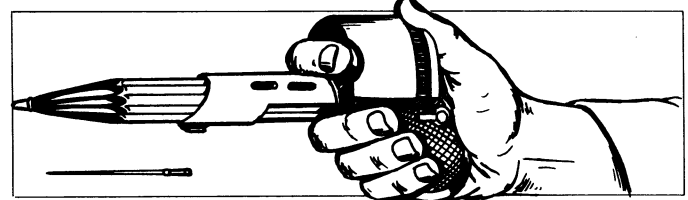


Laser Pistols fire a pencil-thin beam of intense energy in a burst that lasts only a fraction of a second. Each powerpack contains enough energy for 20 shots. Laser pistols are the most common sidearm on

frontier worlds, and are often called "blasters." They have longer range than other pistols, but do less damage.



Laser Rifles are like laser pistols, but they have longer ranges. They use the same clip as laser pistols, but get only 10 shots per clip. The difference is laser rifles are harder to hide than a pistol.



Needler Pistols fire a cluster of small needles. They are less effective at long range because the needles spread like shotgun pellets. Each clip holds enough needles and power for 10 shots.

MONEY

Standard currency in STAR FRONTIERS games is the Credit, abbreviated Cr. Prices for common items are shown below.

Cost Table*

Hospital Healing	1 Cr/Point
Monorail	1 Cr/day
Skimmer Rental	10 Cr/day
Laser Pistol	600 Cr
Laser Rifle	800 Cr
Laser Powerpack	20 Cr
Needler Pistol	200 Cr
Needler Clip	10 Cr
Gyrojet Pistol	200 Cr
Gyrojet Clip	10 Cr
Doze Grenade	10 Cr
First Aid Pak	20 Cr
Survival Rations	1 Cr/day

* Weapon prices do not include clips or powerpacks.

ADVENTURES

This section describes several adventures or games which will introduce the players to using the basic rules. The adventures are designed so they can be played more than once, and they will be different every time you play them. Suggestions and instructions for making up new adventures can be found at the end of this section.

Each adventure is presented in six parts: Purpose, Teams, How To Win, How To Play, Set-Up and Rewards. A section at the end of each adventure shows how to make the adventure different and fun to play again.

The Players

Players in STAR FRONTIERS games play characters who perform special jobs for companies and planetary governments. They may work to prevent trouble, solve a mystery, explore a new planet or perform any other sort of dangerous task. In this series of adventures the player characters work for the Pan-Galactic Corporation, the largest company in the Frontier.

One player must be chosen to run the adventure. This person does not control a PGC agent like the other players do. Instead, he controls the opponents the other players meet and reads the adventure to them.

Adventure 1: PAN-GALACTIC SECURITY BREACH

Purpose

You have been contacted by Pan-Galactic Headquarters to investigate a breach in security at several top PGC research centers. Someone has broken into these centers and destroyed valuable equipment. The raiders never set off any alarms and never were stopped by anti-intruder security systems. Your mission is to find out why the raids are taking place and to end them.

Teams

One person must be chosen to be the reader. Everyone else plays agents working for Pan-Galactic. The reader reads the numbered events to the players as they reach them and plays all opponents. Information on opponents is included in the story below.

The Pan-Galactic team should have four characters, created by the players using the rules for creating characters. If there are not four players, some players must control more than one character.

Each character starts the game with a standard equipment pack and a fully loaded laser pistol.

How To Play

This is a programmed adventure. The story is written in a series of numbered paragraphs. The reader reads the first paragraph to the players, and then they are presented with several choices. All the players must agree on one choice. This choice will direct the reader to another numbered paragraph, which he then turns to and reads to the players. At some points the players will get into combat, and this must be played out before moving to the next event. The passages boxed in gray should not be read aloud; they are special instructions for the reader only.

The reader controls the movement of the raiders and rolls the dice for them when they attack. The reader decides who an NPC will attack, but should try to have each NPC shoot at a different player character if possible; if it is not possible, the NPC should shoot at the nearest enemy.

The raiders always move first, until a fight starts. Once the player characters get into combat with the raiders, the players and the reader must roll for initiative.

The player characters and the raiders have fully loaded guns, but they do not have any extra ammunition. All players must keep track of the shots they fire; when they use all their ammunition they can only run away.

How To Win

The players win if they learn why the raids are taking place and stop the raiders from striking again.

Set-Up

Each player should pick a counter that looks like his character. The reader should pick a Vrusk, a Dralasite, a Yazirian and three Human counters. All counters are placed inside the Security building. The reader then picks a skimmer counter and places it at the curb on the road north of the Security building.

Now you are ready to play.

The Adventure

START. You have met at the Security Service building to discuss your new assignment and talk to some PGC experts about why the security at the research centers failed. You are in the main computer room where data collection and analysis is handled. The chief of security and the head programmer, both humans, are helping you. Also in the room are four technicians, one of each different race.

The programmer shows you a small computer cabinet containing thousands of crystal wafers. "The security information and command controls for all of Pan-Galactic's research centers are stored here," he says. "We ran a thorough check of all the systems and couldn't find anything wrong. There is no way the raiders could have broken in." The programmer and chief seem puzzled.

What are you going to do?

- Wait for the raiders to strike again (Read O1).
- Investigate the site of the last attack (Read O2).
- Ask the computer if there is a pattern in the raiders' attacks (Read O3).

O1. Having decided to wait until the next attack, you thank the experts for their help and leave. As you walk down the hall you hear a cry of surprise behind you. You rush back to the computer room. The programmer and chief lie unconscious on the floor. The technicians, with their laser pistols pointing at you, tell you not to move. (Read O4)

O2. You thank them for their help and turn to leave. Behind you there is a pop, a puffing sound and a cry of surprise. Turning, you see the programmer and chief, surrounded by a cloud of gas, fall unconscious to the floor. The four technicians draw laser pistols and point them at you. "You're not going anywhere!" the Yazirian growls. (Read O4)

O3. The programmer nods, pleased with the suggestion, and inputs the question. In a moment the holotank lights, displaying a map of the Frontier with red lights showing the planets where raids have taken place. The lights form a circle around the planet you are on.

