

# THE ZAMRA: Weapon of the Yazirians

## A STAR FRONTIERS® Game Variant

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

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

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

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

The statistics for using zamras in STAR FRONTIERS gaming follow:

**Weapon type:** zamra

**Damage:** 1d10 (1d6 if non-lethal variety)

**Ammo:** 1 (itself)

**Rate of fire:** 1/turn

**Defense:** Inertia

**Point-blank range:** 0-5 meters

**Short range:** 6-10 meters

**Medium range:** 11-20 meters

**Long range:** 21-30 meters

**Extreme range:** 31-40 meters

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

When a Yazirian character is created, a six-sided die is rolled to determine the initial skill level the character has when throwing a zamra. A roll of 1-3 means a skill level of 1; a 4-5 roll means a skill level of 2, and a roll of 6 indicates a skill level of 3. This skill level may be improved over time. A character's base chance to hit targets when using a zamra equals one-half the character's dexterity expressed as a percentage, plus 10% per skill level with the zamra, plus range, movement, careful aiming, cover, target size, and thrower's condition modifiers. Use an additional -15% penalty if cast by a gliding Yazirian (such as during a duel).

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

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

Note: The zamra will always be used before any other weapon carried by a Yazirian if a life-enemy is being fought.

When a Yazirian is using a zamra against his life-enemy, he gains a +10% bonus to the chance that he will go into a battle rage, which will last as long as he is fighting his life-enemy. A red zamra will be used against life-enemies if possible, though other sorts will do.

### ZAMRA TRICKS

If cast at a better Yazirian, a roll "to hit" that is less than or equal to  $\frac{1}{100}$  (the thrower's normal "to hit" score may (at the caster's option) disable one of the target Yazirian's wing-like membranes, forcing him to cut his gliding distance in half and land quickly).

If two Yazirians are throwing zamras at each other, each has a chance to catch the zamra thrown at him with the battle-gloved hand. The chance is equal to one-half the character's dexterity plus 3% per zamra skill level. If the gloved character is hit by a zamra yet makes his catch percentage, he will take no damage.

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

1. Basic chance to hit:  $\frac{1}{2}$  dexterity (round fractions up).
2. Bonus: +5% per zamra skill level.
3. Add or subtract range modifiers, adding 5 meters of effective distance for the rebound itself.
4. Use the rest of the modifiers listed on p. 22 of the STAR FRONTIERS Expanded Rulebook.
5. Subtract 1-4 points from the zamra's damage if it hits the target, as the rebound absorbs part of the zamra's kinetic energy.