STAR FRONTIERS

Science Fiction Role-Playing Game

ALPHA DAWN
QUICK-REFERENCE BOOKLET

This Booklet contains all relevant tables and charts to keep you from having to access the game book too often during game-play.

Last Revision: 4.3.2007

Character Generation Summary

1 **Gather materials**
   Character sheet, pencil, dice
2 **Determine Ability Scores**
   Roll once for each pair, then personalize by
   swapping up to 10 points between pairs
3 **Determine Race**
   Human, Dralasite, Vrusk, or Yazirian
4 **Determine Combat Abilities**
   IM: 10% of RS, PS: use table,
   RW: ½DEX, MW: ½STR or DEX
5 **Determine Skills**
   Select a PSA. Select 2 skills at level 1,
   one of which must come from your PSA.
6 **Equip Your Character**
   Roll d100+250 Cr and consult equipment tables.
7 **Final Details**
   Name, appearance, handedness, gender, etc.

Roll	Score	Notes
01-10	30	Feeble
11-20	35	Poor
21-35	40	Below Average
36-55	45	Average
56-70	50	Above Average
71-80	55	Good
81-90	60	Excellent
91-95	65	Remarkable
96-00	70	Incredible

Race	STR/STA	DEX/RS	INT/LOG	PER/LDR
Dralasite	+5	+0	-5	+0
Vrusk	-5	+0	+5	+0
Yazirian	-10	+5	+5	+0
Human		Add +5 to any one single score.		
Sathar	+0	-5	-5	+10

Race	Special Abilities
Dralasite	Elasticity, Lie Detection 5%
Vrusk	Ambidexterity, Comprehension 15%
Yazirian	Night Vision, Gliding, Battle Rage 5%
Sathar	Hypnotism (target makes LOG check)

STR	01-20	21-40	41-60	61-80	81-00
Punching Score	+1	+2	+3	+4	+5

Race	Walk/Turn	Run/Turn	Travel/Hour
Dralasite	5m	20m	3km
Human	10m	30m	5km
Vrusk	15m	35m	6km
Yazirian	10m	30m	4km
Sathar	10m	20m	3km

If your character has	Then he starts with
Environmental skill	Envirokit
Medical skill	Medkit
Technician skill	Techkit
Robotics skill	Robcomkit
Any weapon purchased	1 clip of Ammo

Military PSA

Beam Weapons	½ DEX + level
Gyrojet Weapons	½ DEX + level
Melee Weapons	½ DEX or STR + level
Projectile Weapons	½ DEX + level
Thrown Weapons	½ DEX + level
Demolitions	
Set Charge	30% + level
Defuse Charge	50% + level - level
Martial Arts	½ DEX or STR + level

Biosocial PSA

Environmental

Analyze Ecosystems	30% + level
Analyze Samples	50% + level
Concealment	10% + level
Find Directions	50% + level
Make Tools/Weapons	100% if material available
Naming	100%
Stealth	20% + level
Survival	40% + level
Tracking	30% + level

Medic

Activate Freeze Field	30% + level
Administer Drugs	100%
Control Infection	50% + level
Cure Disease	40% + level
Diagnosis	60% + level
First Aid	100%
Major Surgery	20% + level
Minor Surgery	40% + level
Neutralize Toxin	30% + level

Psychosocial

Communication	40% + level
Empathy	10% + level
Hypnosis	15% + level
Persuasion	10% + level
Psycho-Pathology	30% + level

Technological PSA

Computers

Bypass Security	30% + level – prog. level
Defeat Security	60% + level – prog. Level
Display Information	80% + level – comp. level
Interface Computers	30% + level – comp. level
Manipulate Program	50% + level – prog. Level
Operate Program	100% + level – comp. level
Repair Computer	40% + level
Write Programs	special

Robotics

Activate/Deactivate	100%
Add Equipment	100%
Alter Functions	60% + level – robot level
Alter Mission	50% + level – robot level
Identify	100% + level – robot level
List Functions	90% + level – robot level
Remove Security Lock	70% + level – robot level
Repair Robot	40% + level – robot level

Technician

Deactivate Alarms/Def.	40% + level – alarm level
Detect Alarms/Def.	60% + level – alarm level
Open Locks	50% + level – alarm level
Operate Machinery	50% + level
Repair Machinery	40% + level

	Military PSA	Technological PSA	Biosocial PSA
Level 1	3 (6)	4 (8)	5 (10)
Level 2	6 (12)	8 (16)	10 (20)
Level 3	9 (18)	12(24)	15(30)
Level 4	12 (24)	16 (32)	20 (40)
Level 5	15 (30)	20 (40)	25 (50)
Level 6	18 (36)	24 (48)	30 (60)