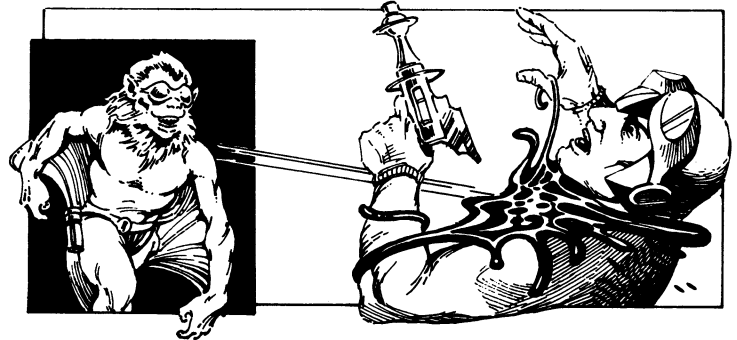
"This is suspicious," exclaims the chief. "If all the attacks center around our planet and the alarms are never set off, it must be an inside job."

Suddenly there is a soft pop and the chief and programmer are surrounded by a cloud of gas. They gasp in surprise and fall unconscious. Looking up you find yourself surrounded by the technicians, who have drawn their laser pistols. "Clever deductions," clicks the Vrusk. "Too bad you found out." (Read O4)

O4. "Geiger! Konchinho! Keep them covered!" barks the Yazirian to the Human and Dralasite. "Gramic, get to work!"

The Vrusk moves to the crystal matrix cabinet and attaches a small metallic cube, then turns to the controls. You study the cold features of the Human and the dark hollow eyes of the Dralasite, weighing your chances to draw a weapon before they can shoot.

Suddenly you hear the sound of someone coming down the hall. Smiling slyly, the Yazirian slides a black jelly-like object from a canister at his side and turns to face the door.



The door swings open and a startled guard stares in surprise. Too late, he reaches for his gun. The black blob strikes him in the chest. Horrified, you watch the thing sprout tendrils that tangle around the terrified guard, pinning his arms to his side and constricting around his throat. He falls to the floor and the Yazirian chuckles.

What do you want to do?

- Stand still and wait to see what happens (Read O5).
- Try to talk to the technicians (Read O6).
- Try to draw a weapon and attack (Read O7).

O5. You hear a humming sound from the small cube and it glows brightly. The Vrusk clicks in satisfaction, disconnects the cube and slides it into a vest pocket. Waving an antenna at the Yazirian it starts smashing consoles and crystal matrices.

"Konchinho," the big monkey calls, "get their weapons." The Dralasite reaches out with long pseudopods, lifts your pistols from their holsters and tosses them across the room. Then the raiders back out of the room.

"Bite on this," shouts the human, and you dive to the floor barely avoiding the laser bursts he fires over your head. You scramble for your guns and race after the raiders. (Read O8)

O6. Let the players ask you questions, but don't answer them. Instead, tell them, "You better keep quiet, if you know what's good for you." Then ask them what they want to do:

- Stand still and wait to see what happens (Read O5).
- Try to draw a weapon and attack (Read O7).

07. If the players try to draw their weapons, the raiders will attack. The abilities the raiders use in combat are listed below. If for some reason you need to know their other ability scores, go ahead and roll them. Remember, everyone has cover because they are in a building (-10 to hit).

The player with the highest Initiative modifier should roll 1d10 and add the result to his IM. The reader also should roll 1d10 and add the result to the raiders' highest Initiative modifier (6). The side with the highest total gets to move and fire first. After this turn, initiative must be checked at the start of each turn to see who moves and fires first.

THE RAIDERS

NAME	RACE	WEAPON	IM	DEX	STA	MOVE
Konchinho	(Dralasite)	Laser	5	45	35	1/4
Gramic	(Vrusk)	Laser	6	55	40	3/7
Geiger	(Human)	Laser	5	50	55	2/6
Manetoe	(Yazirian)	Laser	4	40	65	2/6

When each raider has been shot once, tell the players that one of the raiders grabs the cube and they flee. Gramic will take the cube and run if he can. If he can not, then the reader should have either Geiger or Manetoe grab it. (Read 08)

08. The raiders flee down the corridor and out the front door. You run after them, but they have a head start and are a turn ahead of you. Seeing you following, the raiders split up. One runs across the road and the rest jump into a waiting skimmer and pull away from the curb.

What do you want to do?

- Call Star Law and alert them to the crime (Read 09).
- Pursue the lone raider (Read 11).
- Pursue the raiders in the skimmer (Read 12).

09. You call Star Law on your communicator and report the crime. They thank you for the information and tell you the raiders probably will head toward the spaceport. They will alert spaceport security to watch for them.

Now what do you want to do?

- Try to discover what the raiders were after (Read 10).
- Pursue the lone raider (Read 11).
- Pursue the raiders in the skimmer (Read 12).

10. You return to the computer room and administer stimdose to the two unconscious men and manage to cut the guard free from the black strands.

After examining the damage, the chief announces, "I'm afraid all of the security data on every PGC research center has been stolen! I hope the Star Rangers catch them at the spaceport." (Read 21)

11. Since the players have decided to chase the lone raider, the reader can remove the skimmer from the board. Now the reader must move the running raider, determine who he will shoot at and tell the players what is happening.

The lone raider is the character who took the metallic cube. He will run north to the road and then cross the road. When the raider reaches the other side, he will turn and fire at the player characters, then run into the monorail terminal.

The raider will be one turn ahead of the player characters. If the player characters stopped to call Star Law he will be an extra turn ahead of them. Be sure to move the raider these extra turns at running speed. He must stop at the road, and then spend one turn crossing the road.

