

Science Fiction Gamers' Magazine

ALIEN STAR

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ISSUE 6. RECOVERY

ALIEN STAR

This is the first issue of ALIEN STAR Magazine with the new format. Our cover drawing by A.Hunter sets the scene for "Recovery", the first of the themes that will run through each issue.

Most, but not all, of the articles, plans and drawings in this issue are based around Salvage and/or Rescue Operations and are slanted towards "TRAVELLER" and other SF Role Playing Games.

"TRAVELLER" is Game Designers' Workshop's trademark for its science fiction role-playing game. The name TRAVELLER is used with permission.

ALIEN STAR is a magazine dedicated to Science Fiction Gaming.

Editor.....D.W.Hockham.

Ass. Editor.....A.O.Marsden.

Publishers.....D.W.Hockham & N.E.Dickinson.

Illustrators.....(for this issue) A.Hunter, H.Walters,
Tim Lines, and R.Baker.

All Editorial and General Mail should be sent to;
D.W.Hockham
29, Glengarry road,
London SE22 8PS.

All Trade and Advertising Enquires should be sent to;
N.E.Dickinson
7, Tower Place,
West End
Southampton SO3 3DL.

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All Cheques and Postal Orders should be made out to D.W.Hockham and sent to the Editorial address.

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SPACE OPERA

Character generation which includes the influence of conditions on the character's planet of origin * many racial types available as Player-Characters and NPCs * over 175 skill areas * advancement of character skills by a logical system which allows for development of chosen skills * characters built with initial skills chosen to fit a given profession * 6 basic character classes in each of 12 starting areas of service or profession * a detailed psionic system with over 90 talents * realistic system for learning skills and psionic abilities * a complete and rounded character with skills chosen in a non-random fashion to meet his or her needs



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Space Opera consists of two 90+ page books, handy reference sheets, character, ship, and planetary record forms in a box. It is available from better game and hobby shops or direct from:

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AFTERMATH!

The Game is for 2 to 6 players and a referee in search of a different kind of adventure. It is a role-playing excursion into a post-holocaust world.

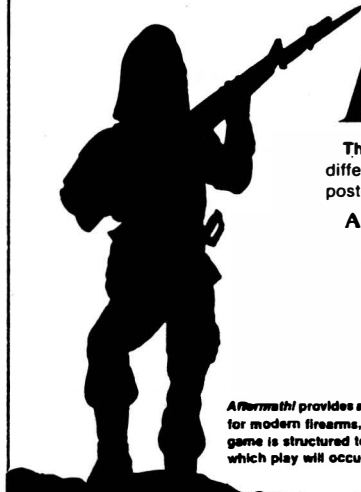
Aftermath! contains:

- Basic Rules book with multiple examples and illustrations of play.
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- Referee's Handbook detailing construction of the environment and running the game.
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\$20.00 Postpaid

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The Hot Seat

"Hot Seat" is the new title for this magazine's Editorial Feature, there are also many other changes which will need a little more explanation, but first a few comments about Issue 5 - the last of the old style. Many thanks to Robert McMahon and John Roberts for doing such a good job (issues 1 - 5) and I'm sure we all wish them every success with their 'A' Levels and anything else they undertake in the future.

When I took over the Editorial duties, Robert (with help from Lucky) kindly passed over a large amount of paperwork including articles, drawings and mailing lists. Unfortunately many of these were hand written and a lot of them did not contain the names and addresses of their originators. So, if you have submitted an article or drawing to ALIEN STAR that has not yet appeared, could you please drop me a short note identifying yourself and the work you submitted so that we can give you due credit. Please print or type vital information (name, address, etc.) to avoid confusion.

In effect the last issue of ALIEN STAR (No.5) had two Editorials and it may have left some people confused. All contributions are welcome, but preference will always be given to typed (double spaced) and/or easily readable work. Unlike previous issues we now use a standard set of type-faces and so everything has to be re-typed. Drawings and photographs must be in black and white and should have the originators name and address printed on the reverse of each item. Anything sent to the Magazine will be considered although it may not be used immediately, due to the fact that from now on it is hoped that every issue will have a main theme running through it. Possible future themes which are now being considered include all types of Mining (this can include Asteroid Mining), Asteroids themselves, various world Cultures, also various Cults & Religions, Security Forces & Private Armies as well as various aspects of Galactic Businesses. For example Issue 7 will be entitled "Recreation", taking into account various liesure activities and the possible organisations (!) behind them. If any of the above spark off an idea in your mind, don't be afraid to let us have even the vaguest notes. please send it to the Editorial address on Page 1.

I said at the beginning of this Editorial that I will explain some of the changes; ALIEN STAR's new format is to have a basic theme for each issue with various features and articles inside, drawing information and backing eachother up. For example, in this issue the Solo Adventure is an expansion of an idea contained in Mini Plots and some of the background behind the Adventure can be gleaned from the Data Bank feature.

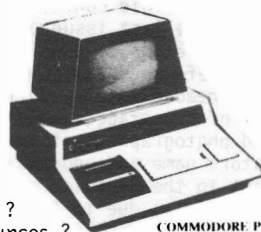
Although many of the articles will be aligned to TRAVELLER they should be easily adjustable to any other SF game or situation. Some of the items planned for the future will be aligned to other SF adventure games. Whenever possible this Magazine will try to include items suitable for the solo player, because solo games can easily be enlarged to multi-player but the inverse of this is not always true. Bearing in mind the dreaded "Chip", it would appear that many SF gamers own or have access to Mainframe or Micro Computers, this is catered for in this issue by a special offer of an SF Game for PET owners (see announcement) and the fact that the Solo Adventure can easily be changed into a computer program. Board and Figure gamers will not be forgotten, they will have Game Reports and Figure Reviews.

SPECIAL OFFER

For PET MICRO COMPUTER Owners (8K, 16K, 32K, old or new ROMs)
Written specially for ALIEN STAR

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is a game where the player, as a World Governor, must balance the use and collection of vital resources against the need to feed and find homes for an ever growing population.....



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Feed Back

Dear ALIEN STAR,

I have just read A.S. No 5 and enjoyed the whole thing very much especially "Hadley", can we have more like it very soon.

P.Thorpe.

Ass.Ed.- Checking my computer files I see that we didn't have the follow-up to Hadley prepared for this issue, but it is planned for issue 7. I've seen Dave and one or two of the others pouring over the map of a city, trying to decide how to fit it into the new size pages.

—

This letter was submitted ot the old Editorial team, in particular John Roberts, and accompanied one of the designs for the "Vehicle Semi-Comp." and was passed to the new Editorial team along with many other documents.

Dear ALIEN STAR,

I think A.S. is the best thing to happen to Travellers since Twilight's Peak, and that Space Shuttle Goes TRAVELLER was the best article I've seen in all 3 issues. (That was one of yours, wasn't it ? Grovel, grovel.) How about making me Vehicle Designer 1106 then ?

Yours etc.,
Dan Bedford.

P.S. Are you open to bribery ?

Ass.Ed.- Well, a good grovel never hurt anyone - insult and flattery make us take notice as well, but they're not as amusing as a really worthwhile crawl. As to the bribery, see TRAVELLER Bk.1 page 14 (page 18 new version). You obviously had a low dice score as the winner of the above mentioned Comp. is revealed on page 37 of this issue of A.S.

—

Dear ALIEN STAR,

I think having a page for letters is a good idea (especially if you print mine).....Your News Page is far out.....2 adventures OK but 3 is a bit excessive.. Overall a ~~great~~ very good mag....I had a lot of difficulty trying to work out my own Space Ship Design from Bk.5 (High Guard) and still am - has anybody got any hints or is anybody else in the same situation- Help.

John Dunnet

Ass.Ed.- On behalf of the previous Editors, thank you for your comments, we will endeavour to meet your obviously high standards. I assume from the difficulty you are having with Space Ship Design that you have High Guard Edition 1, its a lot easier with Edition 2.

Data Bank

Key word.....Salvage
 Company name.....I.S.A.R.C.
 Company size.....Multi sector

Origins.....Extract from Encyclopedia Galactica 73/9B

"From the beginnings of star travel, space has been littered with undesirable objects and, like a street that has not been cleaned, the space lanes became an obstacle course of junk. This blockage of important routes eventually affected the vital information and trade exchanges between key worlds. From that point on the clearance of "space junk" became a viable commercial venture.

One of the first companies in this field was S.S.C.C. (Space Salvage and Clearance Company) who successfully negotiated clearance contracts for the key worlds major Star Ports. Eventually this Star Ports only contract was expanded to cover whole systems, with S.S.C.C. having the right to sell all reclaimed metal. Sale by auction (held on board their own ships) soon became a profitable no-questions-asked method of disposing of accumulated metal.

Over a period of time the Company's operation expanded and a number of smaller outfits were absorbed, including the Victor Rescue Service. One of the main features of V.R.S. was that it leased out specially designed ships to a number of small companies and partnerships, who were granted a franchise to operate within a given subsector or system. V.R.S. had negotiated agreements with various Governments, Insurance Agencies and multi system Companies for rescue payments in a bounty hunter style - a body recovered dead being worth a low amount, a live one being worth a premium.

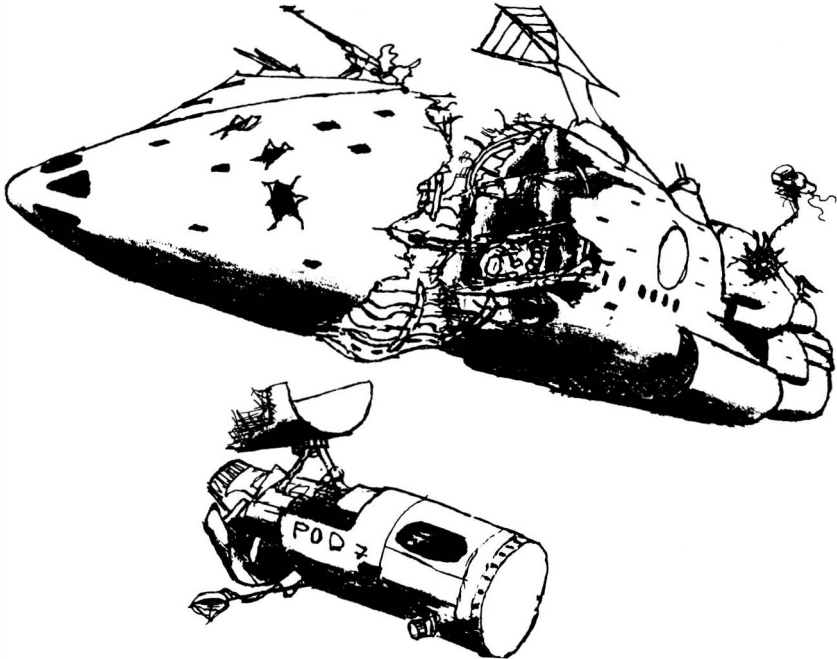
When the deal for S.S.C.C. to take over V.R.S. was being finalised Melvin Victor (Head of V.R.S.) was voted onto the S.S.C.C. board. His responsibility was to expand the Rescue and Recovery Division.

