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## Star frontiers basic rules pdf

STAR FRONTIERS, WIZARDS OF THE COAST and the WIZARDS OF THE COAST logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. © 2001. Star Frontiers - TSR HobbiesMetal Miniatures ~ 2001 & 2010 Space OdysseyBROWSE MY STAR FRONTIERS ITEMS CURRENTLY IN STOCK Star Frontiers (Alpha Dawn) [BOX SET] CONTENT:• Basic Game Rules booklet (16 pages)• Extended Rules booklet ((16 pages)• Extended Rules booklet ((60 pages + 4 pages with weapon tables and battle charts)• Module SF-0: Crash on Voltornus (30 pages) with folder/map. • Fold-out, double-sided city/building map• 285 counters (1 sheet)Star Frontiers, when it was introduced by TSR in 1980, it was a deliberate break with the AD&D standard. The rules were totally different (percentile-based), and the presentation was good. Unfortunately, it did not garner sufficient popularity in the gaming community at the time of release, and was discontinued by the mid-eighties. This is the Basic Set, with two rule books, an introductory module, SF0 - Crash on Voltornus, poster card and counters. A later print (1983) of the boxed set was referred to as Alpha Dawn. and printed in the same format as the Knight Hawks starship combat set.-WayneTSR 7007Check Wayne's Books InventoryOriginal (1980)Buy at AmazonAlpha Dawn (1983)Buy at AmazonBuy PDF and/or reprint at DriveThruRPG Frontier Stars Knight Hawks [BOX SET] A more starship-combat-oriented addition to Star Frontiers.First printing was in March 1983. The second edition was released in November 1983: The Campaign Book was renamed Campaign Book Expansion Rules and the box graphics were slightly modified.-WayneBOX CONTENT: • Campaign book (64 pages)• UPF Tactical Operations Manual (16 pages)• Introduction module, Warriors of the White Light (16 pages)• 22 1/2 x 35 card• Counters (1 sheet, 285 total)1983 ... TSR 7011 ... ISBN 088038347XCheck Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint on DriveThruRPG Referee's Screen and Mini-Module Includes Assault on Starship Omicron Mini Module (by Mark Acres & Tom Moldvay),1983 ... 8 pages + 3-panel cardstock screen... TSR 6801 ... ISBN 0880380144Check Wayne's Books InventoryBuy at AmazonBuy PDF at DriveThruRPG Character Record Sheets (SFAC1) For use with Alpha Dawn & Knight Hawks sets. Stranded! You're trapped in the outer reaches of a frozen, deserted lunar landscape. Your parabatteries are dead, and your stamina is at a new low. Suddenly, a herd of winged rippers swoops down from the cold, starry sky. You reach for your Laser Rifle. But wait! You're out of ammo. Leaving, Flash.Je forgot to use your character records. The new STAR FRONTIERS® Character Record Sheets will help you get your character during all his space adventures. The sheets contain space for skill scores, weapons, defense, skills, equipment, and mission notes. A set of 32 records is in this package, along with tips on how to use them. Space for recording spaceship skills, which are used in the STAR FRONTIERS Knight Hawks Game, is also included. Don't let your last frontier be the last. Continue with the STAR FRONTIERS® Character Record Sheets, and play bravely where no one has played before. 1984 ... 32 pages ... TSR 7800 ... ISBN 0880380713Check Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint on Zebulon's DriveThruRPG Guide to Frontier Space (SFAC3) Zebulon's Guide should really be considered Star Frontiers, 2nd Edition – with many new rules and additions. The task resolution system went to a color bar results table, as did Marvel Super Heroes and Gamma World, 3rd edition. Also three new varieties were introduced: Osakar, Ifshnits, and Humma. And Zebulon's Guide ends with a 2-panel detachable cardstock stellar card (this is often lacking in used copies).-Wayne After decades of research, the University of Zebulon has published the first part of its long-awaited guide to the worlds, creatures and technology of the Frontier. It contains the latest information about newly discovered races, galaxies, worlds and technology. Several unusual varieties have been found on the edges of the ever-expanding Frontier. These races are fully described and are now available as player character races. The frontier's borders have been extended in all directions. Newly discovered systems and worlds are being described for the first time, and the known worlds of the Frontier are getting more detail than ever before. Technology is being invented and discovered at an increasing rate. New weapons, defense systems, sensors and a wide range of advanced equipment are now available for characters. This book also introduces a revised action resolution system that greatly improves character fighting skills while providing a single, easy-to-use method for solving all character actions. 