- If the raider is caught (Read 20).

If the raider boards the monorail, ask the players what they want to do.

- Call Star Law to intercept the raider (Read 13).
- Board another monorail car and follow the raider (Read 14).
- Call a cab to chase the raider (Read 15).

12. Because the players decided to chase the skimmer, the raider can be removed from the board. The reader must choose where the skimmer moves and who the raiders will shoot at.

Remember, characters in a skimmer have cover (-10 to the attacker's roll) and are moving (-10 when the raiders try to shoot). The raiders will be one turn ahead of the player characters, an extra turn if the players called Star Law. Be sure to move the raiders ahead.

The raiders can drive along the main roads, or take shortcuts through the underground parking areas. They can only drive one way on one-way streets. Ask the players:

- Do you want to chase them on foot? (Read 18).
- Do you want to call a cab to chase them? (Read 19).

13. The Star Rangers say the raider probably is headed to the spaceport to meet his friends. They will watch everyone getting off the monorail. They should catch him if he doesn't get off at one of the earlier terminals.

What do you want to do now?

- Wait to hear from Star Law (Read 21).
- Board another monorail car and follow the raider (Read 14).
- Call a cab to chase the raider (Read 15).

14. The reader should move the raider's counter along the monorail 10 spaces per turn. The raider will be one turn ahead of the players, plus an extra turn if they stopped to call Star Law. The raider will get off the monorail at the Government Building terminal. Once the raider has exited, place the skimmer at the curb there and check below to see what to read next.

- If the player characters exit one turn after the raider does (Read 16).
- If the player characters exit two or more turns after the raider (Read 17).

15. The reader should move the raider's counter along the monorail 10 spaces per turn, as the player characters pursue in a skimmer. It will take one turn for the cab to arrive. The raider should be moved one extra turn if the players called Star Law.

The raider will exit at the Government Building terminal. The reader should place the skimmer at the curb there.

- If the player characters arrive one turn after the raider (Read 16).
- If the player characters arrive two or more turns after the raider (Read 17).

16. You see the raider run out of the monorail terminal ahead of you and leap into a waiting skimmer. The other raiders are in the skimmer waiting for him.

The players can shoot at the raiders in the skimmer. Remember that characters in a skimmer have cover (-10). The reader should pick one of the raiders to be the driver. If he is knocked unconscious the skimmer will stop and the raiders will surrender. The raiders will try to drive off the board to the spaceport. Check below to see what to read next depending on the result of combat.

- If the raiders escape and Star Law was not called (Read 21).
- If the raiders escape and Star Law was called (Read 20).
- If the raiders were captured (Read 22).

17. You are too late! You see the raider with the cube dash out of the monorail terminal and leap into the waiting skimmer with his friends. They spin onto the Spaceport Expressway. You try to chase them, but their skimmer soon disappears into traffic.

- If the players called Star Law (Read 20).
- If the players have not called Star Law (Read 21).

18. If the players run after the skimmer, the reader should make sure that the rules on crossing roads, getting onto walkways and running through buildings are followed.

The reader should pick one of the raiders to be the driver of the skimmer. If the driver is knocked unconscious the skimmer will stop and the raiders will surrender. The raiders will try to drive to the Government Building monorail terminal. Check below to see what to read next depending on the result of combat.

- If the player characters are one turn behind the raiders when they reach the Government Building (Read 16).
- If the player characters are two or more turns behind when the raiders reach the Government Building (Read 17).
- If the skimmer was stopped and the raiders are captured (Read 22).

19. If the players call a cab, it will take one turn to arrive. Move the raiders one extra move. The reader should make sure that rules for moving through intersections, around curves, on ramps and through underground parking areas are followed.

The reader and the players should each pick a character to drive their skimmer. Drivers can not shoot. If the driver is knocked unconscious the skimmer will stop. If the raiders' skimmer stops, they will surrender. The raiders will try to drive to the Government Building monorail terminal. Check below to see what to read next depending on the result of combat.

- If the player characters are one turn behind the raiders when they reach the Government Building (Read 16.)
- If the player characters are two turns or more behind when the raiders reach the Government Building (Read 17).
- If the skimmer is stopped and raiders surrender (Read 22).

20. When you return to Pan-Galactic Headquarters, there is a call from Star Law for you. They congratulate you for your quick thinking and are happy to report that they managed to capture the rest of the raiders as they tried to board a starship. Unfortunately, when they tried to question the criminals each pressed a button on their collar. The button injected them with a drug that turned them into idiots. Now they won't be answering any questions.

The Star Rangers say they also found something in the raiders' skimmer when they searched it. It seems to be some type of recorded message. They play it back for you. (Read END)

21. When you return to Pan-Galactic Headquarters your superiors put in a call to Star Law. Unfortunately, they report that they failed to catch the raiders, but did find the skimmer the raiders used. When they searched the skimmer they found something that looks like a recorded message. They play it back for you. (Read END)

22. Pan-Galactic is very pleased that you caught the raiders and that the raids have finally been stopped. They are especially happy that you recovered the metallic cube, because it contained data on all PGC security systems. If it had fallen into the wrong hands, who knows what could have happened.

When you try to question the raiders, each smiles slyly and touches a button on his collar, then stares dumbly at you. When you examine them you discover they have been injected with a drug that turned them into idiots. They won't be answering any questions now.

While you are reviewing the case with your superiors there is a call from Star Law. They searched the raiders' skimmer and found something that looks like some kind of recorded message. They play it for you. (Read END)

END. The trivid screen grows hazy and then a hideous worm-like creature appears, its segments glistening with slime. You hear its hissing whisper congratulating the raiders for infiltrating Security. Then it describes the raiders' next mission. They are to fly to a top secret military asteroid where research is underway on a special weapon that can reduce entire populations to mass hysteria. They are to meet other agents who have already infiltrated the base and steal the device.