Travel Mode	Clear	Broken	Rugged	Bog	Water	Highway	Hazard
Walking	1.0	0.8	0.2	0.6	*	1.0	--
Slithering	1.0	1.0	0.4	0.8	*	1.0	--
Flying**	1.0	0.9	0.5	1.0	1.0	1.0	0.4
Hovercraft	1.2	0.6	--	0.8	0.9	1.4	0.8
Groundcar	0.8	0.6	0.2	0.4	0.4	1.2	--
Track-mobile	1.0	0.9	0.4	0.2	--	1.0	--
Explorer	1.0	0.8	0.4	0.6	0.2	1.2	--

For every 0.1g less than 1.0g

- a character's carrying capacity is increased 5 kg
- the distance a character can leap and vault is increased 5 m
- the distance a character can jump safely is increased 1 m
- the damage a character suffers in a fall is decreased 2 points

For every 0.1g above 1.0g

- a character's carrying capacity is decreased 2 kg
- the distance characters can leap and vault is decreased .5 m
- the distance a character can jump safely is decreased 1 m
- the damage a character suffers in a fall is increased by 2

Gravity Present	Yazirian Max. Glide
.6G	150 m
.7G	100 m
.8G	50 m
.9G	25 m
1.0G	10 m

Roll	Vehicle Breakdown
2	broken axle or hoverfan*
3-5	broken driveshaft or transmission*
6-10	minor engine failure
11-15	minor drive train failure
16-17	broken suspension
18-19	major engine failure, repairable*
20	blown engine, unrepairable**

Robot Type	Movement Rate
cybot, heavy duty, service, brain	30 meters/turn
maintenance	60 meters/turn
security	90 meters/turn
combat, warbot	120 meters/turn

Vehicle Traveling	Distance Between Turns
at Turn Speed or less	5 meters
Greater than Turn Speed	10 meters

Roll	Loss of Vehicle Control Result
02-79	Reduce Speed 20 meters/turn
80-139	Reduce Speed 50 meters/turn
140-199	Skid
200-259	Spin
260-349	Roll
350-450	Roll and Burn

Vehicle Collision Details	Damage
Per 20 meters/turn of vehicle's speed	1d10
Riding on ground cycle or hover cycle	+2/d10
Riding in Explorer	-2/d10

# Dice Damage + 2d10 Roll	Damaging Vehicles
2-19	No effect
20	Turn Speed -15
21	Acceleration -20
22	Top Speed -30
23	Steering Jammed Straight
24	Steering Jammed Left
25	Steering Jammed Right
26	Speed -20 per Turn
27	Spin
28	Vehicle Burning
29	Roll
30+	Roll and Burn
Modifiers:	
+2	Target is a ground or hover vehicle
-2	Target is an Explorer

Aerial Combat Modifiers	
Attacker is using glijet or riding in moving jetcopter or aircar	-20
Attacker is riding in jetcopter or aircar that is hovering	-10
Target is using glijet or riding in moving aircar or jetcopter	-10
Target is hovering jetcopter or aircar	0

# Dice Damage + 2d10 Roll	Damaging Aerial Vehicles
2-20	No effect
21-24	Acceleration -30
25-28	Turns -2
29-31	Forced Landing
32-34	Loss of Control
35+	Vehicle Burning

Combat Sequence

1. Check for Surprise
2. Roll for initiative.
3. Declare, starting with side losing initiative.
4. Losing side moves, winning side may take opportunity shots at losing side.
5. Winning side moves, losing side that hasn't acted may take opportunity shots.
6. Winning side resolves any remaining attacks.
7. Losing side resolves any remaining attacks.

	Melee Hit Procedure		%
1	**Basic Chance**	(whichever is greater)	½ DEX
			½ STR
2	**Skill**.	Per level of skill	+10
3	**Weapon Modifier**.		varies
4	**Helpless**.	Attacking from behind	+20
		Attacking a Stunned foe	+20
5	**Battle Rage**.	Attacker Battle-Raged	+20
6	**Defender Encumbered**.		+10
7	**Attacker Encumbered**.		-10
8	**Wounds.**	Attacker Wounded	-10
9	**Defending.**	Target "Defending"	-15