In the following years both the Rescue and the Salvage Clearance Divisions of the Company prospered helped, no doubt, by the occasional war or skirmish between worlds. The Salvage Division in particular developed a technique of deploying small ships to strip high value and important items from a wreck, leaving the shell to be collected and processed later by a larger vessel.

As the Company grew, management changes and internal politics resulted in Melvin Victor becoming Head of the Company. Victor, however, remained in this position for only two years, a scandal involving charges of wrecker, sabotage and piracy forced him to resign.

William Minster, who succeeded him, immediately changed the Company name and policies. The new name, that has remained until the present day was I.S.A.R.C. (Independent Salvage And Rescue Company). The new policy was to appoint an agent in every major (A Class) Star Port who would lease out Company ships and administer the rescue bounty-system locally. Only the smaller ships from the Company fleet were available on lease and most of these lease options were taken up by their ex-Captains (who obtained credit from a Banking Company associated with I.S.A.R.C.). Thus the Company would not be held responsible for the actions of these small ships, while still retaining a financial stake in their activities. The larger ships of the Junk-Clearance type were, and are still, operated and staffed by Company personel, and only attend wrecks that have been notified by leaseholding Captains. The smaller ships are generally of the CHRISTOPHER Class and the larger factory ships of the MIDAS Class.

I.S.A.R.C. continues to expand, making a regular (undisclosed) profit.



Game Report

FIFTH FRONTIER WAR.

This is an invasion game set in TRAVELLER's Spinward Marches Sector of Space. Prior knowledge of the Spinward Marches or even of TRAVELLER itself is not a prerequisite, but can prove useful in the initial set-up stages. Each counter represents a squadron of spaceships or a battalion (or more) of ground forces.

This game is not part of the TRAVELLER role-playing system, despite the standard sticker (on my copy) that says "Suitable for use with TRAVELLER". The game does draw heavily from a TRAVELLER background and could be used as a backdrop for any campaign that uses the officially published Spinward Marches material as its setting. It is a game in its own right that does full credit to its designer Marc W. Miller. The game comes boxed and contains a large folded playing surface, a set of rules, three sheets of pre-cut card counters, two Fleet cards, two set-up cards and two standard six-sided dice.

The box.

This is the now-familiar Games Designers Workshop large flat box with the usual high standard of art work. A careful look at the cover illustration, in particular the three fighter craft and their markings, will reveal the influence of the Space Invaders Game on the artist.

The Playing Surface.

This opens out to be approximately 27½" x 21½". The centre is a coloured hex-map of part of the Spinward Marches and around the outside are a large number of boxes (approx. 1" square) that represent the surfaces of the worlds/systems shown on the map. There are also large reinforcement and replacement boxes as well as two information panels. The general idea is that spaceship positions are plotted on the map and surface actions are recorded on the boxes. Each surface box contains seven pieces of information and it could be required to hold from four to an infinite number of ½" square counters. In play the map section of the board works well, but the surface boxes get more than a little crowded.

The Rule Book.

This is twenty pages, printed black on white. The actual rules start on page 6, the first few pages being reprints of news items taken from the Journal of the Traveller's Aid Society (TRAVELLER's official Magazine). These are used to set the scene and take the place of background information normally found in historical games published by G.D.W.. The rules themselves are complete but could have been set out in a better format. For instance, Sector 4, "Combat", lists a number of actions in the order in which they would normally be used.

the rules then cover items that are part of actions 2 and 3 on that list, then Space Combat (action 1), followed by a return to actions 2 and 3. The back page of the Rule Book is in fact an information and reference sheet.

The Set-up Cards.

There are two of these, one for each player, printed on thin card. One side contains initial deployment details for that player's own forces, the reverse presents the combat tables. Tacked onto the deployment details are replacement and reinforcement details, but these need to be used with information contained within the Rule Book and this is not always obvious.

The Fleet Cards.

There are two of these, one for each player, but only one contains the key to the counter-colours. The idea behind the Fleet Cards is that counters representing the squadrons of ships are placed on these cards and one marker to represent the whole fleet is then used on the map. The Fleet Cards suffer from the same problem as the surface boxes, in that they become more than a little crowded.

The Counter Sheets.

There are three of these, containing between them some 720 pre-cut counters. Approximately one third of these are allotted to each player as forces. The remaining third is numbered in multiples of ten and are used to show percentage losses. The percentage loss system places a numbered counter under a ground forces counter or on top of information contained in a surface box as casualties occur. Ship losses on the other hand are recorded by flipping the actual ship counter over. (Confused? - it is at first, but you soon get used to it and it works well.) As is standard throughout the game, each of the player's counters contains a large amount of information but most of it is easy to pick out and use.

The Game.

The basic premise is that Imperium Territory (part of the Spinward Marches) is invaded by the Zhodani (they're the bad guys). Initially the Imperium Forces have very little choice but to retreat and wait for reinforcements while the Zhodani and their allies devour parts of Imperium Territory. The Imperial Empire strikes back later and the balance changes again. The Game contains a Victory Points system that allows play to be terminated at any time with a sliding scale that works out the winner according to the length of the game.

Despite the criticisms I have made above, I like this game and consider it the best invasion game (of any period) I have played. There is a very clever counter mix and the subtle trick of a pecking order for Admirals is first rate. There is a limited random effect in initial forces ensuring that no two games are exactly alike. To get the best out of the forces they control, each player must balance

X-Boat Info.

Ever since the first issue of ALIEN STAR (February 1981), X-Boat Info has been the bringer of joy in the form of News about new and welcome products. But, alas, the time has come when X-boat Info must report some sad news.

DARK STAR the (UK) Traveller's News Letter, written and distributed by Trevor Graver; is to end. Trevor says that issue 7 will be the last of its line. I personally shall miss the monthly information provided by DARK STAR, and I'm sure many UK Traveller players will feel exactly the same way. Many thanks for everything Trevor, including The 77th Patron, which Games Designer's Workshop have now republished in their journal.

Now back to the more joyful tidings. New from G.D.W. in November came Adventure No.6 entitled "Expedition to Zhodane"As an Imperial Character, how do you fancy being mind-probed so that if the Zhodani (remember some of them can read minds) check you out they will believe that you too are a "good" Zhodani citizen. Until, that is, the time comes for you to act.....Its all in Adventure 6.

Journal 10 (of the Traveller's Aid Society) has arrived in the UK with its usual selection of goodies, including some of the justification behind the forces used in the Fifth Frontier War game.

On the subject of games, the latest boxed game from G.D.W. is also about a war. This one is called "Invasion Earth" and covers the decisive battle for the Solomani Rim. Hopefully we (ALIEN STAR) will be able to review this in the near future.

S.P.I. have entered into the SF role-playing arena with "Universe". This comes in two formats, the basic set without its space combat system and the full set which does include the afore-mentioned space combat system. I have been told that readers of "Aries" already know that one issue of that magazine contains the space combat system required to make the basic set up to the full set.

"Space Opera" (yet another SF role-playing game) continues to expand its playing aids via a number of A4 size booklets and included among their titles are "Ground and Air Equipment" and "Star Atlas" plus a couple of detailed Sectors.

"Laserburn" the (UK) SF role playing system has also expanded into the scenario field. But this writer has not yet seen the items and so cannot comment further at this time.

TRAVELLER

12

G.D.W.

Basic TRAVELLER.
Deluxe TRAVELLER.
Book 0. (Introduction)
Mercenary.
High Guard (Edition 2)
1001 Characters.
Animal Encounters.
Spinward Marches.
Citizens.
76 Patrons.
Traders & Gunboats.
Library Data (A - M)
Fighting Ships.
Kinunir.
Research Station Gamma.
Twilights Peak.
Leviathan.
Trillion Credit Squadron.
Expedition to Zhodane. **
Shadows/Annic Nova.
Across The Bright Face/
Mission To Mithril.
Argon Gambit/Death Station.
Marooned/Marooned Alone.
Mayday.
Snapshot.
Azhanti High Lightning.
Fifth Frontier War.
Invasion Earth. **
Journal number 10 **
Journal number 9 (War issue)

FASA.

Ordeal by Eshaar.
King Richard (Ship plans)
Fenris (Ship plans)
Leander. (Ship plans)
Tethys. (Ship plans)
Vlezhoatl. (Ship plans)

PARANOIA PRESS.

Scouts & Assassins.
Merchants & Merchandise.
Beyond. (Sector).
Vanguard Reaches.(Sector)
SORAG.

JUDGES GUILD.

Travellers Log Book.
TRAVELLER Ref. Screen.
Starships & Spacecraft.
Ley Sector.
Glimmerdrift Reaches.
50 Star Bases.
Doom of the Singing Star.
Drakne Station.
Darthanon Queen.
Tancred.

GROUP ONE.

Theta Borealis (Sector)**

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Customised Ships

The "CHRISTOPHEK" class ships were designed for ISARC as rescue/salvage vessels capable of fast manoeuvre within a system, with the ability to rescue passengers/crew from a disabled ship and recover/salvage items of value (cargo or ship's equipment). This class of ship has several unique design features; the rear cargo door opens downwards to form a working platform and this action hinges away the first 15 meters of the roof to allow quick and easy loading, 2 custom built launches are carried in the forward hold that has clamshell doors opening forward, while the rear of the forward hold opens onto the main cargo hold. The combination of front and rear doors means that the launches can tow salvaged items directly into the cargo hold and exit again via the forward doors. This craft has an armoured hull and 2 retractable turrets so that it can defend itself if attacked.

Design Specifications

Configuration.....	Cone (Streamlined).....	400 tons
Jump Drive.....	'D' Standard.....	25 tons
Maneuver Drive.....	'K' Standard.....	19 tons
Power Plant	'M' Standard.....	37 tons
Fuel Tankage.....		36 tons
Fuel Scoops & Purification Plant.....		5 tons
Bridge.....		20 tons
Computer.....	CPU 3, Store 6, Fib 2.....	4 tons
Staterooms.....	Six.....	24 tons
Emergency Low Berths.....		5 tons
Cargo Hold.....		145 tons
Ships Lockers.....		2 tons
Small Craft.....	(2 Launches)	40 tons
Hull Armour.....		32 tons
Triple Turrets (2).....	1xM, 1xSand.....	6 tons

Notes
 Jump capability = 2. Energy points = 24. Agility = 5.
 Tech level = 13. Cost = 288.33 MC.
 U.S.P. (High Guard 2) T-42256B2-350000-0003-0.