Cold chills run up and down your spine as you eye each other silently. This case is more diabolical and far-reaching than you first thought; the raiders are working for the Sathar!

Reward

When the adventure is over each player character will be rewarded for his part in stopping the raiders. The characters can use the reward to pay for healing their Stamina back to normal and to buy new ammunition and equipment. The characters will be rewarded only if they performed the actions, not if Star Law did. Each character will be rewarded the following credits:

For each raider captured	+20 Cr
For retrieving the cube	+50 Cr
For alerting Star Law... during the battle	+20 Cr
after the battle	+10 Cr

Playing The Adventure Again

It is possible to play this adventure again. To make sure that there are surprises each time you play, you should make several changes.

Teams. Play the adventure as two teams — security force and raiders — with an equal number of characters on each side. Create your own characters for both teams. This way neither side will know what the other team is like.

Instead of giving everyone the same weapon, each character can select his weapons. Each team starts with 6 points per character to buy weapons. The number of points each weapon costs is listed below. Players can choose one weapon type for their team or pick several different weapons by sharing points. Thus everyone on a team could have gyrojets, or some could carry needlers while some have lasers. Extra doze grenades can be chosen, also.

<u>Weapon</u>	<u>Points</u>
Needler	4
Gyrojet	6
Laser Pistol	8
Laser Rifle	12
Doze Grenade	2

Set-Up. The Pan-Galactic team starts in the Security Building. The raiders should write down which door they will enter from or if they start inside the building. Then the PGC team must guess where the raiders start. If they guess right they can draw their weapons and both teams roll for initiative. If they guess wrong, the raiders get to leave the building and take one extra move before the PGC team can move.

How To Play. Until the first shot is fired, the raiders always get to move first every turn. Once a shot has been fired, the players must roll for initiative.

The raider team should decide which character is carrying the cube and write his name on a piece of paper. The only way to find the cube is to knock a character unconscious and search the body for it. To search, a character must move into the same space as the unconscious body and end his move. At the start of the next turn the raiders must tell whether the cube is found. If it is, the character can pick up the cube and move and attack normally during the turn.

It is possible to change the game even more. Players can change the goal to capturing all the raiders, defeating all the PGC agents or anything else. If the players want, they can add special restrictions such as not allowing skimmers or doze grenades to be used. It is up to you, but be careful that any changes affect each team the same way.

How To Win. The raiders win if they get the metallic cube off the board on the Spaceport Expressway (not the monorail). The PGC team wins if they capture the cube and carry it to Pan-Galactic Headquarters.

Rewards. No money is awarded at the end of these games, but everyone who is wounded is taken to the medical complex and healed at no charge.

Adventure 2: ALIEN CREATURE ON THE LOOSE

Purpose

You are four agents of Pan-Galactic Corporation relaxing at the trivid Gaming Hall after a dangerous mission. Suddenly there is a blaring alarm from your wrist communicators followed by an emergency public broadcast.

“Alien creature has broken out of confinement at the Zoological Park! Last seen headed north! Creature is reported to have attacked handler earlier this morning and should be considered dangerous! Stay inside! Police have been notified but a major accident on the Spaceport Expressway is occupying most of the patrols!”

You look at each other and nod agreement. The creature can not be allowed to run loose until the police can arrive. You must try to stop it.

Teams

In this adventure one player must be chosen to be the reader of the adventure and to play the part of the alien creature. Information on the creature is listed in a special section for the reader.

The rest of the players are working for Pan-Galactic. The players can roll up new characters or use their characters from the last adventure.

All new characters are armed with laser pistols. The pistols are fully loaded, but characters do not have extra ammunition and must keep track of how many shots they fire. Once their gun is empty they must look for another weapon or run away.

How To Play

The player characters always move first, until they attack the creature. The hydra will not attack until after the characters attack it for the first time. After this first attack, the game proceeds normally with players rolling for initiative at the start of each turn.

Borrowing Weapons. Once the player characters discover that their lasers are useless, the reader should ask: “What are you going to do? Your weapons don’t seem to be hurting the hydra.” When the players ask where they can get different weapons, tell them: “You can go to the Wilderness Outfitters, Weapons Shop or the Security Building.”

When a character enters one of these three buildings and asks for a weapon, the reader should determine if the shop owner will let them borrow one. Roll d100; if the number rolled is less than or equal to the character’s Personality score, the shop owner will loan the character a gun. If it is greater than the character’s Personality score the shop owner will refuse and the character will have to try somewhere else.

Creature Information

THE HYDRA

For Reader’s Eyes Only

The hydra is a strange creature that looks like a 10-meter tall silver tree with clusters of limbs around its mouth. The creature has a soft body and moves by slithering about on its trunk. It sees with many eyespots located just below the limbs on its head.

Periodically the hydra goes through a reproductive cycle when it grows new branches with limbs and mouths which eventually mature and drop off to form new hydras. This hydra is undergoing that reproductive cycle and has grown several branches.

Earlier in the day, when the hydra started to bud, the creature’s handler tried to move it to a larger pen. The sonic prod he used enraged the creature and it attacked the handler. The creature was finally penned and the handler taken to the medical complex. The zoo owners then brought a subsonic projector to soothe the creature with low-frequency sounds, but these only made the creature madder and it broke out. The creature now hunts for its handler, believing that if it can destroy him it will be freed of its torment.

The reader should run the creature so that it wanders through the town, giving the player characters a merry chase, leading eventually to the medical complex. Once at the medical complex it will slither in one of the doors and search for its handler. Each turn the creature is in the medical complex, the reader should roll 1d10; if a 1, 2 or 3 is rolled the creature has found and eaten its handler. If this happens Star Law will arrive and capture the creature.