	Ranged Weapon Hit Procedure		%
1	**Basic Chance**		½ DEX
2	**Skill**.	Per skill level	+10
3	**Range**	Point Blank	+0
		Short	-10
		Medium	-20
		Long	-40
		Extreme	-80
4	**Movement**:	Stationary (target only)	+10
		Walking	+0
		Running	-10
		Dodging	-20
	Target is a Running Creature...		
		Medium	-10
		Fast	-20
		Very Fast	-30
	Moving Vehicles...		
		Target is moving vehicle	-10
		Attacker in Slow Vehicle	-10
		Attacker in Fast Vehicle	-20
5	**Aiming**.	Takes aim for one round	+15
6	**Burst Fire**.	Firing a 10-bullet burst	+20
7	**Cover**.	Soft Cover	-10
		Hard Cover	-20
8	**Target Size**.	Tiny	-10
		Small	-5
		Medium	+0
		Large	+5
		Giant	+10
9	**Wounds**.	Attacker Wounded	-10
10	**Prone**.	Target lying prone	-5
11	**Wrong Hand**.	Using the wrong hand	-10
12	**Two Weapons**.	Firing two weapons	-10

Range	Grenade Bounce
Short	5 meters
Medium	10 meters
Long	15 meters
Extreme	20 meters

2,3	4	5
1	*	6
10	9	7,8

1	2,3	4
10	*	5
9	7,8	6

10	1	2,3
9	*	4
7,8	6	5

Direction of Grenade Throw

Weapon	Structural Damage
Automatic rifle/pistol	5 points/shot
Gyrojet rifle/pistol	10 points/shot
Laser rifle/pistol	5 points/SEU
Needler rifle/pistol	no damage
Fragmentation grenade	15 points
(if placed instead of thrown)	30 points

----- Structural Damage Capacity -----			
25+ d10	50+ 2d10	100+ d100	200+ 2d100
Heavy Door Interior Wall Sign Post	Fortified Door Exterior Wall Light Vehicle	Safe Fortified Wall Heavy Vehicle	Vault Armored Wall Armored Vehicle

Weapon	Avoidance Roll	Result
Electrostunner	current STA	no effect
Sonic stunner	current STA	no effect
Stunstick	current STA	no effect
Anesthetic needles	current STA	no effect
Doze grenade	current STA	no effect
Tangler grenade	RS	no effect
Fragmentation grenade	RS	½ damage
Incendiary grenade	RS	½ damage

STR:	01-20	21-40	41-60	61-80	81-00
PS:	+1	+2	+3	+4	+5

Roll	Robot Malfunctions
01-25	No Malfunction
26-50	Program Destroyed
51-75	Short Circuit
76-90	Haywire
91-00	Explosion

ART OF DESTRUCTION

Average Herbivores

Type	Tiny 1-5kg 1-25cm	Small 5-20kg 25cm-1m	Medium 20-200kg 1-3m	Large 200-1500kg 2-5m	Giant 1500kg+ 5m+
Number	1-100	1-20	10-100	1-20	1-10
Move	Medium 60m	Fast 90m	Very Fast 120m	Fast 90m	Slow 30m
IM/RS	+8/75	+7/65	+6/55	+5/45	+4/35
Stamina	1-10	5-20	20-100	50-100	100-300
Attack	30	35	40	45	50
Damage	1d2	1d5	1-2d10	1-3d10	2-6d10

Average Carnivores

Type	Tiny 1-5kg 1-25cm	Small 5-20kg 25cm-1m	Medium 20-200kg 1-3m	Large 200-1500kg 2-5m	Giant 1500kg+ 5m+
Number	1-50	1-20	1-10	1-5	1-2
Move	Fast 90m	Fast 90m	Medium 60m	Medium 60m	Medium 60m
IM/RS	+7/65	+6/60	+6/55	+5/50	+5/45
Stamina	1-10	10-20	20-120	75-200	100-400
Attack	55	65	75	65	55
Damage	1d5	1d10	1-3d10	2-5d10	3-10d10

Average Omnivores

Type	Tiny 1-5kg 1-25cm	Small 5-20kg 25cm-1m	Medium 20-200kg 1-3m	Large 200-1500kg 2-5m	Giant 1500kg+ 5m+
Number	1-20	1-10	1-5	1-5	1-3
Move	Medium 60m	Medium 60m	Slow 30m	Slow 30m	Slow 30m
IM/RS	+7/70	+6/60	+5/50	+5/45	+4/40
Stamina	1-10	5-20	20-100	50-150	150-300
Attack	45	50	55	60	65
Damage	1d5	1d10	1-2d10	1-5d10	2-8d10

Average NPCs	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM
Human*	45/45	45/45	45/45	45/45	3	5
Dralasite	50/50	40/40	45/45	45/45	3	4
Vrusk	40/40	50/50	45/45	45/45	2	5
Yazirian	35/35	50/50	50/50	45/45	2	5
Sathar	40/40	40/40	45/45	45/65	2	4

*Don't forget Humans get to add +5 to any one ability score.