1985 ... Kim Eastland & Bruce Nesmith ... 96 pages + fold-out map ... TSR 7819 ... ISBN 0880382503Check Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint at DriveThruRPG Voltornus, Planet of Mystery (SF1) Voltornus: a barren, hostile world. When a pirate attack stranded your group of adventurers here, your luck and skill and the help of the Ul-Mor enabled you to survive. The Kurabanda, a mysterious tree dwelling breed, are your only hope of finding the lost explorers you are looking for. On this planet of mystery and danger, survival itself is questionable. Are you equal to the challenge ahead? VOLTURNUS, PLANET OF MYSTERY is the second in the Voltornus series modules for the STAR FRONTIERS game. It can be played as a separate or as a continuation of CRASH ON VOLTURNUS, included in the STAR FRONTIERS boxed game. VOLTURNUS, PLANET OF MYSTERY includes cards and referee notes, as well as complete information about various creatures intelligent races that inhabit the planet. The Voltornus adventure will continue in SF 2: STARSPAWN OR VOLTURNUS. 1982 ... Mark Acres & Tom Moldvay ... TSR 7801 ... ISBN 093569675XCheck Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint at DriveThruRPG Starspawn or Voltornus (SF2) Two weeks to save a world... Ever since you crashed here, Voltornus has been a planet of constant surprise and danger. You defeated the pirates of the Star Devil and made contact with four intelligent races that originate on the planet. Your adventures with them made it clear that these aliens would be valuable members of the UPF – if they manage to survive. The cruel Sathar are on their way to Voltornus with a fleet powerful enough to destroy all life on the planet. The survival of the planet is in your hands. You need to organize Voltornus' defense. You must unite the races of Voltornus and lead them in the fight against the Sathar. The result: victory, or death for an entire world! STARSPAWN OR VOLTURNUS is the conclusion of the Voltornus series modules for the STAR FRONTIERS™ game. It can also be played as a separate adventure. STARSPAWN OR VOLTURNUS includes cards and refereeing notes, including information about new creatures and intelligent races. The module also includes The Great Game of the Ul-Mor, an encounter that can be used as a re-playable game. 1982 ... Mark Acres & Tom Moldvay ... 32 pages ... TSR 7802 ... ISBN 0935696768Check Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint at DriveThruRPG Sundown on Starmist (SF3) Starmist! A new planet, discovered by a Vrusk merchant ship. A planet whose surface is a frozen waste traversed by giant canyons, miles deep. In those canyons are air, water, life, and most importantly, mystery. After an emergency landing on Starmist, Maximilian Malligigg, second officer of the VSS Centispeed, came across an enigmatic clue. While his fellow crews repaired the propulsion on their ship, Max made tentative contacts with the humanoids named Heliope, who live on Starmist.The Heliope are members of a primitive, nomadic culture. There is one village among these nomadic tribes: a village whose people have excellent finishes. In the center of the village is a huge pyramid and an entire building complex on platforms above the river. What did Max think that made him eager to hire you, a fearless band of adventurers, to join him in returning to Starmist? What secret gave Max visions of wealth and brought you all to this golden chasm and the promise of danger! 1983 ... Garry Spiegle ... 32 pages ... TSR 7803 ... ISBN 088038039XCheck Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint on DriveThruRPG Mission Alcazzar (SF4) You press against the steel hatch, like the explorer adjacent to the riverbank, out of the water. About the: roar of the engines comes the unmistakable whine of a high-performance groundcar. groundcar. You're scanning the horizon. At first, the plain seems empty. Then you see them. Bandits at 11:00. Three of them! you shout in your chronocom. Immediately, the driver slams the heavy explorer in reverse, backing down the bank for cover. The back doors burst open as Rocton dashes to turn off a heavy laser. Harradd, the Yazirian, follows just behind carrying five power backpacks. There's already someone handing you extra ammo. At 80 km/h, those ground cars close fast. Aimed at the lead car, squeeze the trigger and a rocket flashes