Crew Requirements

Pilot Navigator Chief-Engineer 2nd Engineer 3rd Engineer
 Medic Pilot 1st Launch Pilot 2nd Launch Upper Gunner
 Lower Gunner Rescue Technician Salvage Technician

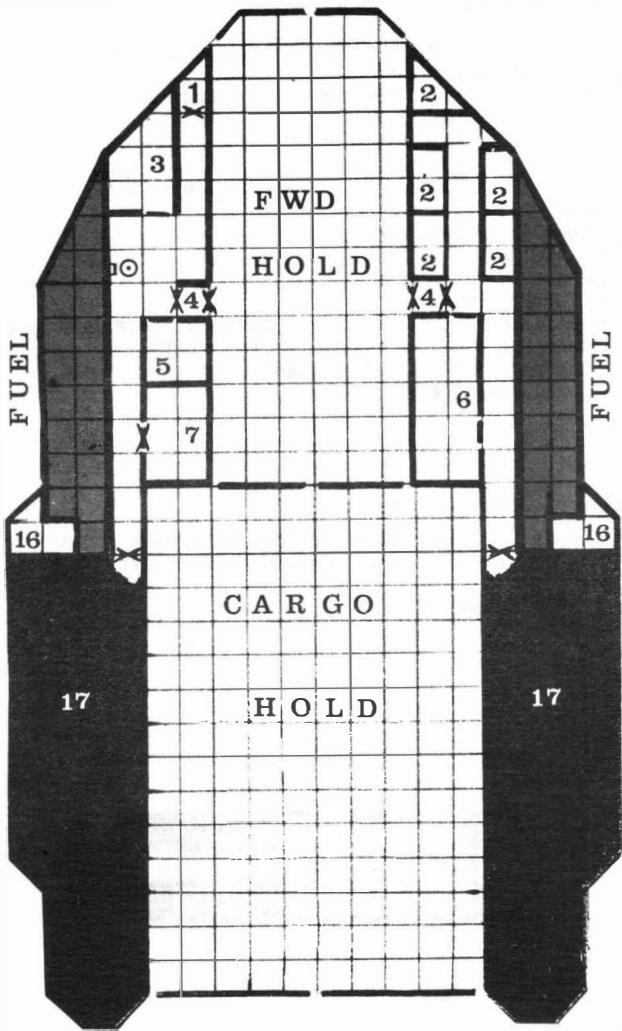
The last two of these are supernumerary crew, all crew members take an active part in all rescue and salvage operations.

Supplementary Equipment

Magnetic Clamps and Laser Torch Cutters as described in the Arms and Equipment feature in this issue of ALIEN STAR.

LOWER DECK

iris Valve. Wall & Door. Iris Floor. Iris Overhead. Ladder.



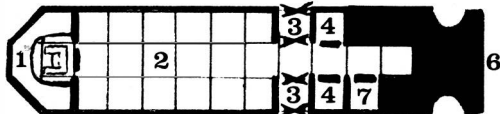
Key to plan of CHRISTOPHER Class Ships.

1. Emergency Airlock.
2. Emergency Low Berth.
3. Storeroom (also used as Brig).
4. Standard Airlock.
5. Ship's Locker.
6. Medical Bay with Monitoring of Emergency Low Berths.
7. Lower Turret (retracted).
8. Bridge Consoles (A)Communications and Computer
(B)Pilot
(C)Navigation
(D)Engineering
(E)Launch and Salvage Control.
9. Computer.
10. Staterooms (all twin berth).
11. Galley and Mess.
12. Airlocks with telescopic walkway.
13. Upper Turret (retracted).
14. Observation Platform and Stairs (Backup Salvage Control Consul).
15. Emergency Entrance to Launches (via Airlock).
16. Fuel Scoops and Purification Plant.
17. Drives and Power Plant.

Key to plan of Custom Designed Launches.

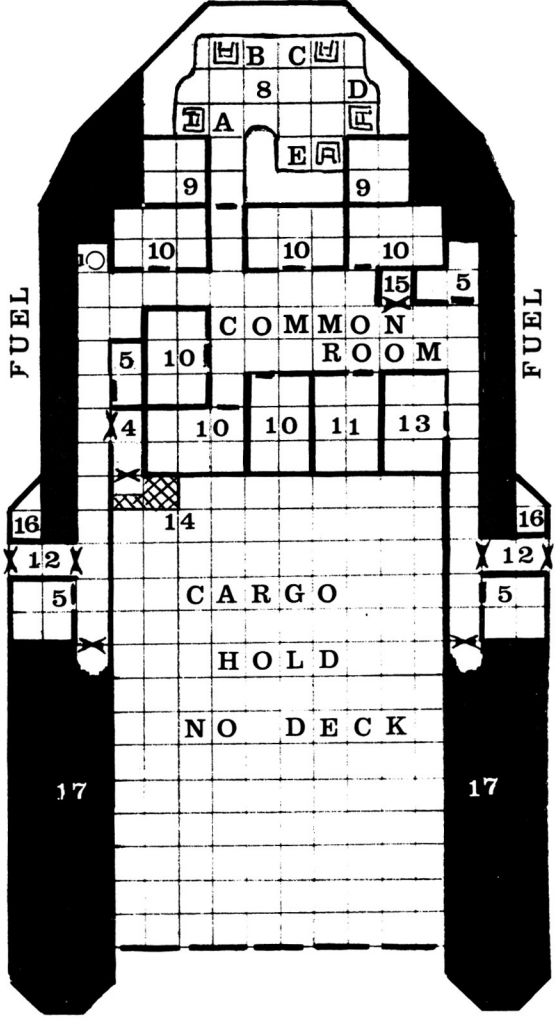
This craft is slimmer than the standard Launch and has less cargo space. It is capable of 1G acceleration and can carry 12 passengers.

1. Bridge.
2. Cargo or Passenger Hold.
3. Airlock.
4. Locker.
5. Fuel.
6. Drives.
7. Fresher.



UPPER DECK

Iris Valve. Wall & Door. Iris Floor. Iris Overhead. Ladder.



Mini-Plots

This feature is an attempt to bring a new approach to scenario planning for Referees and Game Masters of role-playing games. Rather than set out a highly detailed adventure, rigidly set in one location with one game-system in mind, that if read by a possible player is instantly ruined, Mini-Plots sets out a number of basic situations that can be cross-referenced to a number of back-up situations. This means that even if a potential player has read the initial situation they will never be sure which of the back-up situations is being used in conjunction with it. Also because Mini-Plots is not highly detailed the Referee or Games Master has various ways he or she can develop the details of the total situation presented.

How the system works.

There are two lists, the first list is numbered 1 - 8 and contains the information players can be supplied with at the start of an adventure. The second list is identified by letters and contains information basically meant for the Referee/Games Master only. Any one of the numbered scenarios can be selected and used in conjunction with one of the six lettered additions shown in the boxes following that scenario. The one letter can be selected by Referee/Games Master's choice or by the role of a six-sided die, the score "1" being the first letter, "2" being the second and so on.

Mini-Plots makes use of information contained elsewhere in this issue of ALIEN STAR. For example, for reference to ISARC or to Salvage and/or Rescue operations Referees and players should read "Data Bank" on page 7, or for ship plans for "CHRISTOPHER" Class ships see page 13.

Initial Set-ups.

1) Salvage.

You are contracted by ISARC to investigate a report of a crashed 200 ton ship on a nearby world. If you own your own space-ship you will get 75% of the value of anything recovered. If ISARC supplies you with a CHRISTOPHER class ship you will receive only 25% of the value of items recovered.

A	H	C	G	D	F
---	---	---	---	---	---

2) Rescue.

You have been commissioned to find and rescue a man whom you know only by a picture you have been given. The last report of him is that he is being held prisoner on a ship currently being refuelled and re-crewed at a local Star Port. This information may be a rumour.

B	E	H	A	G	D
---	---	---	---	---	---

3) S.O.S.

You are part of a salvage ship crew who receive an S.O.S. call from a ship of the same class. Its given location is reasonably close.

C	G	D	H	B	F
---	---	---	---	---	---

4) War Zone Patrol.

You are contracted by the local Military Governor to provide Rescue Services and carry out minor salvage operations for his War Fleet. This Fleet is currently involved in a small war action of which your ship patrols the outer fringe. Disjointed radio contact has been made with survivors of a disabled ship which you then approach.

A	B	C	D	G	H
---	---	---	---	---	---

5) Space Junk.

Your contract with ISARC requires you to assist in the clearance of space junk using one of their CHRISTOPHER Class ships. To this end you are commanded to board a wreck that has drifted into the space lanes of the world you are on. Your task is to remove all salvageable items and report back.

G	C	D	H	F	A
---	---	---	---	---	---

6) Bodyguards.

You are employed as bodyguards to a businessman and his two sons who are visiting an auction on a large refinery vessel situated well away from all the main Star Routes.

E	G	B	F	H	D
---	---	---	---	---	---

7) Encyclopedia Update.

You have accepted a contract to transport and assist a reporter and his film crew who are collecting information that will be used to update the Salvage and Rescue files for the Encyclopedia Galactica.

D	G	E	H	F	B
---	---	---	---	---	---

8) Escape Route.

You run part of an escape route for former Important Persons of a world that has just seen a violent change of leadership. Your cover is that of an Inter-Stellar Rescue and Salvage Organisation, thus explaining your reasons for regular unscheduled visits. Infact you rendezvous with a faster ship just outside that world's sensor range.

A	B	D	E	G	H
---	---	---	---	---	---

WARNING	The next page contains the REFEREE'S LIST.
---------	--------------------------------------------

Referee's List.

- A) An unusual object or ship is located by the players. If they investigate it they could find information or artefacts worth more than they would have got for the original assignment.
- B) The person/s involved are V.I.P.'s and the local villanry are out to assassinate them.
- C) This is an ambush situation set up by pirates, rivals or hostile forces, with your ship as their possible prize.
- D) A ship the players encounter is booby-trapped with explosive. The timing mechanism has not yet been triggered, but any strong vibration may start it (including the re-launch of your own craft). They must find and defuse all the explosive.
- E) One or more of the people now on board the same ship as the players are agents of an un-named Galactic Power. Players will discover that these people are not what they claim to be, and once this has happened players must convince them that their secret is safe or defend themselves.
- F) A ship the players encounter on route is found to be empty of people and all its drives are unserviceable. Hidden aboard this ship is a large amount of highly illegal contraband and the area of space you are in is regularly patrolled by the local law enforcement agencies.
- G) Before the players set out on their assignment one or more extra "crew" will join the group. Once the players have started out they receive news that a most wanted criminal has escaped from custody on the Starport they have just left. Both these facts could be connected ?
- H) The players' assignment is completed in record time with only minor problems. On their return, one of the crew is found to look exactly like a wanted criminal. The players' ship is currently in need of minor repairs and fuel.