-----Reaction Roll Adjustments-----	Human	Dralasite	Vrusk	Yazirian	Sathar
Human	0	0	-10	-5	-20
Dralasite	0	+10	+5	0	-20
Vrusk	-5	0	0	0	-10
Yazirian	-5	-10	0	0	-30
Sathar	-20	-30	-10	-20	0

Hireling	--- Skill Level of Hireling --- 1	2	3	4	5	6
Computer Operator	70 Cr/day	80 Cr/day	90 Cr/day	100 Cr/day	110 Cr/day	120 Cr/day
Demolitions Expert	50 Cr/day	60 Cr/day	70 Cr/day	80 Cr/day	90 Cr/day	100 Cr/day
Environmentalist	60 Cr/day	70 Cr/day	80 Cr/day	90 Cr/day	100 Cr/day	110 Cr/day
Martial Artist	40 Cr/day	50 Cr/day	60 Cr/day	70 Cr/day	80 Cr/day	90 Cr/day
Medic	70 Cr/day	80 Cr/day	90 Cr/day	100 Cr/day	110 Cr/day	120 Cr/day
Non-Skilled Labor	20 Cr/day	--	--	--	--	--
Psycho-Sociologist	80 Cr/day	90 Cr/day	100 Cr/day	110 Cr/day	120 Cr/day	130 Cr/day
Roboticist	60 Cr/day	70 Cr/day	80 Cr/day	90 Cr/day	100 Cr/day	110 Cr/day
Sharpshooter (Projectile)	20 Cr/day	30 Cr/day	40 Cr/day	50 Cr/day	60 Cr/day	70 Cr/day
Space Marine (Beam)	40 Cr/day	50 Cr/day	60 Cr/day	70 Cr/day	80 Cr/day	90 Cr/day
Star Soldier (Gyrojet)	30 Cr/day	40 Cr/day	50 Cr/day	60 Cr/day	70 Cr/day	80 Cr/day
Technician	50 Cr/day	60 Cr/day	70 Cr/day	80 Cr/day	90 Cr/day	100 Cr/day
Weaponeer (Melee)	40 Cr/day	50 Cr/day	60 Cr/day	70 Cr/day	80 Cr/day	90 Cr/day
	90% Availability	75% Availability	60% Availability	45% Availability	30% Availability	15% Availability

The cost per day is increased by **20** Cr if the player's skill level total is less than the hireling's skill level total.

Weapons	Melee (Mod)	Cost (Cr)	Wgt (kg)	Damage	Ammo	SEU	Rate	Defense	Range (PB/S/M/L/E)
Beam Weapons									
Electrostunner		**500**	1	4d10/Stun	SEU	2	1	Gauss/A-S	5/15/-/-/-
Laser Pistol		**600**	1	1d10 per SEU	SEU	1-10	2	Albedo	5/20/50/100/200
Laser Rifle		**800**	3	1d10 per SEU	SEU	1-20	2	Albedo	10/40/100/200/400
Sonic Disruptor		**700**	4	6d10/4d10/2d10/1d10	SEU	4	1	Sonic	2/10/20/40/-/-
Sonic Stunner		**500**	1	Stun	SEU	2	1	Sonic/A-S	3/10/20/30/50
Heavy Laser		**6,000**	20	1d10 per SEU	SEU	5-20	1	Albedo	-/100/500/1km/2km
Sonic Devastator		**5,000**	15	20d10/15d10/10d10/5d10	SEU	10	1	Sonic	5/25/50/100/-
Projectile Weapons									
Automatic Pistol		**200**	2	1d10/5d10	20 rounds	--	3(1)	Inertia	5/15/30/60/150
Automatic Rifle		**300**	4	1d10/5d10	20 rounds	--	3(1)	Inertia	10/40/100/150/300
Needler Pistol		**200**	1	2d10/1d10+Sleep	10 shots	--	3	Inertia	5/10/20/40/100
Needler Rifle		**400**	3	3d10/1d10+Sleep	10 shots	--	3	Inertia	10/20/40/75/150
Machine Gun		**2,000**	20	10d10	10 bursts	--	1	Inertia	-/70/200/500/1km
Recoilless Rifle		**4,000**	20	12d10	1 shell	--	½	Inertia	-/150/1km/2km/3km
Gyrojet Weapons									
Gyrojet Pistol		**200**	1	2d10	10 rounds	--	3	Inertia	-/5/50/100/150
Gyrojet Rifle		**300**	4	3d10	10 rounds	--	3	Inertia	-/5/75/150/300
Grenade Rifle		**700**	4	As grenade	1 bullet	--	½	RS check	-/25/50/100/200
Grenade Mortar		**2,000**	15	As grenade	1 shell	--	½	RS check	-/200/500/1km/2km
Rocket Launcher		**5,000**	15	15d10	1 rocket	--	½	Inertia	-/70/200/500/1km
Grenades									
Doze Grenade		**10**	--	Sleep	--	--	1	STA check	5/10/15/25/50
Frag. Grenade		**20**	--	8d10	--	--	1	RS check	5/10/15/25/50
Incendiary Grenade		**20**	--	4d10+1d10x3 Turns	--	--	1	RS check	5/10/15/25/50
Poison Grenade		**30**	--	S5/T10 Poison	--	--	1	STA check	5/10/15/25/50
Smoke Grenade		**10**	--	-10 to Hit	--	--	1	IR	5/10/15/25/50
Tangler Grenade		**25**	--	Entanglement	--	--	1	RS check	5/10/15/25/50
Archaic Weapons									
Axe	(+5)	**15**	1	2d10	--	--	1	Inertia	5/10/15/20/25
Bow		**50**	--	1d10	1 arrow	--	1	Inertia	510/30/75/150/300
Knife	(+5)	**10**	--	1d10	--	--	1	Inertia	5/10/15/20/25
Musket		**100**	2	1d10	1 shot	--	1	Inertia	5/15/40/70/100
Spear	(+15)	**20**	1	2d10	--	--	1	Inertia	5/10/20/30/40
Melee Weapons									
Brass Knuckles	(+0)	**10**	1	1d10	--	--	--	Inertia	--
Electric Sword	(+10)	**150**	2	4d10/Stun	SEU	2/hit	--	Gauss/A-S	--
Nightstick	(+5)	**20**	1	2d10	--	--	--	Inertia	--
Polearm	(-10)	**40**	4	4d10	--	--	--	Inertia	--
Shock Gloves	(+0)	**50**	1	2d10	powerpack	2/hit	--	Gauss/A-S	--
Sonic Knife	(+10)	**50**	1	3d10	SEU	1/hit	--	Sonic	--
Sonic Sword	(+15)	**300**	1	5d10	SEU	2/hit	--	Sonic	--
Stunstick	(+5)	**75**	1	3d10/Stun	SEU	2/hit	--	Gauss/A-S	--
Sword	(+10)	**30**	2	3d10	--	--	--	Inertia	--
Vibroknife	(+5)	**25**	1	2d10	SEU	1/hit	--	Inertia	--
Whip	(-5)	**20**	1	1d10	--	--	--	Inertia	--