out of the tube. At the same time a shell streaks past you, exploding in the river and spraying steam into the air. You came to Alcazzar on a tough mission - it just got a lot harder. 1984 ... Douglas Niles ... 32 pages ... TSR 7809 ... ISBN 0880381469Check Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint at DriveThruRPG Bugs in the System (SFAD5) The player characters investigate a troubled gas extraction. For 4-8 characters, levels 3-4. Venturi is a gas giant - a huge ball of gas that tried to be a star but never quite made it. Now it moans and grumbles and occasionally throws away magnetic storms. The atmosphere would suffocate you, except that you would probably freeze first, or be torn apart by the thousand kilometers per hour winds. You don't even land there because it doesn't have a surface, unless you count an ocean of liquid hydrogen. But we didn't let that stop us, not while all sorts of valuable chemicals were swirling around in that gas ball. There comes the jetson extraction platform around the corner. It bobs around like a cork in the upper atmosphere, sucking in gas and distilling the good stuff. The problem is, there's something very wrong down there. I don't know what it is, but it's already cost eight good crew members. Are you really sure you want this job? 1985 ... Graeme Morris ... 24 pages + 8 pages of centerfold pull-outs... TSR 7817 ... ISBN 0880382481Check Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint on DriveThruRPG Dark Side of the Moon (SFAD6) The characters explore events on the planet Kraatar, where racial tensions between humans and Vrusk threaten to plunge society into civil war. For 3-6 characters, levels 4-6. Today, the leading scientist and philanthropist Dr. Jack Legrange received the Fulborn-McCoy prize in recognition of his pioneering work in bioengineering. The ceremony, held in front of an invited audience of renowned academics, however, was not met-out a touch of scandal. Reliable sources close to the Awards Committee hinted to the journalist that there had been 'undue influence' over the decision to award the prize to Dr Legrange. After the award, Legrange was not available for comment, but an unofficial spokesman for allegations was 'unfounded, and not worthy of serious serious serious ceremony itself was one to be broadcast to different worlds, but broadcasts were marred by technical problems. Dr. Legrange departed from his published text and gave an emotional attack on the Vrusk authorities of Kraatar. In particular, he spoke of their 'ruthless exploitation of the human population'. Unfortunately, a power outage interrupted further broadcasts. We're back right after the break with the latest on the Cassidine Zero-g ball game. But now, a word from our sponsor ... Dark Side of the Moon is a fast-moving research adventure for use with STAR FRONTIERS Alpha Dawn game and can only be played with those rules.1985... Jim Bamba ... 24 pages + 8 pages of centerfold pull-outs + double-cover ... TSR 7818 ... ISBN 088038249XCheck Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint at DriveThruRPG Dramune Run (SFKH1) Dramune! A system of conflict on the edge of the border. The two life-bearing planets are ready on either side of an uneasy peace. Only the thin leash of the democratic idealism of a planet prevents interplanetary war. Far down the galaxy, a dying captain carries an explosive secret. In his battered but fast cargo ship, he hides a remarkable cargo. A load that will break the belt that preserves Dramune's peace. The captain has one last wish: to find a new crew and take his secret home. And he has one big obstacle: a notorious crime czar with a pack of slimy thugs. The odds are against the captain and his new crew, but together they must make this final journey – the Dramune Run.Dramune Run is an adventure designed for the STAR FRONTIERS game system, including the original role-playing game, Alpha Dawn, and its space-faring sequel, Knight Hawks. Both games are needed to play Dramune Run, which combines board game space combat with mystery, intrigue, and fantastic new characters for an exciting science fiction role-playing adventure. 