----- Continued from page 10 -----

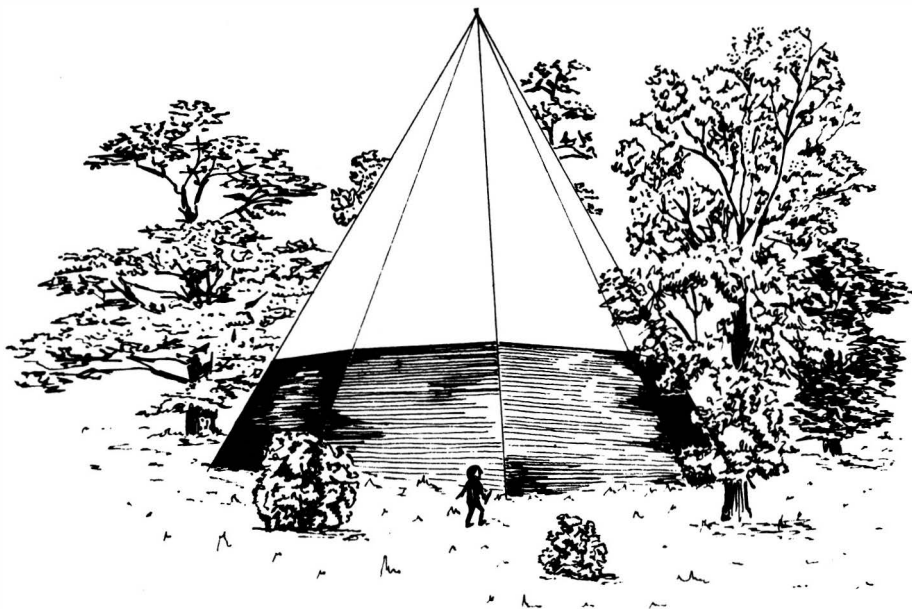
both the jump capabilities (movement factors) and refuelling abilities of the ships in the fleet with their troop loading capacity. The advance order-writing system would at first appear to detract from the game mechanism, but in fact is easy and adds yet another subtle touch. Play-by-mail and a solo-play variant should be very easy to set up.

If I was using a points out of ten rating system the Fifth Frontier War Game would get 9 out of 10, only the overcrowding mentioned earlier and the rules-layout problems would stop me from giving it maximum marks.

The Scavengers

The Situation

Following a report of a crashed 200 ton ship on an unexplored part of a named world, a group of adventurers set out to recover any salvagable items. An air survey of the area reveals nothing but jungle with a small clearing about a mile from the suspected crash location. The group land (by small craft) on the edge of the clearing and discover an 8 sided pyramid-type structure about 3 stories high, partly covered by undergrowth.



The Structure

This is an eight-sided pyramid-type structure with no visible openings. The lower half of each side is made from a hard dark substance while the upper portion appears to be light-reflective. The dividing line between the dark and light areas is approximately fifteen feet above the ground.

The Adventure

This scenario has been designed as a solo role-playing game, with one player controlling a number of characters. The aim of this group of characters is to locate and recover items of value that can later be sold together with information gathered about the crashed craft and/or the pyramid structure. This adventure is aligned to TRAVELLER but can easily be adjusted to fit any other SF role-playing system.

Equipment Required

The player will need at least the basic set of rules for the system they are using, a pair of normal dice (plus any others usually required by the system in use) as well as pen/pencil and a scratch-pad. It could be useful to have at your disposal any additional rule books or supplements that deal with combat and character - animal encounters.

Preparation

Using your basic rules, generate a group of 6 characters. Players are free to set this adventure on any type of world they choose, providing it has an area of unexplored jungle. The crashed ship can be of any design that fits vaguely into the description of '200 ton' and is crewed by a race known to be hostile to the player's group. The player has the choice either of generating 6 - 8 enemy characters in advance, or of generating them as required in the game. The text will refer to them as "ENEMY". If these "ENEMY" are pre-generated, they must be used in generated sequence and after all of them have been eliminated the player must ignore subsequent references to "ENEMY". Any encounters with animals should be generated as and when required.

Rules Of Play

The text is divided into numbered sections. For all sections the player must read the basic information given and then select one of the options. Where the options start with the word "If", they must use the first one that applies to the situation they are in. After each option is the word "route" followed by a number and sometimes a letter-code. The route number is the next section the player should turn to and read. The letter-code should be remembered until it is called for later in the text. The player may find it useful to write on the scratch-pad the route number and letter-code they are about to use, because the letter-code may be held over for several sections. When an option uses the word "select" the player chooses one of their characters to perform the action contained in that statement and, where appropriate, selects the method to be used and any equipment involved, before reading further. In the effort to reduce the volume of this text, two important assumptions have been made; firstly, that all the player's characters remain in one group and the character who leads the way is the last character that was "selected", secondly, whenever a door opens the whole group of characters pass through that doorway and the door automatically closes behind them, then for orientation purposes the characters turn and face that closed door.

If/when you gain entry into the enemy ship or the Pyramid every room, cabin and corridor is lit by an overhead lighting system. All lighting systems are counted as being 'ON' unless the text states otherwise. When the lighting is 'OFF' the characters will (unless equipped with torches) only be able to see items that are lit up or glowing, they can not use any item that they can not count as being able to see.

DESIGN NOTES.

This is a simple adventure designed to be used once and then up graded for later re-use. The programmed text format used makes this an easy game to rewrite as a computer game for a solo player.

SECTION 1.

You are standing next to one face of the Pyramid....

You may:- (1) Move away from the Pyramid.....Route 2.
 (11) Move around the Pyramid clockwise.....Route 9/A.
 (111) Move around Pyramid anti-clockwise.....Route 9/A.
 (1V) Select to search wall for entrance (if unknown)..Route 7/A.
 (V) Select to open door (if known).....Route 10/A.

SECTION 2.

You are a short distance from the Pyramid, near your transport....

You may:- (1) Move into the Jungle.....Route 3.
 (11) Move towards the Pyramid.....Route 1.
 (111) Return to your transport.....Route 70.

SECTION 3.

You are in the Jungle.....ROLL 2D6..

If this is the first or second period in the Jungle.....DM-2.
 If 'ENEMY' ship has been found earlier.....DM+3.
 If 'Enemy' have been encountered earlier.....(DM-1 per enemy)
 If score is 7 or less.....Route 5.
 If score is 11 or more.....Route 9/B.
 If any other score.....Route 4.

SECTION 4.

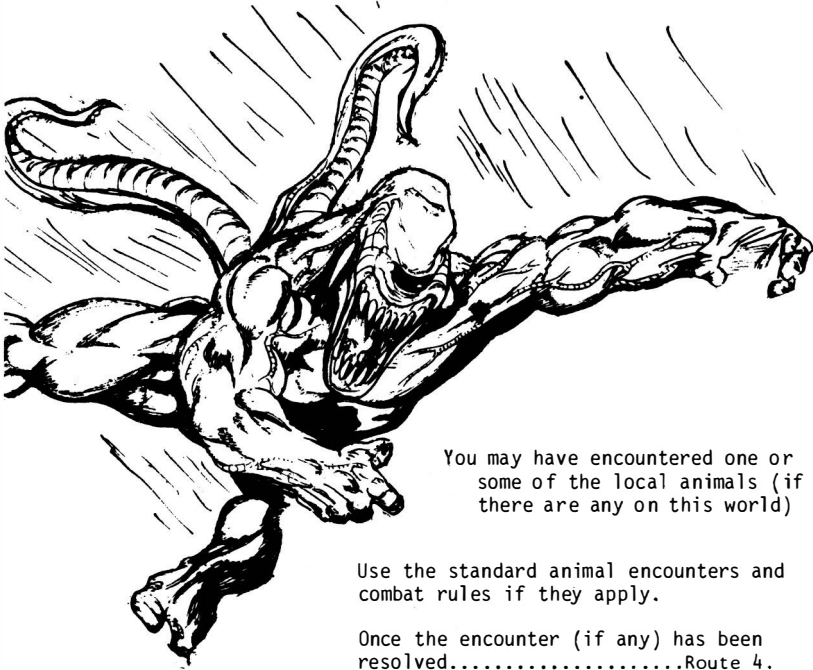
You are searching the Jungle for one of the items on the 'FOUND LIST' shown below.....ROLL 2D6..

If you have marked a track back to a known location.....DM+3.
 If the leading character has 'HUNTER' skills.....DM+1.
 If the leading character has 7+ 'INTELLIGENCE'.....DM+2.
 If you have a compass or 'NAVIGATOR' with you.....DM+1.
 If score is 8 or less.....Route 3.
 If any other score...Use route shown for the item on the 'FOUND LIST' that you were searching for...

FOUND LIST.

(1) Your own transport.....Route 2.
 (11) The Pyramid.....Route 1.
 (111) The 'Enemy' ship.....Route 24.

SECTION 5.



You may have encountered one or some of the local animals (if there are any on this world)

Use the standard animal encounters and combat rules if they apply.

Once the encounter (if any) has been resolved.....Route 4.

SECTION 6.

Use the last letter code you were given to find the route used to your next section.....

- | | | |
|--------------------|-------------------|--------------------|
| 'A'.....Route 1. | 'B'.....Route 3. | 'C'.....Route 9/S. |
| 'D'.....Route 36. | 'E'.....Route 33. | 'F'.....Route 37. |
| 'G'.....Route 32. | 'H'.....Route 38. | 'J'.....Route 31. |
| 'K'.....Route 27. | 'L'.....Route 21. | 'M'.....Route 34. |
| 'N'.....Route 9/R. | 'P'.....Route 35. | 'Q'.....Route 40. |
| 'R'.....Route 41. | 'S'.....Route 30. | 'T'.....Route 39. |

SECTION 7.

The selected character is investigating one wall of the Pyramid..ROLL 1D6.

If character has 'INTELLIGENCE' 7+.....DM+1.

If character has 'MECHANICAL' skills.....DM+1.

If score is 3 or less.....No entrance has been found.....Route 6.

If score is 6 or more.....An entrance has opened & you entered..Route 8.

If any other score....An entrance has been found (closed)...Route 1.

SECTION 8.

Use the last letter code you were given to find your next route/section...

'A'....Route ~~22~~ 22 'B'....Route 3. 'C'....Route 43. 'D'....Route 56.

'E'....Route 44. 'F'....Route 55. 'G'....Route 45. 'H'....Route 54.

'J'....Route 46. 'K'....Route 53. 'L'....Route 59. 'M'....Route 51.

'N'....Route 47. 'P'....Route 41. 'Q'....Route 48. 'R'....Route 35.

'S'....Route 43. 'T'....Route 53.

SECTION 9.

You may have encountered 'ENEMY'ROLL 2D6...

If the Pyramid has been enteredDM+3.

If "Enemy" have been encounteredDM-1 (per enemy).

If score is 7 or lessRoute 6.

If score is 11 or more.....Route 59.

If any other scoreRoute 25.

SECTION 10.

The selected character attempts to open a known door....ROLL2D6...

If any weapon or form of force was used.....Route 67.

If a coloured cube was used.....Route 52.

If selected character has ELECTRICAL, MECHANICAL, or LOCK-PICK skills.....DM+1 (per level).

If translucent plate was pressed.....Route 12.

If score is 11 or more, door opens and you enter.....Route 71.

If any other other score, door does not open.....Route 71.

SECTION 11.

You have found a small cube, each face is 3 inches square and is a translucent colour, red, blue, green, amber, white or black..... Route 6.

SECTION 12.

If translucent plate is red.....Route 26.

If translucent plate is green.....Route 23.

If translucent plate is amber.....Route 28.

If translucent plate is blue.....Route 49.