Defense	Cost (Cr)	Wgt (kg)	Energy	Defense Against
Power Screens				
Albedo Screen	**2,000**	2	1 SEU/min	lasers
Gauss Screen	**1,000**	2	2 SEU/hit	electric stun
Holo Screen	**1,000**	2	1 SEU/min	--
Inertia Screen	**2,000**	3	2 SEU/hit	ballistic/ melee
Sonic Screen	**2,000**	2	1 SEU/min 2SEU/hit	sonic
Defensive Suits				
Albedo Suit	**500**	1	100 points	laser
Military Skeinsuit	**300**	1	50 points	ballistic/melee
Civilian Skeinsuit	**500**	1	50 points	ballistic/melee

Toolkit or Refill	Cost (Cr)	Wgt (kg)
Techkit	**500**	12
Robcomkit	**500**	10
Medkit	**500**	10
- Antibody Plus	**5**	--
- Antitox	**5**	--
- Biocort	**10**	--
- Omnimycin	**5**	--
- Staydose	**5**	--
- Stimdose	**5**	--
- Telol	**10**	--
Envirokit	**500**	10

Miscellaneous Equipment	Cost (Cr)	Wgt (kg)
All-weather blanket	**20**	--
Anti-Shock Implant (r)	**2,000**	--
Chronocom (r)	**100**	--
Compass (r)	**10**	--
Everflame	**50**	--
Exoskeleton*	**2,000**	5
Flashlight	**5**	--
Freeze Field	**1,200**	4
Gas Mask	**30**	--
Holoflare	**5**	1
Infra-red Goggles (r)	**300**	--
Infra-red Jammer* (r)	**500**	1
Life Jacket	**10**	1
Machete	**30**	3
Magnigoggles (r)	**200**	--
Parawing	**200**	3
Poly-vox	**1,500**	1
Radiophone (r)	**500**	4
Rope	**2**	1
Solvaway	**10**	--
Subspace Radio	**20,000**	100
Sungoggles	**2**	--
Survival Rations	**2**	--
Tornadium D-19	**50**	1
Toxy-Rad Guage (r)	**20**	--
Variable Timer	**5**	--
Vitasalt Pills	**1**	--
Water Pack	**4**	4

* This item must be plugged into a power pack to operate. It uses 1 SEU per minute while in operation.
(r) This item can be added to a robot at its cost plus 10% installation fee.