1984 ... Douglas Niles ... 32 pages ... TSR 7805 ... ISBN 0880380691Check Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint at DriveThruRPG Mutiny on the Eleanor Moraes (SFKH2) The first part of the Beyond the Frontier series... Sitting in a burnt-out clearing, the research ship Eleanor Moraes looks just like she did 45 hours ago. But now, most of her crew lies in the thick alien brush around the clearing - silent and unseen. They are all tough and resourceful - experts in their field. On board is the first officer, an experienced and determined Star Law Ranger - also a ruthless mutiny. He only checks the ship's laser batteries and defense systems. He just started the pre-launch ignition sequence. Within an hour, Will take the ship off, stranding your expedition party. If it sends in, the chances of rescue are slim without the ship's subspace radio. Can your expedition party retake the ship? Or wither your life from your life on this hostile hostile Planet? 1984 ... Ken Rolston ... 32 pages ... TSR 7808 ... ISBN 0880381450Check Wayne's Books InventoryBuy at AmazonBuy PDF and/or reprint on DriveThruRPG Face of the Enemy (SFKH3) The second part of the Beyond the Frontier series... Years have passed since the end of the Sathar Wars, but skirmishes with Sathar raiders and infiltrators have continued. However, there has never been a chance to learn much about this cunning and elusive enemy – until now. Brave volunteers are needed to wage the fight against the Sathar to the edge of the unknown. The price is an important Sathar base and, perhaps, a living prisoner: However, the slightest mistake will likely destroy the UPF strike force. A calculated risk, but worth the gamble if successful. Volunteers...? The Face of the Enemy combines the Alpha Dawn role-playing rules with the Knight Hawks space-faring rules. Both are needed for this module, which combines delicate negotiations with a daring boarding action in a rousing adventure for 3-6 players. 1984 ... Ken Rolston ... 32 pages ... TSR 7810 ... ISBN 0880381477Check Wayne's Books InventoryBuy at Amazon The War Machine (SFKH4) The third part of the Beyond the Frontier series As far as you know, no one has ever captured an intact Sathar spaceship before. You had one (until it blew itself up), and that makes you valuable property where the UPF is concerned. Indications from that Sathar ship hint that the Sathar have a base in the FS 30 system, an unexplored galaxy just beyond the Frontier sector. The UPF wants it checked out and wants your group to do the check. The problem starts as soon as you arrive; combat patrols, destroyed planets, mysterious messages and slave camps are the Unmistakable Business Cards of the Sathar. Their war machine must be stopped at all costs; Does that cost you, too? 1985 ... Ken Rolston ... 24 pages ... TSR 7812 ... ISBN 0880381485Check Wayne's Books InventoryBuy at Amazon Player Characters (Metal Miniatures) 1983 ... TSR 5331Buy at Amazon Federation ShipsUnpainted. Includes Assault Scout (x2), Freighter, Frigate, Destroyer, Battleship. Rules pamphlet for playing Knight Hawks with metal miniatures.1983 ... TSR 5332Kopekopie at Amazon Sathar ShipsUnpainted. Includes Pirate Assault Scout (x2), Pirate Frigate, Sathar Frigate, Sathar Light Cruiser, Heavy Cruiser.1983 ... TSR 5333Buy at Amazon Spacefarsers (Metal Miniatures) Set contains 12 metal miniatures: Sathar with rifle; Male (female); Dralasite with rifle; Human (male); Yazarian (pulled out flaps); Dralasite with gun; Vrusk with grenade; Human Vrusk with rifle; Yazarian crouch; Man with helmet; Sathar with mortar.1984 ... TSR 5334Buyer at Amazon Privateers Privateers at Amazon Star Frontiers Metal Miniatures: Robots Service 'bot; Security 'bot; Maintenance 'bot; Tank 'bot; Hover 'bot; Household 'bot.1984 ... TSR 5401Buy at Amazon Fans of the Stanley Kubrick - Arthur C. Clarke joint venture (like myself) will enjoy these Star Frontiers accessories. They're full of cards, and true to the movies. 