If translucent plate is white.....Route 62.

If translucent plate is black.....Route 68.

SECTION 13.

You are in a corridor with an iris valve behind you (left) and another corridor behind you (right). In front of you the lefthand wall contains 2 doors, the righthand wall is blank but at its far end the corridor turns to the right.

You may:- (I) Move to face the first door.....Route 43.
 (II) Move & face second door.....Route 56.
 (III) Move to & turn into far corridorRoute 20.
 (IV) Turn around & enter corridor behind you.....Route 19.
 (V) Turn around & enter the iris valve.....Route 22.

SECTION 14.

You are in a corridor with another corridor behind you (left). In front of you the righthand wall contains 2 doors, halfway along the lefthand wall is a narrow passage leading to the left and at the far end of the wall the corridor turns to the left.

You may:- (I) Move to & face the first door.....Route 54.
 (II) Move to & face the second door.....Route 45.
 (III) Move to & enter the narrow passage.....Route 21.
 (IV) Move to & enter the far corridor.....Route 15.
 (V) Turn around and enter corridor behind you.....Route 16.

SECTION 15.

You are in a corridor with another corridor behind you (left). In front of you the righthand wall contains 2 doors, the lefthand wall is blank but at its far end the corridor turns to the left.

You may:- (I) Move to & face the first door.....Route 55.
 (II) Move to & face the second door.....Route 44.
 (III) Move to & enter the far corridor.....Route 18.
 (IV) Turn around & enter corridor behind you.....Route 17.

SECTION 16.

You are in a corridor with another corridor behind you (right). In front of you the lefthand wall contains 2 doors, and at its far end is an iris valve. The righthand wall is blank but at its far end the corridor turns to the right.

You may:- (I) Move to & face the first door.....Route 46.
 (II) Move to & face the second door.....Route 53.
 (III) Move to & enter the iris valve.....Route 22.
 (IV) Move to & enter the far corridor.....Route 13.
 (V) Turn around & enter corridor behind you.....Route 14.

SECTION 17.

You are in a corridor with another corridor behind you (right). In front of you the lefthand wall contains 2 doors, halfway along the righthand wall is a narrow passage leading to the right and at the far end of the wall the corridor turns right.

You may:- (I) Move to & face the first door.....Route 45.
 (II) Move to & face the second door.....Route 54.
 (III) Move to & enter the narrow passage.....Route 21.
 (IV) Move to and enter the far corridor.....Route 16.
 (V) Turn around & enter corridor behind you.....Route 15.

SECTION 18.

You are in a corridor with another corridor behind you (left). In front of you the righthand wall contains 2 doors, and at its far end is an iris valve. The lefthand wall is blank but at its far end the corridor turns to the left.

You may:- (I) Move to and face the first door.....Route 56.
 (II) Move to & face the second door.....Route 43.
 (III) Move to & enter the iris valve.....Route 22.
 (IV) Move to & enter the far corridorRoute 19.
 (V) Turn around & enter corridor behind you.....Route 20.

SECTION 19.

You are in a corridor with another corridor behind you (left)and an iris valve behind you (right). In front of you the righthand wall contains 2 doors, the lefthand wall is blank but at its far end the corridor turns left.

You may:- (I) Move to & face the first door.....Route 53.
 (II) Move to & face the second door.....Route 46.
 (III) Move to & enter the far corridor.....Route 14.
 (IV) Turn around & enter corridor behind you.....Route 13.
 (V) Turn around & enter the iris valve.....Route 22.

SECTION 20.

You are in a corridor with another corridor behind you (right). In front of you the lefthand wall contains 2 doors, The righthand wall is blank but at its far end the corridor turns right.

You may:- (I) Move to & face the first door.....Route 44.
 (II) Move to & face the second doorRoute 55.
 (III) Move to & enter the far corridor.....Route 17.
 (IV) Turn around & enter corridor behind you.....Route 18.

SECTION 21.

You are in a short, narrow passageway. At one end it opens on to a corridor, and at the other end is a door. Both the side walls contain one door each, all three doors in this passageway are very close to eachother. All the time this passageway is occupied the overhead lighting flashes and an alarm sounds.

You may:- (I) Move to & enter the corridor.....Route 72.
 (II) Move to & face the centre of the 3 doors.....Route 47.
 (III) Move to & face the lefthand of the 3 doors.....Route 51.
 (IV) Move to & face the righthand of the 3 doors.....Route 48.

SECTION 22.

You are in a short corridor with an iris valve at one end and a door at the other end. Both the walls are blank apart from a green translucent plate set into the wall just left of the doorway. The corridor is narrower at the iris valve end.

You may:- (I) Select to open the door.....Route 10/A.
 (II) Open and enter the iris valve.....Route 69.

SECTION 23.

The door has opened and you are about to enter.....Route 71.

SECTION 24.

You have found the 'ENEMY SHIP', it has crashed into the Jungle and is a complete wreck. Contaminated pieces litter the area. There is little or no salvage value here. There is some evidence that the craft could have exploded a little after the impact.

If you enter or move closer to the ship.....Route 71.

Or while you are still safe, re-enter the Jungle.....Route 3.

SECTION 25.

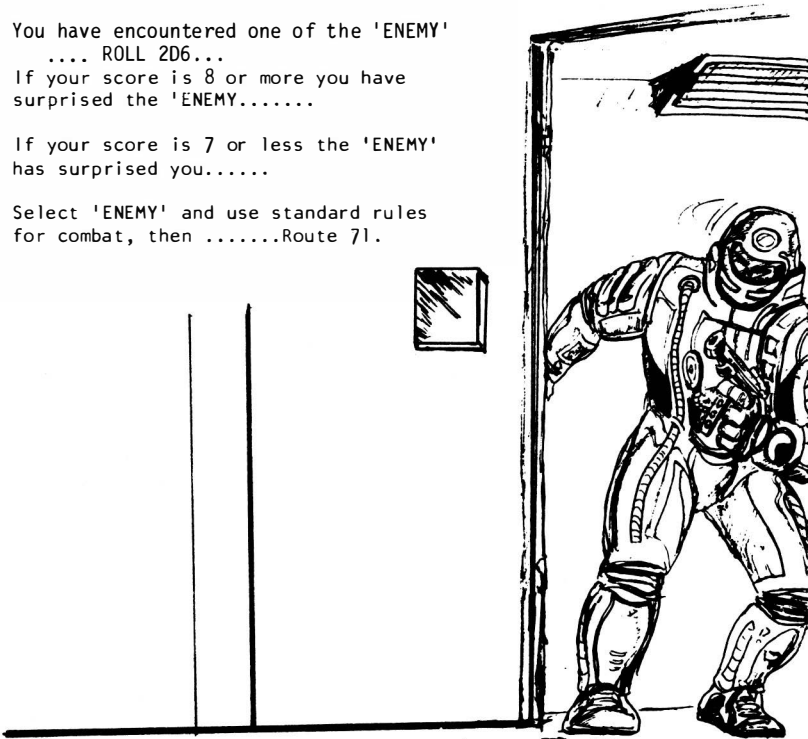
You have encountered one of the 'ENEMY'

.... ROLL 2D6...

If your score is 8 or more you have surprised the 'ENEMY'.....

If your score is 7 or less the 'ENEMY' has surprised you.....

Select 'ENEMY' and use standard rules for combat, thenRoute 71.



SECTION 26.

Your action results in nothing happening or
nothing being found.....Route 71.

SECTION 27.

Your route has been reselected.....Route 9/T.

SECTION 28.

The overhead lighting ...

 If on will turn off.....Route 6.

 If off will turn on.....Route 71.

Section 29.

You are investigating the screen and its controls.....

 ROLL 2D6....

 If this character has 7+ INTELLIGENCE or EDUCATIONDM+1.

 If this character has ELECTRICAL skillsDM+1.

 If this character has MECHANICAL or ENGINEER skills.....DM+1.

 If this character has COMPUTER skills.....DM+1 (per level)

 If score is 8 or less.....Route 42.

 If score is 11 or more.....Route 57.

 Any other scoreRoute 50.

SECTION 30.

You are in a room, it contains 3 beds, a table & 2 chairs, 3 lockers and a fresher. Set into the wall just to the left of the door are two translucent plates; One of these glows amber, the other glows green.

You may:-(I) Select to press a plate.....Route 12/S.

 (II) Select to search the lockers.....Route 61/S.

 (III) Select to try to open the door.....Route 10/S.

SECTION 31.

You are in a room, it contains a bed, a table & 2 chairs, 2 lockers, a fresher and a electronic cabinet with a screen & a keyboard. Set into the wall just to the left of the door are two translucent plates, one glows amber, the other glows green.

You may:-(I) Select to press a plate.....Route 12/J.

 (II) Select to search the lockers.....Route 11/J.

 (III) Select to investigate the cabinet.....Route 29/J.

 (IV) Select to try to open the door.....Route 10/J,

SECTION 32.

You are in a room, it contains 3 chairs, a long work bench, 3 lockers and on the bench lies an electronic cabinet with a screen & a keyboard. Set into the wall just to the left of the door are two translucent plates, one of these glows amber, the other glows green.

You may:- (I) Select to press a plate.....Route 12/G.
 (II) Select to search the lockers.....Route 26/G.
 (III) Select to investigate the cabinet.....Route 42/G.
 (IV) Select to try to open the door.....Route 10/G.

SECTION 33.

You are in a room, it contains 3 beds, a table & 2 chairs, 3 lockers and a fresher. Set into the wall just to the left of the door are two translucent plates, one of these glows amber, the other glows green.

You may:- (I) Select to press a plate.....Route 12/E.
 (II) Select to search the lockers.....Route 11/E.
 (III) Select to try to open the door.....Route 10/E.

SECTION 34.

You are in a room, it contains a desk, 2 chairs, 3 file cabinets and on a low plinth, a transparent cube with a small 8 sided pyramid set inside it. Set into the wall just to the left of the door are two translucent plates, one glows amber the other glows green. Most of one wall is taken up by some kind of vision screen with a keyboard consul below it.

You may:- (I) Select to press a plate.....Route 12/M.
 (II) Select to search the file cabinets.....Route 61/M.
 (III) Select to search the desk.....Route 63/M.
 (IV) Select to take possession of the pyramid cube....Route 60/M.
 (V) Select to investigate screen & keyboard.....Route 29/M.
 (VI) Select to try to open the door.....Route 10/M.

SECTION 35.

You are in a room, it contains a massive control consul with two operator positions, each with its chair. Between the two positions are set three translucent plates, one glows amber, one glows green and the other one glows blue. All the walls of this room are blank apart from the doorway you used to enter this section.

You may:- (I) Select to press the amber plate.....Route 28/P.
 (II) Select to press the green plate.....Route 23/P.
 (III) Select to press the blue plate.....Route 12/P.
 (IV) Select to investigate the consul.....Route 29/P.
 (V) Select to try to open door.....Route 10/P.
 (VI) Select to try to destroy the consul.....Route 67/P.

SECTION 36.