Standard Equipment Pack	150 Cr 1 kg

- Chronocom
- Coveralls or uniform with many pouches/pockets
- Doze Grenade
- First Aid Pack with bandages, antiseptic, etc.
- ID Card
- Pocket Flashlight
- Pocket Tool
- Staydose
- Stimdose
- Sungoggles
- Survival Rations (5 days)

Ammo Type	Cost (Cr)	Wgt (kg)	Energy/ Rounds
Beam Weapon Ammo			
Power Clip	**100**	--	20 SEU
Power Beltpack	**250**	4	50 SEU
Power Backpack	**500**	10	100 SEU
Gyrojet Ammunition			
Pistol Jetclip	**10**	--	10 rounds
Rifle Jetclip	**20**	--	10 rounds
Grenade Bullet	**3**	--	1 round
Grenade Shell	**8**	--	1 round
Rocket	**15**	4	1 round
Projectile Weapon Ammo			
Pistol Bulletclip	**2**	--	20 rounds
Rifle Bulletclip	**5**	--	20 rounds
Pistol Needleclip	**10**	--	10 rounds
Rifle Needleclip	**20**	--	10 rounds
Machine Gun Belt	**50**	4	200 rounds
Recoilless Shell	**10**	1	1 round
Archaic Weapon Ammo			
Arrow	**2**	--	20 arrows
Powder and Shot	**10**	1	20 rounds

Space Travel

Starship Tickets	Cost (Cr)	
First Class	200/LY	1 metric ton
Journey Class	100/LY	½ metric ton
Storage Class	30/LY	100kg

Travel Time: Starships travel 1 LY per day. Characters must wait 3d10-3 days at any location before the next starship is ready to leave upon which they can purchase passage.

Costs above do not include any Customs, Duties, or Taxes.

Standard Robot	-- Cost (Cr) per robot Level --					
	1	2	3	4	5	6
Maintenance Robot	2,200	2,500	3,000	4,000	--	--
Heavy Duty Robot	5,200	5,500	6,000	7,000	--	--
Combat Robot	--	3,500	4,000	5,000	--	--
Security Robot	--	3,500	4,000	5,000	7,000	11,000
Service Robot	--	--	4,000	5,000	7,000	11,000
Cybernetic Robot	--	--	--	5,000	7,000	11,000
Warbot	--	--	--	--	12,000	16,000
Robot Brain	--	--	--	--	--	17,000

Vehicle Type	Cost (Cr)	-- Top Speed -- kph	-- Top Speed -- m/turn	-- Cruise Speed -- kph	-- Cruise Speed -- m/turn	Accel/ Decel	Passen- gers	Cargo Limit
Ground Car	5,000	100kph	175m/t	60kph	80m/t	60/40	6	150kg, 1 cubic meter
Ground Transport	15,000	75kph	125m/t	60kph	50m/t	40/30	3	10,000kg, 30 cubic meters
Ground Cycle	2,000	120kph	200m/t	60kph	100m/t	100/40	2	20kg, 0.5 cubic meter
Hover Car	8,000	150kph	250m/t	60kph	70m/t	80/40	6	100kg, 1 cubic meter
Hover Transport	20,000	150kph	250m/t	90kph	40m/t	60/30	3	10,000kg, 35 cubic meters
Hovercycle	2,000	100kph	175m/t	80kph	90m/t	100/40	2	20kg, 0.5 cubic meters
Explorer	20,000	90kph	150m/t	50kph	100m/t	60/40	6	2,000kg, 6 cubic meters
Glijet	3,000	100kph	--	30kph	--	--	1	15kg, 0.1 cubic meter
Jetcopter	40,000	350kph	--	50kph	--	100/100	4	500kg, 5 cubic meters
Aircar	50,000	900kph	--	400kph	--	100/100	4	1,000kg, 2 cubic meters

Parabattery	SEUs	Cost (Cr)	Wgt (kg)
Type 1	500	600	25
Type 2	1,000	1,200	50
Type 3	2,000	2,300	100
Type 4	4,000	4,500	200