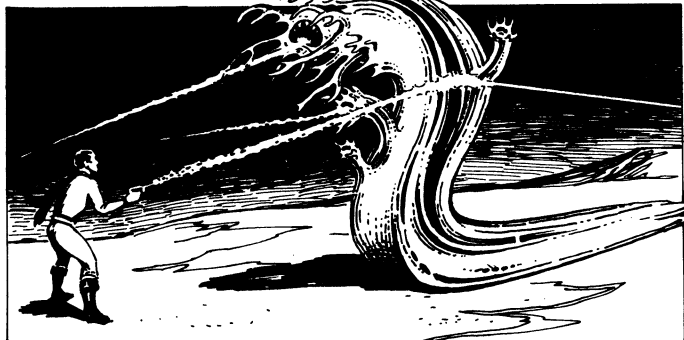
Creature’s Abilities. In order for the hydra to be an equal challenge to the players, its Stamina and Number of Attacks will vary with the number of player characters.

The hydra starts with 30 Stamina points per player character. Thus, if there are three characters, it will have a Stamina of 90.

The hydra also has as many heads as there are player characters. It gets one attack per head. It can attack a different target with each head. For example, if there are three characters, the hydra will have three heads and will get to attack three times every turn.

The creature attacks by firing nematocysts (muscle-fired darts) from its mouth at its prey. Each hit causes 1d10 points of damage. The hydra’s IM and Dexterity, and the range of its darts, are listed below.

IM	DEX	Point Blank	Short	Medium	Long	Extreme
5	40	1-2	3-5	6-10	11-20	21-40



Immunity. Laser beams simply bounce off the creature’s silvery hide without harming it. However, the heat of the beam excites the creature’s cells and causes it to bud again, gaining 10 Stamina points and another attack. If, for example, a hydra with a Stamina of 90 and three attacks was hit by a laser beam it would gain 10 points of Stamina and one attack for a total of 100 Stamina points and four attacks.

Because the creature is so big, it is immune to the effects of a single doze grenade. At least three grenades must land in the hydra’s square on the same turn to knock it out. The grenades will not effect the hydra if they are thrown on different turns.

If any single shot from a needler or gyrojet causes 15 or more points of damage to the hydra it will lose one of its heads and one of its attacks. This will happen only if the damage is caused by a single shot.

If the creature loses all its heads or if its Stamina is reduced to 0 the hydra is unconscious and can be captured.

Movement. The hydra can move up to 4 spaces per turn. It does not need to stop before it crosses a road. Instead, the reader rolls 1d10; on a roll of 1, 2 or 3 a skimmer on the road has swerved to avoid the creature and crashed. One of the player characters near the crash must stop and spend one turn calling the medical complex on his or her communicator. That character may not fire that turn. The players decide which character must make the call.

# of atks.	Stamina
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How To Win

The Pan-Galactic team members win if they stop the creature. If the creature reaches the medical complex, the reader should be sure to tell the players that the creature seems to be looking for something.

Set-Up

The player characters each choose a piece and place it in the Game Hall. The reader picks a piece with a picture of a giant creature on it and places it five spaces north of the Zoological Park exit.

Reward

At the end of the adventure the city will pay each character a reward for their brave actions. The following rewards will be given depending on the outcome of the adventure.

Players defeat Hydra before it devours handler	150 Cr each
Hydra devours handler	50 Cr each

If the player characters borrowed any weapons during the adventure, they must return them afterward.

Playing The Adventure Again

It is possible to play this adventure again. You can make several changes so there will be surprises each time you play.

Team. You can vary the equipment the characters start the game with by using the method explained at the end of Adventure 1.

Creature. The creature player can design a whole new creature. To find its DEX/RS, roll d100, find the result on the ABILITY SCORE TABLE and add 5. The creature gets 30 Stamina points and one attack per player character. The person controlling the hydra then gets to select its movement speed, attacks, defenses, up to three special abilities, and its goal.

Designing Your Own Creature

#Atks:	IM:	DEX:	STA:
ATTACKS:	(Choose one of the following)		
	Damage	Point Blank	Short Medium Long Extreme
<input type="checkbox"/> Acid Spray	2d10	1	2-3 4-6 7-12 13-20
<input type="checkbox"/> Darts	1d10	1-2	3-5 6-10 11-20 21-40
<input type="checkbox"/> Sonic Beam	2d10	1	2-5 6-15 16-30 31-50
<input type="checkbox"/> Gas Cloud*	1d10	--	1-2 3-5 6-8 9-10

* A gas attack fills one square for one turn and any character in that space is affected; the gas obscurs vision and any characters there must move out of the space to see to shoot.

SPECIAL ABILITIES: (Roll 1d10 three times; roll again if an ability repeats)

Ability	Effect
<input type="checkbox"/> 1 Smashes Through Walls	— Walls don't effect movement; moving through a wall creates rubble where characters must stop before crossing.
<input type="checkbox"/> 2 Shakes Ground	— Characters can move no faster than half their running speed.
<input type="checkbox"/> 3 Teleport	— Creature can teleport up to eight spaces away once every three turns.
<input type="checkbox"/> 4 Spins Web	— Creature can permanently block the square it is in by spending one turn standing still and spinning a web. Also can throw a web and catch a character for two turns (treat as a grenade for range and hits).
<input type="checkbox"/> 5 Doze Gas	— Same as doze grenade, but always misses target square.
<input type="checkbox"/> 6 Grows Stronger	— Gains 10 Stamina points if hit by a weapon it is immune to; if hydra has no immunity, it gains 20 points by damaging a monorail station*.
<input type="checkbox"/> 7 Grows New Attack	— Gains one attack when hit by a weapon it is immune to; if creature has no immunity it gains one attack when hit by a skimmer.
<input type="checkbox"/> 8 Takes Extra Damage	— Takes 2 extra points of damage when hit by a weapon other than one the creature is immune to (choose which weapon at start); if hydra has no immunity, it takes 10 points of damage from each skimmer accident.
<input type="checkbox"/> 9 Loses 1 Attack	— Loses one attack if a single shot causes 15 or more points of damage.
<input type="checkbox"/> 10 Changes 1 Ability	— On its next turn after being hit by a weapon it is immune to, the creature can change its attack, its defense or one special ability (by rolling dice); if it has no immunity, this happens when it damages a monorail terminal.*

* To damage a monorail terminal, the creature must move into the terminal's space and stop. On the next turn the player controlling the creature rolls 1d10; on a roll of 1, 2 or 3, the creature has bitten through the terminal's power cables and shut down the terminal. The creature can move and fight normally on the next turn. No monorail cars can travel across that terminal for the rest of the game. If players ride the monorail to that terminal, they must get off there.

