

DISPEL CONFUSION

STAR FRONTIERS®

Game Questions

SFQ: Is there a chance that the Eorna might be brought back to the spotlight for future modules?

SFA: Since the ancient spacecraft full of Eorna eggs was found floating in orbit around Volturnus at the end of the *Star-spawn of Volturnus* module, the Eorna are no longer doomed to die out as a race. Though there are no concrete plans at the moment to publish further adventures set on Volturnus, there is plenty of material in the original module series from which to develop further adventures.

SFQ: What are the stats for the K'tsa-Kar star system? Though it was listed in the Alpha Dawn set, no details were given.

SFA: The statistics for the K'tsa-Kar system were accidentally omitted from the Alpha Dawn set, but they are included in the new *Zebulon's Guide to Frontier Space* accessory. For those of you who haven't yet picked that up, here are the long-awaited stats. K'tsa-Kar is a hot orange star (K0). The system's single major inhabited planet, known as Kawdl-Kit, is the UPF outpost charged with scanning for Sathar in the direction of the White Light Nebulae. Vrusk are the prevalent race there, and the planet is lightly populated. Education and scientific study are its chief industries.

Kawdl-Kit's gravity is 0.7 Earth normal, and its day is 30 Earth hours long. Though it has no natural moons, Kawdl-Kit does have two artificial satellites — one an armed space station and the other a rest and relaxation area.

SFQ: Does a character wearing a spacesuit with a rocket pack gain an advantage in regaining control during weightless combat?

SFA: No, the rocket pack is simply a means of propulsion. It does no more than any other propulsion device to help the user gain or maintain a desired orientation.

SFQ: Can characters with computer skill create the spaceship programs from the Knight Hawks campaign book? If so, would a related skill be required? For example, would astrogation skill be required to write or manipulate the astrogation program?

SFA: Although expertise with other fields of study is not specifically required to write programs, it seems reasonable to stipulate that some specific knowledge of the subject matter is required to write a workable program. For example, if characters trying to write astrogation programs do not have astrogation skill themselves, they would need to work with others who do. Either way, the price of the final product should

reflect the additional skill needed.

SFQ: The Knight Hawks campaign book gives both 25% and 35% as the chance for the Sathar to replace ships ("Sathar Replacements," page 60). Which figure is correct?

SFA: Designer Doug Niles says that 35% is the correct figure. Thanks for catching the typo.

SFQ: Could you provide a rough timeline for the history of the Frontier? The *Dramune Run* module includes information on the date system in use, but does not provide many other points of reference. For example, when did/does/will Sathar War II take place? When did/do/will the various module adventures take place?

SFA: A complete timeline for Frontier events is given in the new STAR FRONTIERS® Game Accessory, *Zebulon's Guide to Frontier Space*. Although not every module is specifically placed in the sequence, several points of reference are given that should help.

The Pan-Galactic Corporation was founded in 230 PF (pre-Frontier), and the First Sathar War occurred in 3 PF. The United Planetary Federation was established in 1 FY (Federation Year) as a mutual defense organization, mostly due to the disastrous results of the First Sathar War and the certainty that the enemy would return. Star Law was established in 5 FY.

In 14 FY, the Sundown system was discovered, and just a few years later the Blue Plague decimated four star systems.

Research showed that the disease had been brought to Starmist by an alien vessel, and carried into other star systems by travelers. In 25 FY, the UPF became aware of the Mechanon menace on Volturnus, but was unable to take action due to the Blue Plague. In 27 FY the Blue Plague was eradicated from the Frontier, enabling Star Law to deal effectively with the Mechanon revolt on Volturnus in 54 FY.

In 57 FY, the Waller Nexus system was discovered, and its only habitable planet, Mahg Mar, was the site of the first UPF mutiny (*Mutiny on the Eleanor Moreas*). Later in that same year, the Liberty system was discovered and its planet Snowball was liberated from Sathar Tyranny (*The War Machine*).

The Rhianna system was discovered in 60 FY by the Cassidine Development Corporation, but kept secret until 63 FY, when the Stree corporation attacked the CDC operations there (*Mission to Alcazzar*).

The third Dramune War was fought in 61 FY (*Dramune Run*), and the Second Sathar War began in 80 FY with an attack on Volturnus launched through the Xagyng Nebula, while another Sathar Fleet entered the Frontier unnoticed through the White Light Nebulae.

The above events are only excerpts from the full timeline given in *Zebulon's Guide to Frontier Space*. If you want further details, new character races, revised combat rules, and other neat stuff, run to your hobby shop and grab the book. (Be sure to pay for it, though!)

SFQ: Do characters with spaceship skills get paid extra for non-spaceship skills they possess (+ 10 Credits/level) as per AD page 60? Do spacers get paid more if they possess two or more spaceship skills?

SFA: Yes, all skills count for total pay rate as given in Alpha Dawn, unless the referee stipulates otherwise for a given scenario.

SFQ: Is it possible to upgrade a computer program? If so, what is the price? For example, suppose a character decides that his Level 1 Information Storage program is not sufficient for his needs. Would he have to pay full price for a Level 2 Information Storage program, or could he merely pay the difference between the two?

SFA: Most computer programs come in commercially available, prepackaged units called maxiprogs or progrits. Since they are mass produced as preformed units, it is not possible to upgrade one for any less than it would cost to buy a new one of the desired level. However, it might be possible to get a discount on a more advanced model by trading in the old unit, since used units in good condition could doubtless be resold by dealers.

Of course, programs written by characters can always be rewritten and upgraded by the original creators if desired. In that case, the judge must decide how much time it will take and what it will cost.

SFQ: Why does the Frontier seem to exist on a plane? All distances take only two dimensions into account. I propose that all distances on the Interstellar Distance Table (KH page 26) be rounded up rather than rounded to the nearest integer. This would show that not all stars in the Frontier lie exactly on the plane of the galaxy.

SFA: Go ahead and try that variation if you like; it shouldn't cause any major problems with the game mechanics. But remember, the game is set up for maximum playability, not absolute realism. As long as you are playing a game on a flat map, it makes sense to specify your distances in two-dimensional terms.