This room contains, 2 tables, 8 chairs, 4 solid lockers with heavy doors, a liquid dispenser and a microwave heating cabinet with transparent doors. Set into the wall just left of the door are 2 translucent plates, one glows amber the other green.

You may:- (1) Select to press a plate.....Route 12/D.
 (11) Select to search the lockers.....Route 26/D.
 (111) Select to investigate the cabinet for contents....Route 61/D.
 (1V) Select to try and open door.....Route 10/D.

SECTION 37.

This room contains, a long empty bench, 4 lockers, 2 racks of empty shelves. and 3 containers. There are a few electronic parts on the floor between the two racks but none of these are of any value or use to you. Set into the wall just to the left of the door are 2 translucent plates, one glows amber the other green.

You may:- (1) Select to press a plate.....Route 12/F.
 (11) Select to search the containers.....Route 65/F.
 (111) Select to search the lockers.....Route 27/F.
 (1V) Select to try and open door.....Route 10/F.

SECTION 38.

This room contains, 10 easy chairs, 4 low tables and a large vision screen with a keyboard attached to it by a long cable. Set into the wall just to the left of the door are 2 translucent plates, one glows amber the other glows green.

You may:- (1) Select to press a plate.....Route 12/H.
 (11) Select to investigate sreen & keyboard.....Route 42/H.
 (111) Select to try and open door.....Route 10/H.

SECTION 39.

This room contains, 3 beds, a table & 2 chairs, 3 lockers and a fresher unit. Set into the wall just to the left of the door are two translucent plates, one glows amber the other glows green..

You may:- (1) Select to press a plate.....Route 12/T.
 (11) Select to search the lockers.....Route 26/T.
 (111) Select to try and open door.....Route 10/T.

SECTION 40.

This room contains, 3 rows of electronic equipment stored in cabinets. set into the wall just to the left of the door are 2 translucent plates, one glows amber the other glows green....

You may:- (1) Select to press a plate.....Route 12/Q.
 (11) Select to investigate master computer file.....Route 61/Q.
 (111) Select to investigate the other cabinets.....Route 65/Q.
 (1V) Select to try and open door.....Route 10/Q.

SECTION 41.

This room contains 2 desks, 2 chairs, and 2 cabinets. There are 2 doors in in this room one is marked "CONTROL", the other is unmarked, The unmarked door has 2 translucent plates set into the wall to the left of it, one glows green, the other glows amber. The "CONTROL" door has only one plate set into the wall near it, this glows red.

You may:- (I) Select to press amber plate.....Route 12/R.
 (II) Select to search the cabinets.....Route 61/R.
 (III) Select to search the desks.....Route 11/R.
 (IV) Select to try to open unmarked door.....Route 23/N.
 (V) Select to try to open "CONTROL" door.....Route 10/R.

SECTION 42.

This item appears to be a normal T.V. set, and the keyboard could be a programme selector. The large key (top left of keyboard) turns on the set but the screen only flickers, if any other key is pressed (once the set has been turned on) the screen will blink off & on again, but nothing else will happen. If the large key is pressed again the set is turned off.

.....Route 6.

SECTION 43.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows green.

You may:- (I) Select to press plate.....Route 12/C.
 (II) Move to & face the other door.....Route 56.
 (III) Move to & enter corridor to your right.....Route 20.
 (IV) Move to & enter corridor to your left.....Route 19.
 (V) Select to try to open door.....Route 10/C.

SECTION 44.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows green.

You may:- (I) Select to press plate.....Route 12/E.
 (II) Move to & face the other door.....Route 55.
 (III) Move to & enter corridor to your right.....Route 17.
 (IV) Move to & enter corridor to your left.....Route 18.
 (V) Select to try to open door.....Route 10/E.

SECTION 45.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows green.

You may:- (I) Select to press plate.....Route 12/G.
 (II) Move to & face the other door.....Route 54.
 (III) Move to & enter corridor to your right.....Route 16.
 (IV) Move to & enter corridor to your left.....Route 15.
 (V) Select to try to open door.....Route 10/G.

SECTION 46.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows green.

You may:- (I) Select to press plate.....Route 12/J.
 (II) Move to & face the other door.....Route 53.
 (III) Move to & enter corridor to your right.....Route 13.
 (IV) Move to & enter corridor to your left.....Route 14.
 (V) Select to try to open door.....Route 10/K.

SECTION 47.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows green.

You may:- (I) Select to press plate.....Route 12/N.
 (II) Turn & face door on your right.....Route 48.
 (III) Turn & face door on your left.....Route 51.
 (IV) Turn around & enter corridor behind you.....Route 72.
 (V) Select to try to open door.....Route 10/N.

SECTION 48.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows red.

You may:- (I) Select to press plate.....Route 12/Q.
 (II) Turn around & face the door behind you.....Route 51.
 (III) Turn & face door on your left.....Route 47.
 (IV) Move to & enter corridor to your right.....Route 72.
 (V) Select to try to open door.....Route 10/Q.

SECTION 49.

A Blue translucent plate has been pressed.

If this is not trueRoute 6.
 If a cube has not been used.....Route 6.
 If the blue face is not placed against a blue face.....Route 26.
 If the blue face of cube is pressed against a blue plate, read on....

SECTION.

The screen will light up showing a map of the local area with ten locations shown as yellow dots. If the plate press is continued the picture will change to display the numbers one to ten, beside each is the word "Empty". If the plate is pressed again the screen will be turned off.....Route 6.

SECTION 50.

This item appears to be a computer, with its own keyboard control. The large key (top left of keyboard) turns on the computer but the screen only flickers. As each key is pressed a letter or number is displayed on the screen but no other result is evident. If the large key is pressed again the computer will be turned off.....Route 6.

SECTION 51.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows Red.

You may:-(I) Select to press plate.....Route 12/M.
 (II) Turn around & face the door behind you.....Route 48.
 (III) Turn to & face the door on your right.....Route 47.
 (IV) Move to & enter corridor to your left.....Route 72.
 (V) Select to try to open door.....Route 10/M.

SECTION 52.

The small 3 inch cube has been pressed against a translucent plate.

If the above statement is nbt trueRoute 71.
 If the plate being pressed is amber.....Route 28.
 If the plate being pressed is green.....Route 23.
 If the cube face pressed against plate is not the same.....Route 26.
 If the plate being pressed is red.....Route 23.
 If the plate being pressed is blue.....Route 49.
 If the plate being pressed is white.....Route 62.
 If the plate being pressed is blackRoute 68.

SECTION 53.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows green.

You may:-(I) Select to press plate.....Route 12/K.
 (II) Move to & face the other door.....Route 46.
 (III) Move to & enter corridor on your right.....Route 13.
 (IV) Move to & enter corridor on your left.....Route 14.
 (V) Select to try to open door.....Route 10/K.

SECTION 54.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows green.

You may:-(I) Select to press plate.....Route 12/H.
 (II) Move to & face the other door.....Route 45.
 (III) Move to & enter corridor to your right.....Route 16.
 (IV) Move to & enter corridor to your left.....Route 15.
 (V) Select to try to open door.....Route 10/H.

SECTION 55.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows Red.

You may:-(I) Selcet to press plate.....Route 12/F.
 (II) Move to & face the other door.....Route 44.
 (III) Move to & enter corridor to your right.....Route 17.
 (IV) Move to & enter corridor to your left.....Route 18.
 (V) Select to try to open door.....Route 10/F.

SECTION 56.

You are standing in front of a closed sliding door. Set into the wall just to the left of the door is a translucent plate that glows green.

You may:- (I) Select to press plate.....Route 12/D.
 (II) Move to & face the other door.....Route 43.
 (III) Move to & enter corridor to your right.....Route 20.
 (IV) Move to & enter corridor to your left.....Route 19.
 (V) Select to try to open door.....Route 10/D.

SECTION 57.

This item appears to be a computer but no data can be recovered from it.

If this computer is part of a consul.....Route 65.
 If notRoute 6.

SECTION 58.

This item contains the plans of the pyramid, its use, details of the launch sites in the local area and the range of these weapons. These plans are of little use to the group but could be sold to the right person for a very substantial price.....Route 6.

SECTION 59.

You have encountered two of the 'ENEMY' ...ROLL 2D6...

If score is 8 or more you have surprised the 'ENEMY'

If score is 7 or less the 'ENEMY' has surprised you.

Select 'ENEMY' & use standard combat rules, then.....Route 6.

SECTION 60.

You have collected the item you have just found and are carrying it with you from now on. If this item can be used to perform or help you perform a task it must be entered when the character is selected to carry out a task, along with the type of action it is used for.....Route 6.

SECTION 61.

The result of your actions ...

If you are searching or investigating you find nothing.....Route 6.

If you are looking inside you see it is empty.....Route 6.

Nothing happens.....Route 6.

SECTION 62.

A white translucent plate has been pressed.

If the above statement is not trueRoute 6.

If a cube has not been used.....Route 61.

If the white face is not pressed against a white face.....Route 26.

If the white face of cube has been pressed against
 the white plate,.....Route 64.

SECTION 63.

You are searching a desk...

If there is more than one desk in this room.....Route 11.

If this unit is part of a consul.....Route 66.

If there is only one desk in room it is empty.....Route 66.

SECTION 64.

The screen slides upwards to reveal a small closed sliding door. Set into the wall just to the right of the door is a translucent plate that glows a dull black, another of the same colour is set into the wall to the left of the door.

you may:- (I) Select to press righthand plate.....Route 73.
 (II) Select to press lefthand plate.....Route 12.
 (III) Do nothing, Screen returns to normal.....Route 6.
 (IV) Select to try to open door.....Route 10.

SECTION 65.

This equipment is part of a guidance system. The full system could be used for long range control of a pilotless space craft.....Route 6.

SECTION 66,

Set into the surface of this item are four translucent plates coloured, Red, Green, Amber and Blue.

If the item is part of a consul.....Route 6.
 If this item is a desk it also has one white plate.....Route 6.

SECTION 67.

The force you have just used to try and open this section is reflected back at the user. If a weapon was fired the same weapon results are used against the character who fired that weapon. If an explosive was used use standard combat rules to find the result on any member of the group that could have been in range. There is no damage or change in the status of the item the force was used against.....Route 6.

SECTION 68.

A black translucent plate has been pressed.

If the above statement is not true.....Route 6.
 If a cube has not been used.....Route 61.
 If the black face of cube is not pressed against a black plate.Route 26.
 If the black face of the cube has been pressed against the black translucent plate, the door opens to reveal.....Route 58.

SECTION 69.

The iris valve opens and you enter. The iris valve is now behind you, you are faced with 2 corridors both going away from you (imagine a 'V' shape with you at the base).

You may:- (I) Turn & enter righthand corridor.....Route 19.
 (II) Turn & enter lefthand corridor.....Route 13.
 (III) Turn around & enter iris valve.....Route 22.

SECTION 70.

You have entered your transport.

You may:- (I) End the adventure at this point.....Route 74.
 (II) Collect or unload any items as required and then return to continue this adventure.....Route 2.