MOVEMENT: 2 3 4 5 6 7

DEFENSES: (Choose one of the following)

Defense	Effect
<input type="checkbox"/> Layer of Insulation	Immune to Needlers
<input type="checkbox"/> Protective Shell	Immune to Gyrojets
<input type="checkbox"/> Reflective Hide	Immune to Lasers
<input type="checkbox"/> Regenerates	Reduces damage from each attack by 5 points

GOALS: (Select one of the following)

- Eat enough to lay eggs. The PGC players must pick 15 pieces to represent civilians in the downtown area. He places each piece in a different building on the map. When the alien creature moves into the same space as a civilian piece, the player rolls 1d10; on a roll of 1-5, the creature eats the civilian. The PGC player can move civilian pieces only if they are being attacked by a creature or are next to a PGC character. Civilians may not move off the board. PGC characters may not be eaten. The creature wins if it eats eight civilians.
- Find someone. The PGC player chooses five counters and secretly marks one. He then mixes up the pieces and, without looking, places each face down in a different building that covers 16 spaces or more. The creature must search the buildings for the marked piece. Once in the building, the hydra player must roll 1, 2 or 3 on 1d10 to find the face down counter and reveal its identity. if the creature finds a dummy counter, it discards it.
- Build a nest. The creature selects a building that covers 16 or more spaces and writes its name on a piece of paper. The creature must wreck three buildings from a different complex and carry the rubble back to build its nest. To destroy a building it must move next to the building and roll a 1, 2 or 3 on 1d10. The creature also must cause one accident and carry a destroyed skimmer back to its nest. The creature can carry only one load at a time. When carrying material back to its nest the hydra moves at half speed. The creature wins if it finishes its nest.
- Destroy the town. The creature must destroy 40 or more points of buildings to win the game. The sizes of buildings, their point values and the numbers that must be rolled on 1d10 to destroy them are shown below:

No. of Spaces	BUILDINGS	
	Point Value	Die Roll
1-6	5	1-9
7-15	10	1-5
16 or more	15	1-3

- Destroy all skimmers. The PGC player places five skimmers at different locations on the map. The creature can destroy a skimmer simply by moving into the same space with it. Player characters can drive skimmers, but the skimmers can not be driven off the map.

CREATING YOUR OWN ADVENTURES

After playing the two adventures you may want to play something new and different. You can, by making up your own adventures. Adventures are easy to make up if you do it step by step. If you played either of the adventures more than once, you have a general idea of how to make up new adventures. A step-by-step method for designing new adventures is given below.

Purpose

First, pick a story outline to be the basis for your adventure. This will make it easier to fill in the other parts of the adventure. The story can be about anything, such as a crash on a desert planet. You can make up your own stories, or use ideas from your favorite books and movies.

Teams

Decide how many characters each team will have and what sort of equipment they own. The adventure can be played with two teams of adventurers (possibly from different companies) trying to get the same thing, or with only one team of player characters and another player, like the reader in the first two adventures, controlling all other creatures and characters. In the first case, both teams will be trying to beat each other. In the second, the player characters are trying to reach a goal, not defeat the reader.

Try to make sure that one side is not stronger than the other. Their Stamina point totals and numbers of attacks should be about the same. Dexterities and damage from attacks will vary, but you should try to balance them.

Choose weapons and equipment that will be useful in the adventure. You can use the system from Adventure 1, if you want. You should remember to include vehicles, if they are needed. One party may have a skimmer while the other has riding animals.

How To Win

Set goals for each team, so the players know what they must do to win. The goal should be related to the story. In our example, the players may need to find an abandoned radio beacon and call for help. The examples from the two adventures can help you pick a goal.

Set-Up

Choose the pieces and map you will use for the adventure. For a crash on an alien planet, you could use the desert map or the crater map.

If you want, you can even draw your own maps. Be sure to draw them big enough to put counters on, and include a 1/2" grid for movement and combat. Include everything on the map that you need to play, like doors, roads, vital control panels, etc. Some maps you might want to make for adventures are an island, a space station or the inside of a large building.

Once you have picked your playing area, decide where each piece starts the adventure.

How To Play

Once you have a story and have picked your teams, goals and set-up areas, you must create any special rules needed to play the adventure. You also must decide which side will move first until combat starts and when special events will happen.

For a crash on a desert planet adventure, you may want to create several rules. To simulate moving through a large desert, each move in this adventure will take half an hour and player characters can move only four spaces per turn. If a creature attacks the characters, they can not move until they defeat the beast.

The players have enough water to last 25 turns. Each turn the players must subtract 1 from their water supply. If their water supply reaches zero, they are out of water and will pass out. Before this happens they

want to find a radio beacon that was torn off their ship in the crash. With it, they can radio for help. The reader picks a space where the player characters start and secretly picks another space at least 10 spaces away where the beacon fell.

To search for the beacon, the player characters must tell the reader which direction they are scanning at the end of their turn. The reader then rolls 1d10 without letting the players see the result. If the players were looking in the right direction, and the number rolled on the die was greater than the number of spaces between the characters and the beacon, the reader tells the players their scan has detected the beacon in that general direction. If the result of the die roll is equal to or less than the distance between the characters and the beacon, or if the players were not scanning in the right direction, the reader tells them their scan does not detect anything.