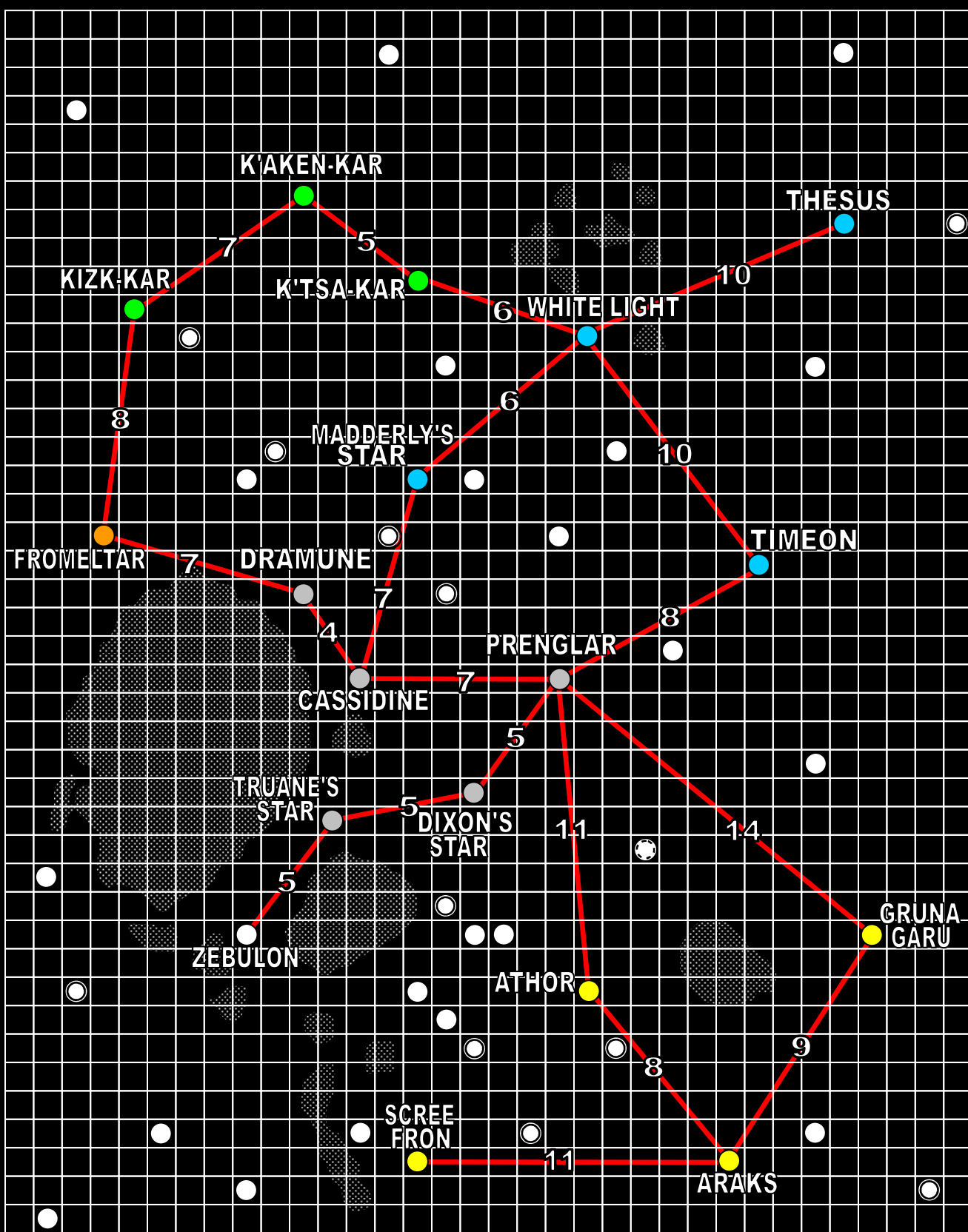| Generator	SEUs/Hour	Cost (Cr)	Maintenance
Type 1	500	10,000	100 Cr/day
Type 2	1,000	20,000	200 Cr/day
Type 3	2,000	40,000	400 Cr/day
Type 4	4,000	80,000	800 Cr/day

Parabattery Types

Type 1:
    Ground cycles and Hover cycles
Type 2:
    Ground cars and Hover cars
Type 3:
    Trucks, Hover trucks, Explorers
Type 4:
    Air cars and Jet-copters

Computer Program	-- Function Points for Levels --					
	1	2	3	4	5	6
Analysis	1	2	4	8	16	32
Bureaucracy	2	4	8	16	32	64
Commerce	3	6	12	24	48	96
Communication	3	6	12	24	48	96
Computer Security	2	4	8	16	32	64
Industry	3	6	12	24	48	96
Information Storage	2	4	8	16	32	64
Installation Security	3	6	12	24	48	96
Language	1	2	4	8	16	32
Law Enforcement	4	8	16	32	64	128
Life Support	4	8	16	32	64	128
Maintenance	2	4	8	16	32	64
Robot Management	2	4	8	16	32	64
Transportation	3	6	12	24	48	96

Function Point Total	Resulting Computer Level	Wgt (kg)
1-10	Level 1	3
11-30	Level 2	8
31-80	Level 3	20
81-200	Level 4	100
201-500	Level 5	300
500+	Level 6	800+

Computers cost **1,000Cr** x the total # of Function Points.