SECTION 71

This section reselects your route

- If you were:- (I) Close to ENEMY ship you are now dead.....Route 75.
 (II) In a room & the door opened.....Route 8.
 (III) In the corridor & the door opened.....Route 6.
 (IV) Outside the pyramid & door is closed.....Route 6.
 (V) Outside the pyramid & door is opened.....Route 8.
 (VI) In a corridor & nothing happened.....Route 8.
 (VII) Inside a roomRoute 6.
-

SECTION 72.

You have entered a corridor, the wall in front of you has a door to the right and a door to the left of you. The wall behind you is blank apart from the narrow passage you have come from. At the right far end of the corridor it turns right, and at the left far end it turns left.

- You may:- (I) Move to & face righthand door.....Route 54.
 (II) Move to & face lefthand door.....Route 45.
 (III) Move to & enter far lefthand corridor.....Route 15.
 (IV) Move to & enter far righthand corridor.....Route 16.
 (V) Turn around & enter passage behind you.....Route 21.
-

SECTION 73.

The selected character is hit by a beam of light and knocked down. Count this as being hit by a light energy weapon and use standard combat rules & results.....Route 6.

SECTION 74.

The adventure ends here.

If you found the plans they are the only item with a high sale value.

If part/equipment were recovered they are junk without the plans.

If the pyramid cube was taken it is only a model & worthless.

If any small cubes were taken they count as toys that reflect back a sonic signal (each colour side sets up its own beat).

If a translucent plate has been removed it would have revealed a sonic transmitter & receiver (the plate was only a code & cover).

Only the plans are worth any real value, and then only if sold to a multi-sector company or government.....Route 75.

SECTION 75.

The adventure has ended.....But in the next issue of ALIEN STAR there will be another solo adventure that could be used as a follow up to the SCAVENGERS.

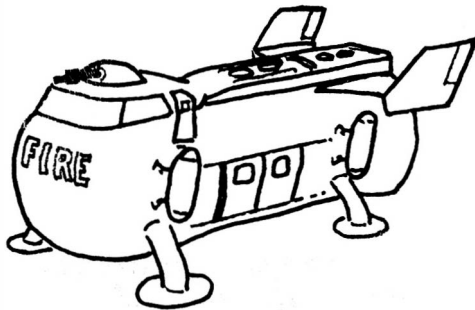


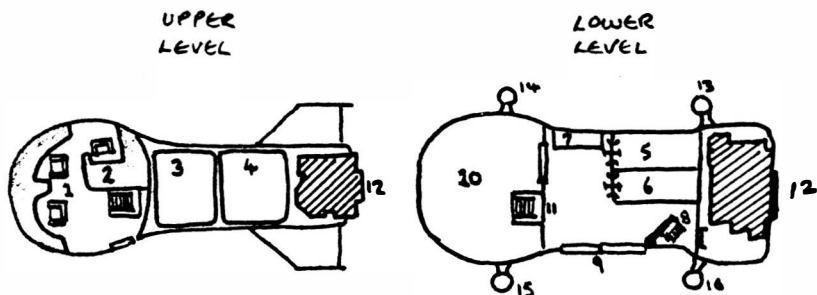
Small Craft

The "SAMARITAN" Class Fire/Medical Emergency Tender has been designed by Tony Cullen. This craft is overall winner of the ALIEN STAR "Vehicle Mini-Competition" as set out in A.S.3. The vehicles designed by the runners-up will be featured in A.S.7. The entries were judged by J.J.Roberts (former Co-Editor of A.S.) and the new Editorial team agree with and endorse his results.

Design Specifications

Tonnage	15 tons.
Capacity	210 cubic metres.
Dimensions	Length - 10.55 m
	Width - 4.35 m
	Height - 4.20 m
Builders	EDGEMARK GRAVITIC INCORPORATED
Lifting Units	4 x Edgemark A7 - 21 Kestral A-Grav Field Generators.
Propulsion	Howest - Montgan V31 Atlas Fusion/Ram-Jet.
Max. Speed	80 kph.
Cruising Speed	50-60 kph.
Range	300 kph.
Lift Capacity	7 tons.
Fuel Capacity	3 tons.
Crew	2 Pilots, 1 Foam Cannon Operator, Fire/Medical Crew.
Foam Cannon	8.6 cm bore, Venturi effect compression, turret mounted.
Winch	5 ton lifting capacity, Carbon silicate cable.





KEY

- | | |
|---------------------------|--------------------------|
| 1. COCKPIT | 9. MAIN SLIDING DOORS |
| 2. FOAM CANNON CONTROLS | 10. CARGO AREA/LOCKER |
| 3. FOAM TANK | 11. COMPANIONWAY |
| 4. FUEL TANK | 12. PROPULSION ENGINE |
| 5. } LOW BERTHS | 13. } |
| 6. } | 14. } ANTI-GRAVITY FIELD |
| 7. BENCH | 15. } GENERATORS. |
| 8. WINCH [ON PIVOT MOUNT] | 16. } |

The "SAMARITAN" has become one of the biggest selling Emergency Tenders in the Imperium, especially in the poorer regions such as the Spinward Marches, where small Starports cannot support the huge expense of a static emergency system. The "SAMARITAN" combines manoeuvrability with speed and versatility. Its special equipment consists of a winch for rescue and salvage work, a foam cannon for fire fighting and medical equipment (including 2 low berths) for treating emergency casualties. The "SAMARITAN" has proved so successful that several versions have been produced in which the foam cannon has been replaced, including a military version mounting an energy weapon. Most of these are in service with small planetary armies, though some are privately owned.

Cost; Emergency Tender - 9 million Cr.
 Military version - 12 million Cr.

Arms & Equipment

Vacpod type R.S.

Based on the Vacpod used by Miners, it is a rigid cylinder with Waldo extensions for both heavy and delicate work. It is equipped with radio and can be remotely controlled, but is fitted with a manual over-ride. Its long endurance (72 hrs.), its manoeuver capability and the option to have a laser torch cutter fitted, make it a useful tool for all salvage crews.

Note. A version of this item first appeared in the DARK STAR Newsletter Issue 3. Design credited to Nelson Cunnington.

Magnetic Clamp Unit.

This can be powered directly from any ship's power plant and is self propelled. It is retro-powered and line-guided via the power line back to a master control consul. These 5 ton units are normally fitted as standard on salvage ships, however, the whole unit can be used on any vehicle or craft provided that it has a firm, stable platform and suitable power supply. These powerful clamps are normally used to prevent ships drifting apart and can take up to 1G stress. The clamp requires 0.5 energy points and will hold 100 tons maximum. Note. CHRISTOPHER Class ships featured in this issue are normally fitted with several.

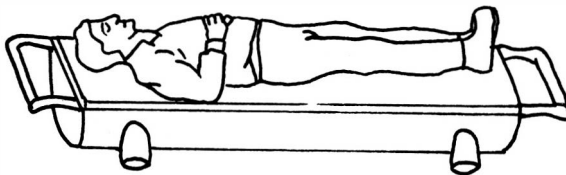
Laser Torch Cutter.

This powerful form of mining laser is capable of cutting through armour faster than the offensive laser weapons. It has a close focus that renders it useless as an offensive weapon for all but close, close range. The Laser Torch Cutter is powered directly from the ship's power plant via cable and, like the Magnetic Clamps featured above, is retro-powered and line-guided. To operate, it must be in contact with the surface to be cut and it will cut through one level of armour per power point per ten minutes. Due to a fail-safe built into this equipment, it is not possible, however much power is put through it (max. 4), to reduce the cutting time to less than ten minutes.

Powered Stretcher.

This is an important innovation in Rescue equipment and allows for single-handed rescue even under difficult circumstances. The mattress unit can be raised or lowered in various sections, to ease or support where necessary. The slim box underneath contains a

rechargeable battery power-unit drive mechanism. At each end is a pram-like handle with finger pressure control pads for manoeuvrability. Four mini thrust-jets are positioned near the patient's shoulder and ankle positions. These can be rotated to raise, lower and manoeuvre the stretcher and can give a fixed ratio thrust. Two half-canopies rotate out of the body of the stretcher to enclose the casualty, automatically starting up the incorporated life-support systems. Standard versions of this Stretcher are 2 m long and 65 cm wide.

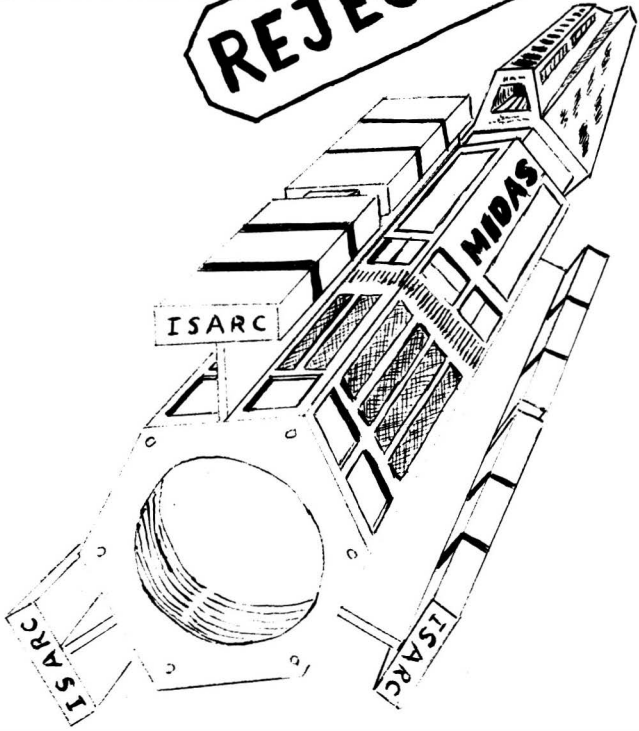


The Powered Stretcher is normally only used within the confines of a ship or surface location, but in an emergency can be used in space for short periods (minutes). Most Medics and Rescue trained staff will have been given training in the use of the equipment.

THE PHANTASM. A new RPG magazine dealing with most RPGs. mainly D&D, T&T, Traveller and SH 2044. Issue 1 contains Part 1 of a 3 part D&D Dungeon, a Traveller adventure, Aliens and Part 1 of a solo T&T adventure. There are expanded solo SH 2044 rules and some super-villains, also magic and monsters. Send 70p (cheque or Postal Order) before Dec. 10th to;
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Issue 1 is due out in January.

BAKER-SMITH YARDS.	
Design Notes.	'MIDAS' (PROVISIONAL)
Type.	REFINERY VESSEL
Customer.	ISARC.

REJECTED



Grand Design

The "GRAND DESIGN" features items well beyond the means of any role-playing individual. They could, however, form an integral part of the background.

This issue the subject is a "MIDAS" Class refinery vessel.

The first ship of this line was called simply 'The Midas', and was designed in 1063 to break down those parts of a stricken ship that were left after smaller vessels had removed the small high-cost items of hardware (Computer, Turret Weapons, etc.). It was equipped with a heavy-duty particle accelerator, to carve the wreck into blocks of about 2,000 tons displacement, for later resale to ship-building firms.