Finally, at the end of every turn the characters must check to see if something happens to them in their wanderings. To simulate this chance the characters must roll d100 and check the EVENT TABLE below to see what happens.



Die Roll	Event	Situation
01-20	Lost	Characters wander off course in shifting sand dunes; move the party two spaces in a direction determined using the Grenade Bounce Chart.
21-22	Sandstorm	Characters lose 1 turn in blowing sand.
23-24	Cool Cave	Rest in shade, add 5 to water supply.
25-26	Creature	Attacked by one Funnel Worm in its pit.
27-28	Mirage	Lose one turn.
29-30	Creature	Attacked by 2 Sandsharks.
31-32	Sunstroke	Each character must roll his Stamina or less or lose 1d10 Stamina points.
33-34	Creature	Attacked by 5 Winged Rippers.
35-36	Poison Water	Each character must roll his Intuition or less or lose 1d10 Stamina points.
37-38	Oasis	Refill your canteens; increase water supply back to 25.
39-40	Circle	Characters wander in circle; return to space they started in this turn.
41-00	No Event	Proceed to next turn.

Creature	Defense	Damage	IM	DEX	STA
Funnel Worm	Has cover	3d10	4	45	120
Sandshark	Immune to needlers	2d10	5	50	80
Winged Ripper	-20 to be hit	1d10	6	60	30

Notice that the reader also can have characters run into events and obstacles as well as opponents. Anything you can imagine can happen during a STAR FRONTIERS adventure.

Rewards

At the end of an adventure the player characters can be rewarded for their actions during the adventure. The reason for giving rewards is to enable characters to pay for healing, to replace lost or damaged equipment and to buy new items the players need. Rewards can vary depending on how successful the characters were. A minimum reward for each character should be 50 Cr., and a maximum of 200 Cr.

If the character's employer is providing weapons, ammunition and free healing, the reward should be reduced. In some cases, like the desert planet example, the characters will not receive any payment for finding the beacon; their reward is getting off the planet alive.

Suggested Adventures

Some ideas you can develop into adventures of your own are listed below. Science fiction books and movies also are good sources for adventure ideas.

1. A strange alien disease is infecting people in the city and making them violent and destructive. The players must stop the victims before they cause permanent damage and find and capture the carrier of the disease to prevent him from infecting others.

2. An ancient alien artifact has been found by Pan-Galactic Corporation and brought to a base to be studied. No one has heard from the base since the artifact was delivered. The characters must break into the base and find the artifact (which has taken over control of the base and its robots).
3. A special meeting of delegates from the United Planetary Federation Council on Frontier Law and Peace is being held on a nearby planet. Someone or something is murdering the delegates one by one. The players must find the murderer and prevent further assassinations.
4. An abandoned alien city-ship has entered the planetary system on a collision course with a colonized planet. The characters must find the giant ship's control center and change its course before it hits the planet.

THIS ENDS THE BASIC GAME. If you have enjoyed playing adventures with the STAR FRONTIERS Basic Rules, then you will enjoy learning the Expanded Rules which add more weapons and equipment, ways to improve your characters and learn skills, and new rules for creating more fun and exciting adventures.



THE METRIC SYSTEM

STAR FRONTIERS game uses the metric system of measurement. The following metric-English conversion tables are included for players who are unfamiliar with the metric system.

If you're measuring	the English system uses	and the Metric system uses
length	yards	meters
weight	pounds	kilograms
capacity	gallons	liters

1,000 millimeters (mm) = 100 centimeters (cm) = 1 meter (m)
 1,000 meters = 1 kilometer (km)
 1,000 grams (gm) = 1 kilogram (kg)
 1,000 kilograms = 1 metric ton
 1,000 milliliters (ml) = 1 liter (l)

The table below gives conversions from English measurements to metric measurements, and from metric to English. The approximate conversions can be used for quick calculations when exactness is not needed.

English unit	Metric equivalent	Metric approximation
1 inch	2.54 centimeters	2.5 cm
1 yard	.92 meter	1 meter
1 mile	1.61 kilometers	1.5 kilometers
1 ounce	28 grams	30 grams
1 pound	.454 kilogram	.5 kilogram
1 ton	.91 metric ton	1 metric ton
1 quart	.95 liter	1 liter
1 gallon	3.8 liters	4 liters

Metric unit	English equivalent	English approximation
1 centimeter	.39 inch	.4 inch
1 meter	1.09 yards	1 yard
1 kilometer	.62 mile	.6 mile
1 gram	.035 ounce	.04 ounce
1 kilogram	2.2 pounds	2 pounds
1 metric ton	1.1 tons	1 ton
1 liter	1.06 quarts	1 quart

GLOSSARY

Ability score — A measure of a character's natural physical or mental ability. Characters in STAR FRONTIERS games have eight important abilities, organized in pairs: Strength and Stamina, Dexterity and Reaction Speed, Intuition and Logic, Personality and Leadership. Each of these abilities has a score between 1 and 100.

Clip — An ammunition container or powerpack for a weapon. A clip fits directly into the weapon. Each type of weapon has its own clip.

Cover — Any obstacle that can protect a character from gunfire.

Credit (Cr) — The basic unit of money in STAR FRONTIERS games.

d10 — The abbreviation for 10-sided die. When preceded by a number, it tells players how many 10-sided dice to roll for a specific result. For example, 2d10 is two 10-sided dice.

d100 — The abbreviation for percentile dice

Damage — An indication of the effect of a weapon on both people and structures. Whenever a weapon hits its target, it causes damage. Damage is subtracted from a character's Stamina.

Dexterity (DEX) — The ability that measures coordination.

Doze Grenade — A small container that releases a cloud of fast-acting knockout gas. A character affected by a doze grenade will be unconscious for one hour

Dralasites — One of the four space-faring races in STAR FRONTIERS games. Dralasites are blobbish creatures that can change their shape. They are stronger than Humans, but also slower. They love philosophy, debates and weird humor.