2001: A Space OdysseyAFRICAN VELDT, 4,000,000 B.C.:Small strains of weak man-monkeys struggle to survive on the hard plains dominated by cruel carnivores. Deep underground, an alien monolith stirs. Slowly, the large black plate rises from the parched earth. The Dawn of Men has arrived! CLAVIUS BASE, A.D. 2001: An unnatural magnetic field erupts near the moon's largest base. Special teams from all the major countries on earth race to find the source of the field. Beneath the dry lunar surface, a monolith awaits its first glimpse of sunlight in 4,000,000 years! JUPITER SYSTEM, A.D. 2004:The USS Discovery hurtles silently through space, carrying its crew farther from Earth than anyone has journeyed before. Forward lies a monolith over 2,000 meters long - the key to the universe and the future! This module contains a large map sheet, photos from the 2001 movie, and new character skills! 1984 ... Frank Mentzer ... 32 pages + map of Discovery ... TSR 7815 ... ISBN 0880380837Check Wayne's Books InventoryBuy on Amazon 2010: Odyssey TwoWritten for the old Star Frontiers role playing game, this module has something for everyone. Gamers find the skill-based, percentile rules of Star Frontiers easy to convert to more modern RPG systems. Non-gamers will enjoy the large sheet of the map of the Leonov and Discovery.-WayneSe hundred million kilometers from Earth, an alien monolith glides silently above Jupiter. Thousand-foot-long plumes of flame and sulfur shoot from volcanoes on a nearby moon, but never touch or scar the plate. Nearby, the dark and lifeless spaceship Discovery tumbles end-over-end, abandoned since 2001.Nu, in 2010, your ship arrives to complete the Discovery mission: solve the mysteries behind the monolith. You also need to determine what happened to the Commander of the Discovery, who disappeared into the monolith nine years ago. Then, if it's possible, you'll need to fix the crippled Discovery and reboot HAL, the supercomputer that killed most of the Discovery crew. Unnoticed, the monolith stirs. It also has a mission, a mission that was prepared millions of years ago - and is about to begin. This module contains a large map sheet, photos from the 2010 film and new character skills! 1984 ... Bruce Nesmith & Curtis Smith ... 32 pages + fold-out blueprints from Leonov & Discovery ... Tsr ... ISBN 0880381833Check Wayne's Books InventoryBuy at Amazon Leonov Blueprint Set set of 4 blueprints of the Soviet ship Leonov from the film 2010: Odyssey Two.1985 ... LMBBuy at Amazon | 2300 AD | 7th Sea | AD&D | Aftermath! Aftermath! Albedo | Foreign nationals | Arduin | Amendment | Amazing Engine | Amber Diceless | Ars Magica | Atlantis | Babylon 5 | Battletech | Board games / Wargames - Other | Boat Hill | Buck Rogers | Bushido | Call of Cthulhu | Falkenstein Castle | Chill | Chivalry & Magic | Conan | Cyberpunk | Cyborg Commando | Dark Conspiracy | DC Heroes | Deadlands | Doctor Who | DragonQuest | Dream Park | Dune | Dungeons & Dragons | Dying Earth | Earthsaw | Elfquest | Elric | Stormbringer | Everway | The Fantasy Trip | Role-playing in foreign languages | Game of Thrones | Gamma World | GangBusters | Gear Krieg | Ghostbusters | GURPS | Harn | High Fantasy | Indiana Jones | James Bond | Jorune | Judge Dredd | Justifiers | Live steel | Lords of Creation | Man, Myth & Magic | Marvel Super Heroes | Rolling game Middle-Earth | Midkeemia | Military role-playing of stocks | Millennium end | Miscellaneous | Morrow project | Mythus - Dangerous Journeys | Nightlife | Pendragon | Phoenix Command | Powers & dangers | Red Sonja | Renegade Legion | Riddle of steel | Ringworld | Robotech | Rolemaster | Runequest | Shadowrun | Shatterzone | Sovereign stone | Space 1889 | Space Master | Space Opera - Other Suns | Star bait | Star boundaries | Star Trek | Star Wars | Super Hero RPGs | Talislanta | Talisman | Tekumel | Terminator 2 | World of thieves | Timemaster | Top secret | Traveller | Strain 8 | Tunnels & Trolls | Twilight: 2000 | Villains & Vigilantes | Warhammer | Whispering Vault | Willow | Witchcraft | Asgarth | CAMPAIGN BUILDING | RPG MAGAZINES | Avalanche press | Avalon Hill | Bard | Chaosium | Games of Colombia | Dream Pod 9 | Fantasy Games Unlimited (FGU) | FASA | Flying Buffalo | Workshop Game Designers (GDW) | Gamelords | Gamescience | Workshop games | Judges Guild | Leading Edge Games | Mayfair Games | Metagaming | Pacesetter | Palladium | SPI | Steve Jackson Games | Tri Tac | TSR | Victory games | West End Games | White Wolf | Wizards of the Coast | Yaquinto publications | | Return home | New car | Contact WaynesBooks.com | |

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