The changing economic climate, however, prevented its construction; it was too big, too expensive and far too specialised. Ironically, it was a redesign in 1081 that added on-board materials, separation and smelting plants (thus making the ship even bigger, more expensive and more specialised) which finally rendered the "MIDAS" concept economically viable. As in the original design, the particle accelerator carves the wreck into fragments of 2-3,000 tons, the lasers and repulsors protecting the ship against debris. These fragments are passed to the separation plant for splitting into constituent materials and then to the smelting plant which produces 99.9% pure ingots each of 1,000 ton displacement. The first of the redesigned "MIDAS" Class ships was laid down in 1082 and made its maiden flight in 1086. Later ships were usually named for their sector of operation, e.g. "Spinward Midas". They quickly demonstrated their efficiency in recovering raw materials. Typically 40% of engineering space, 100% of hull armour and about 10% of the remaining displacement has been recovered as pure ingots.

Design Specifications

Refinery Vessel	GV-R7213G3-003307-50R00-0	MCr44734,068	120ktons
Batteries bearing	8	D 1	TL=13
Batteries	C	I 1	Crew= 750
Passengers=50,	Low=0,	Cargo=40359,	Fuel=30800,
Marines=0,	Lifeboats=12,	NY Modular Shuttles=12	EP=3600, Agility=1

Tonnage 120,000 tons (standard), 1,680 cubic meters.
 Crew 146 Officers, 580 Ratings, 24 Crew for NY Shuttles.
 Performance Jump-2, 1-G, Power plant 3, 3600 EP, Agility 1.
 Electronics Model 7fib Computer.
 Hardpoints One spinal mount, Twelve 100 ton bays, 90 hardpoints.
 Armament One Particle Accelerator spinal mount (Factor R),
 90 Double Pulse Laser turrets.
 Defences Twelve 100ton Repulsor bays, Meson Screens (factor 3)
 Nuclear Dampers (factor 3).
 Craft 12 Lifeboats, 12 type NY Modular Shuttles.
 Fuel Treatment On-board fuel purification plant.
 NB. Dispersed structure configuration makes fuel scoops
 impossible. Gas Giant refuelling achieved via modular
 shuttle with fuel/cargo module.
 Cost MCr 44734.068 singly, MCr 35787.254 in quantity*
 Construction
 Time 54 months singly, 38 months in quantity*

*Quantity production times and costs are estimates only, as this craft tends to be built as one-of orders.

Modular Shuttle NY-0106AA1-000000-3000-0 MCr45,479 49 tons.
 Batteries bearing 1 TL=13
 batteries 1 Crew=2.
 Passengers=0, Cargo =3, Low=0 Fuel=5, EP=5, Agility=6, Marines=0.
 Tonnage 49 tons (standard), 686 cubic meters.
 Crew 2
 Performance 6-G, Power Plant 5, EP 5, Agility 6.
 Electronics Model 1/fib Computer.
 Hardpoints One fixed mount, firing forward.
 Armaments One double beam laser.
 Defences None
 Fuel Treatment Scoops fitted. No purification plant.
 Cost MCr45.479 singly, MCr36.382 in quantity
 Construction
 Time 10 months singly, 8 months in quantity.

Comments

The type NY modular shuttle consists of a Tractor unit, of wedge configuration and a number of wedge-shaped modules, any of which may be clamped at the bottom of the Tractor unit (USP above). The resulting composite shuttle is of cone configuration and its USP is as follows:

NY-02035A1-000000-3000-0 Cost Variable 99 tons
 Batteries bearing 1 Crew Variable
 batteries 1 TL=13
 Passengers, Cargo Fuel all variable, EP=5, Agility=3, Marines=0.

At present five module concepts are offered by the designers as described below. Note, the Tractor unit is quite capable of flying with no module, as a high-agility combat ship.

The Modules.

1) Cargo/Fuel Module. 50 ton displacement Hull section equipped with sealable cargo doors and fuel lines. It can be used as a cargo transport and refuelling shuttle for the parent craft. As a refuelling shuttle the cargo bay can be linked to the fuel scoops of the Tractor unit enabling Gas-Giant dipping. In either role it carries 50 tons.

MCr 6.0 singly, MCr 4.8 in quantity.

2) Passenger Module. 75 Acceleration Couches, 12.5 tons Cargo, Used as a surface-to-space bus.

MCr 7.875 singly, MCr 6.3 in quantity.

3) General Purpose Module. 20 Acceleration Couches, 30 tons Cargo, 10 tons additional fuel.

MCr 6.5 singly, MCr 5.2 in quantity.

4) Life Support Module. 10 Staterooms, 20 tons Cargo, 10 tons additional fuel. Used as a VIP transport and long-haul lifeboat. As a lifeboat it enables escapers to survive in inhospitable climatic conditions.

MCr 7.0 singly, MCr 5.6 in quantity.

5) Waldo Module. Used to plant demolition charges and for light salvage. Equipped with 10 ton Munitions Store (1 ton devoted to shock absorbers, padding, etc., leaving 9 tons useful space), 4 Acceleration Couches, 10 tons Cargo. The remaining 20 tons is devoted to 2 sets of 'Waldos' (mechanical arms). Controlled from a cell within the module, the arms faithfully reproduce any movement of the operator's arms. The Waldos fold back into fully streamlined pockets when not in use. Variable Ratio Feedback (VRF) enables the operator to select any feedback ratio from 100 (the grabs exert 100th of the force that the operator feels) to 0.1 (the strength of 10 men). Each Waldo set consists of 2 arms with human-type "hands", one laser cutter/borer, one mechanical drill and one probe which measures the density, thickness, conductivity, tensile strength, radioactivity, etc., of any substance on contact. Each Waldo set, complete with control cell, costs MCr 4.0 and displaces 10 tons.

MCr 14.6 singly, MCr 13.28 in quantity.

Forward Scan

The next issue of ALIEN STAR will be on sale early in February 1982. This page takes a quick look at some of the contents of.....

ISSUE 7. RECREATION

Features will include.....

SANLANDO.

A detailed plan of a city set on the world of HADLEY. This is the second in a series of articles by Brit Holtsclaw.

GLOBE HOPPER RALLY.

A race game around the surface of a world. A game that does not use dice and players design their own 'Hopper' vehicles.

ASTROBUS 207.

This short range space liner is the subject for CUSTOMISED SHIPS.

SYSTEM FAILURE.

A solo programmed text adventure.

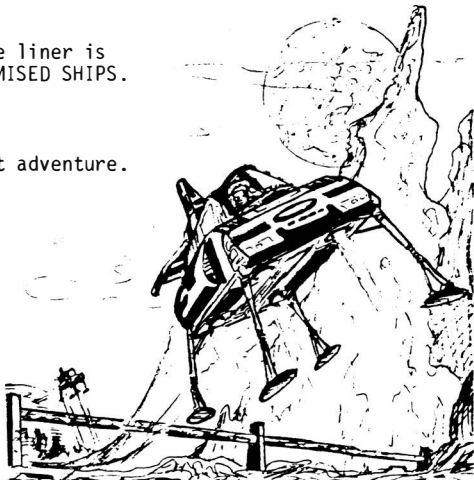
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GAME REPORT.

DATA BANK.

FEED BACK.



ALIEN STAR

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- F2 Magic User with Wand
- F3 Cleric in Chainmail
- F4 Cleric in Plate
- F5 Thiel
- F6 Assassin
- F7 Bard
- F8 Fighter in Chainmail
- F9 Fighter in Plate
- F10 Female Magic User
- F11 Female Thief
- F12 Female Thief
- F13 Female Fighter in Chainmail
- F14 Female Fighter in Plate
- F15 Dwarf in Chain mail with Axe
- F16 Dwarf in Plate with Axe
- F17 Dwarf in Chainmail with Sword
- F18 Dwarf in Plate with Hammer
- F19 Elf Magic User
- F20 Elf Fighter

DEMONS

- Winged Fiend (30mm) 30p
- Saranic Archdemon (40mm) 60p
- Balrog (35mm) 60p

15mm SF FIGURES

(10p EACH UNLESS STATED)

ADVENTURERS & STAR SOLDIERS

- 100 Law Officer + Pistol
- 101 Law Officer + Riot gun
- 102 Law Officer on Patrol Bike (30p)
- 102A Patrol Bike only (25p)
- 103 Adventurer with Pistol
- 104 Heroine with Pistol
- 105 Hero with Sword & Pistol
- 106 Adventurer with Rifle
- 107 Thing with Club
- 108 Thing with Knife
- 109 Thing with Pistol
- 110 Civilian (Standing)
- 110A Civilian Walking
- 111 Civilian
- 112 Adventurer in Lt. Armour
- 113 Adventurer with 2 Pistols
- 114 Adventurer with Laser Rifle
- 115 Adventurer + Missile Launcher
- 116 Law Officer in Riot Gear
- 117 Law Officer Dog Handler with Grenade Launcher
- 118 Guard Dog
- 119 Law Officer vehicle crewman/Gunner standing
- 120 As above but sitting
- 121 Adventurer in Mesh Armour
- 122 Adventurer with Support Bolter

STARSHIP CREWS

- 200 Starship Crewman
- 201 Merchant
- 202 Space Scout
- 203 Space Sui'd Fig.
- 204 Starship Officer
- 205 Space Sui'd Fig. + Laser Pistol
- 206 Space Sui'd Fig. + Laser Rifle

IMPERIAL TROOPERS

- 300 With Bolt Rifle
- 301 With Heavy Bolt Rifle
- 302 Black Guard Trooper
- 303 Black Guard Officer
- 304 Officer
- 305 Senior Officer
- 306 With Grenade Launcher
- 307 With Conversion Beam Projector
- 308 With Rapid Fire Bolt Gun

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- 318 Scout Bike only (20p)
- 400 With Force Sword & Pistol
- 401 With Laser Rifle
- 402 Warrior Lord
- 403 With Flame Thrower
- 404 With Missile Launcher
- 405 With Auto-Laser
- 406 With Heavy Laser
- 407 Warrior Lord with Power Axe
- 408 Redemptionist Take with 2-man crew (50p)
- 408A Take only (35p)
- 409 Take Gunner only
- 410 Redemptionist Command Take (50p)
- 411 Warrior Lord with Power Sword and Sun Gun (12p)
- 412 Redemptionist crewman, standing
- 413 As above but sitting
- 414 Seated Redemptionist Trooper
- 415 Redemptionist Scout Shimmer with 2-man crew (11 10)
- 416 Redemptionist Scout Attack vehicle + 2-man crew (150)

MERCENARIES

- 500 Officer with Pistol
- 501 With Assault Rifle
- 502 With Machine Gun
- 503 With SMG
- 504 With Auto-Laser and Jet Pack
- 505 In Drednought Armour (15p)
- 506 In Power Armour (15p)

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- V303 'Parthen' Scout Vehicle 50p

ROBO TURRETS

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- V002 Missile Launcher Turret 8p
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