Frontier — The star systems where Dralasites, Humans, Vrusk and Yazirians met. It contains many new colonies and unexplored worlds.

Gyrojet Pistol — A weapon that fires small rockets instead of ordinary bullets. A gyrojet causes 2d10 points of damage when it hits its target.

Hologram — A realistic 3-dimensional picture that is created with projectors, much like a modern movie.

Humans — One of the four space-faring races in STAR FRONTIERS games. They are identical to the humans of Earth, but originated on a different planet.

Initiative — A term used to note which team gets to move and attack first. The character on each side with the highest Initiative modifier rolls 1d10 and adds his IM to the roll. The side with the highest total has initiative for that turn, and gets to move and attack first.

Initiative Modifier (IM) — One-tenth of a character's Reaction Speed score. It is used to determine which side has initiative each turn.

Intuition (INT) — The ability that measures a character's creativity, perception and knack for understanding things immediately.

Laser Pistol/Rifle — Weapons that fire pulses of focused light that are so intense they can burn holes in metal plates.

Leadership (LDR) — The ability to give orders and command a large group of people.

Logic (LOG) — The ability to think in an orderly way and to solve problems through reasoning.

Monorail — A mass transit system that uses six-passenger cars riding a magnetic cushion on an elevated one-rail track. A character can ride the monorail all day for 1 Cr.

Needler Pistol — A short-range weapon that fires a cluster of small needles, causing 2d10 points of damage when they hit.

Non-Player Character (NPC) — This is any character in a STAR FRONTIERS game that is not being controlled by one of the players. NPCs usually are controlled by the reader or referee.

Pan-Galactic Corporation — The oldest and largest interstellar company. PGC is one of the most powerful organizations in the Frontier.

Party — A group of characters working together on an adventure.

Pedestrian Walkways — Small bridges built across roads and between buildings to make traveling on foot in the city easier and safer.

Percentile Dice (d100) — Two 10-sided dice, rolled together. The

darker die is multiplied by 10, and then the two results are added together to get a number from 1 to 100.

Personality (PER) — The character ability that measures charm, physical appearance, friendliness and persuasiveness.

Player Character — A character in a STAR FRONTIERS game that is being controlled by a player.

Range Modifier — A number that is subtracted from a character's Dexterity score when the character fires a weapon. The range modifier increases with the range.

Reaction Speed (RS) — The character ability that measures a character's reflexes and quickness.

Reader — A person who reads a programed adventure to the players as they play, rather than running a player character himself. The reader is replaced by a referee in the Expanded Game.

Role-Playing Game — A game that allows players to act out the exciting adventures of their characters, without being restricted by rules that limit what they can do.

Sathar — A race of aggressive, worm-like creatures that have attacked and destroyed Frontier outposts and colonies. Very little is known about them because no Sathar has ever been captured alive.

Scenario — A short story or situation, used as the background for a STAR FRONTIERS adventure or shootout.

Skimmer — A five-passenger vehicle that floats on a cushion of air. They can be rented for 10 Cr per day.

Spray Hypo — A pocket-sized medical instrument that stores drugs under pressure. The spray hypo can inject these drugs painlessly into a patient.

Stamina (STA) — The character ability that measures general health and physical fitness. It also is a measure of how much damage a character can take before being knocked unconscious.

Star Law Rangers — A branch of the UPF that operates as a sort of interstellar police force. It concentrates on finding Sathar agents, but also fights space pirates and other interstellar criminals.

Staydose — A drug that will put a character to sleep for 24 hours and keep him alive after his Stamina is reduced to zero or less.

Stimdose — A drug that can be used either to restore 10 Stamina points to a wounded character or to wake up a character who has been knocked unconscious by wounds or a doze grenade.

Strength (STR) — The character ability that measures muscle power.

To-Hit Roll — A percentile dice roll that determines whether a character hits the target he is shooting at. A character's percentage chance to hit his target is his Dexterity score modified by the range to the target and the target's movement and cover status.

Trivid — Three-dimensional (holographic) television.

Turn — The game turn is the basic measure of time in a STAR FRONTIERS game. Each turn is six seconds long. Playing a turn can take more than six seconds, but the turn itself represents six seconds of time for the player characters.

United Planetary Federation — A loose alliance formed between many planetary governments after the first Sathar attacks. The UPF is not an interstellar government; it is a defense organization devoted to protecting member planets from Sathar takeover or destruction. The UPF also has its own police force, the Star Law Rangers. The Rangers track down and capture Sathar undercover agents. However, their authority is not recognized on all planets.

Vrusk — One of the four space-faring races in STAR FRONTIERS games. Vrusk resemble large insects, and sometimes are called "bugs" by the other races. Their society is organized around large companies. They love beauty and order. Vrusk are quicker than humans, but not as strong.

Yazirians — One of the four space-faring races in STAR FRONTIERS games. Yazirians are tall humanoids with manes, nicknamed "monkeys" by the other races. They are generally smarter and quicker than the other races, but are not as strong. Other races consider them aggressive and pushy.

PLAYER'S NAME:

CHARACTER'S NAME:

HANDEDNESS:

WALKING:

RUNNING:

RACE:

SEX:

HOURLY:

PHYSICAL DATA

STR/STA:
DEX/RS:
INT/LOG:
PER/LDR:
IM:

MEDICAL RECORD

CURRENT STA:

OTHER INJURIES:

WEAPONS

Table with columns: WEAPON, DMG, BASIC # TO HIT, PB, S, M, L, E, AMMO. Contains four rows of weapon data.

DEFENSES

SUIT:
SCREEN:

PERSONAL FILE

RACIAL ABILITIES:

EXPERIENCE:

CREDITS:

PAY/DAY:

ENERGY RECORD

RECORD SKILLS AND EQUIPMENT ON REVERSE SIDE