Robot Design	Cost (Cr)
Body Types	
- Standard	2,000
- Heavy Duty	5,000
- Anthropomorphic	3,000
Extra Limbs	
- Standard Pair	800
- Heavy Duty Pair	1,200
- Anthropomorphic	1,000
Altered Movement Modes	
- Hover	2,000
- Rotor	5,000
- Rocket	10,000
Special Programs	
- Restrain (min Level 2)	500
- Self Defense (min Level 2)	500
- Attack/Defense (min Level 2)	1,000
- Search & Destroy (min Level 4)	3,000
- Computer Link (min Level 4)	4,000
- Security Lock (min Level 1)	500

Level	1	2	3	4	5	6
Cost (Cr)	200	500	1,000	2,000	4,000	8,000

EQUIPMENT

K'AKEN-KAR

THESUS

7

5

KIZK-KAR

K'TSA-KAR

10

6   WHITE LIGHT

8

6

MADDERLY'S
STAR

10

FROMELTAR

7   DRAMUNE

TIMEON

7

4

8

CASSIDINE   7   PRENGLAR

5

TRUANE'S
STAR

5   DIXON'S
STAR

11   14

5

GRUNA
GARU

ZEBULON

ATHOR

9

8

SCREE
FRON

11   ARAKS

● Star System uninhabited/unexplored
● Yazirian primary colonists
● Human primary colonists
● Vrusk primary colonists
● Dralasite primary colonists
● Mixed colonization

◎ Binary Star System
✹ Neutron Star

MAP OF THE
FRONTIER SECTOR

System/Planet	Col.	Pop.	Grav.	Moons	Day	Star
Araks						Yellow
Hentz	Y	HI	.7	0	25	
Athor						Orange
Yast	Y	MA	1.0	2	15	
Cassidine						Orange-Yellow
Rupert's Hole	H	MIA	.9	0	20	
Triad	*	HI	1.1	1	30	
Dixon's Star						Green-Yellow
Laco	H	O	1.4	1	60	
Dramune						Orange-Yellow
Inner Reach	D	MAI	.8	1	20	
Outer Reach	*	MIR	1.0	5	35	
Fromeltar						Yellow
Groth	D	LA	1.2	0	45	
Terledrom	D/V	HI	1.0	3	60	
Gruna Goru						Yellow
Hargut	Y	HR	1.1	1	20	
K'aken-Kar						Red-Orange
Ken'zah Kit	V	MA	.9	0	25	
Kizk'-Kar						Yellow
Zik-kit	V	MIR	1.0	0	65	
Madderly's Star						Yellow-Green
Kdikit	H	MIA	1.0	5	30	
Prenglar						Yellow
Gran Quivera	*	HI	1.0	0	15	
Morgaine's World	H	O	1.5	4	40	
Scree Fron						Orange-Red
Histran	Y	O	.6	7	25	
Hakosoar	Y	LAI	.9	5	50	
Theseus						Yellow-Orange
Minotaur	H	HI	1.2	0	15	
Timeon						Green-Yellow
Lossend	H	LFI	.7	0	70	
Truane's Star						Orange-Yellow
Pale	*	MIR	.9	3	55	
New Pale	H	LA	1.4	0	20	
White Light						Red-Orange
Gollywog	H	HR	1.0	0	50	

Hentz (Araks) is ruled by a religious clan, the Family of One. Everyone who lives there wears a uniform showing his job and position.

Triad (Cassidine) is a major industrial planet where very high technology items are manufactured and sold.

Inner Reach (Dramune) has an unusual local custom. The Dralasites that live there dye their skin various colors to show their mood for the day. The dyes wash off easily.

Outer Reach (Dramune) is a gathering place for criminals and outlaws of all types. People there do not ask strangers how they earn their livings.

Terledrom (Fromeltar) is ruled by a council of Vrusk companies and elected Dralasites. The companies control all trade with other planets, and consider smuggling a serious crime. The planet has rings that are visible from the ground during the day.

Zik-kit (Kizk'-Kar) has very rich mining deposits. These are exported mainly to Terledrom for manufacturing. Zik-kit is controlled as a colony by the Terledrom government.

Gran Quivera (Prenglar) is the hub of the Frontier Sector. The Star Law Rangers, Pan Galactic Corporation, and United Planetary Federation all have headquarters at Port Loren, the major city.

Morgaine's World (Prenglar) is a UPF and Star Law base. The planet has rings.

Pale (Truane's Star) is the starting point of the only possible starship route through the Xagyg dust clouds. The route to Zebulon was just recently opened.

FRONTIER