
SAGE ADVICE

by Skip Williams

If you have any questions on the games produced by TSR, Inc., "Sage Advice" will answer them. In the United States and Canada, write to: Sage Advice, DRAGON® Magazine, PO. Box 110, Lake Geneva WI 53147, U.S.A. In Europe, write to: Sage Advice, DRAGON Magazine, TSR UK Limited, The Mill, Rathmore Road, Cambridge CB1 4AD, United Kingdom.

The sage's horizons have now expanded beyond the D&D® and AD&D® games. This month's column focuses on the STAR FRONTIERS® game system. Page numbers in the "Alpha Dawn" section refer to the Alpha Dawn expanded game rules book, and page numbers in the "Zebulon's Guide" section refer to the *Zebulon's Guide to Frontier Space* accessory, unless otherwise stated. See DRAGON issue #125, pages 73-74, for previous errata.

Alpha Dawn

The tables on pages 32-33 of the expanded game rules cover damage to moving vehicles. But what happens when a character fires at a stationary vehicle?

Treat any inapplicable result as a "No Effect" result or assign a different effect. For example, when rolling on the Vehicle Damage Table on page 32, the referee might choose to treat a "Spin" as a "No Effect," and a "Roll" as wheel or hoverfan damage equal to the "Turn Speed -15" result.

Is damage to vehicles cumulative?

Yes, both special damage and structural damage are cumulative.

What happens when a pedestrian is hit by a moving vehicle?

The pedestrian suffers 2d10 points of damage for each 20 meters per turn the vehicle was traveling. The referee might allow the driver or the pedestrian (or both) to attempt to avoid the collision if not surprised.

Will a grenade bounce when thrown from point-blank range? Is it even possible to miss when a grenade is thrown at point-blank range?

Generally, it is foolish to throw a grenade at point-blank range, since the

thrower will almost certainly be caught in the blast. In the basic game, grenades cannot be thrown at point-blank range. In the expanded game, grenades can be thrown at point-blank range with standard chances to hit (a character can miss with a grenade at this range just as easily as he can miss with any other weapon). The grenade will bounce 1 meter if it misses. *Zebulon's Guide to Frontier Space* has no point-blank category; use the grenade rules on pages 31-32 to adjudicate grenade misses at any range.

Are there any climatic conditions that Sathar avoid? For example, is it possible to find Sathar operating in polar or Ice Age conditions?

This is up to the referee, but it is reasonable to assume that, given proper survival equipment, Sathar could operate in almost any terrain or climate since they do so in deep space.

Where is the planet Starmist (depicted in module SF3 *Sundown on Starmist*) located? I can't find it on the frontier sector map.

Starmist is not on the sector map; it's just off the map's left edge and is about the same distance from both Scree Fron and Araks. The exact star route to Sundown (Starmist's star) is a UPF secret. Sundown does appear on the sector map in *Zebulon's Guide*.

In the article "Going for a Swim?" in DRAGON issue #110, a laser is deemed too inefficient for underwater use. Why? Lasers are just intense lights, after all, and light goes through water doesn't it?

A complete answer to this question involves physics too complex to discuss in this column. To put it simply, water scatters light. Even in relatively clear water, this scattering is great enough to render even the most powerful laser useless as a weapon (it makes a good light, though).

If two vehicles are traveling side by side, what is the chance for a character to successfully jump from one to the other?

Assuming that the two vehicles are traveling at the same speed, and assuming that both are open-topped and thus easy to exit and enter, such a jump will succeed if the character passes an Agility check. The referee should assign penalties if the conditions are less than ideal.

If two vehicles are traveling in the same direction at the same speed, what modifiers apply when ranged combat takes place between the occupants of the two?

Only modifiers for cover (assuming that the fire is directed at the occupants) and for attacker movement apply. Target movement modifiers do not apply as long as the vehicles are not moving relative to one another.

What are the limits on Dralasite elasticity? Can one form into a limbless ball and roll downhill? Form into a boatlike shape and float? Form Yazirian-like wings and glide?

A Dralasite could retract all its limbs and roll down an incline, but any character foolish enough to do this on any but the gentlest and smoothest of slopes will suffer a considerable amount of damage from bouncing and colliding with obstacles (see the falling rules on page 20 of the expanded rules). Dralasites can swim by taking any number of useful shapes. Dralasites can't make themselves thin enough to form useful wings, even for gliding.

Do vehicle-mounted weapons get bonuses to hit? How much do vehicle-mounted weapons cost?

The referee might allow a weapon mounted on a vehicle a 5% bonus to hit (or one column shift in the combat system in *Zebulon's Guide*) due to its improved stability. Page 83 of *Zebulon's Guide* gives costs for mounting weapons on vehicles.

Can hover vehicles fly higher than 30 cm off the ground?

No. The air cushion cannot be made larger.

The terrain effects table on page 19 of the expanded rules has an entry labeled "Track-mobile?" What does this mean?

The entry applies to vehicles or robots with tank treads.

What kind of protection does armor give a vehicle? How much does vehicle armor cost?

The referee should assign a structure point value to the armor. Until these extra structure points are eliminated, an attacker cannot roll on the vehicle damage tables. Information on vehicle armor is given on page 83 of *Zebulon's Guide*.

How does a telescopic sight improve a weapon's chance to hit? What is a telescopic sight's cost and weight?

In the expanded game, a telescopic sight (scope) reduces the effective range to the target (see page 22). In the new combat system given in *Zebulon's Guide*, a scope extends a weapon's effective range (see *Zebulon's Guide*, page 30). Weights and

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costs for scopes are given in the equipment lists in *Zebulon's Guide*.

When a character tries to break out of a hold, does he use his Strength or melee "to hit" score?

The character uses his melee score, which might be based on his Strength (see page 25 of the expanded rules).

If a technician has flown a jetcopter once, does he have to roll against his operate machinery subskill in order to fly a different jetcopter?

Generally, no. Page 15 of the expanded rules clearly states technicians can automatically operate familiar vehicles. The referee, however, might require a roll if the second jetcopter has a locked ignition or is of an alien design. The referee might also require a roll whenever the character attempts an intricate maneuver or tries to operate the vehicle in poor conditions.

Can a character try again after failing a skill check?

This is up to the referee. Assuming that the initial failure did not produce a catastrophic result that would prevent further attempts, there is no reason why a character couldn't make several attempts. The referee should require a reasonable interval between attempts, from one hour to one day depending on the skill and the task. Attempts at lock-picking, for example, could be made every hour. An attempt to diagnose a disease or perform surgery could be made once a day at most.

Do Galactic Standard years have weeks or months?

No, the day is the largest sub-unit of a Standard year. If you want to use months and weeks, I suggest 20 months, each with four weeks, with five days in each week (20 days per month). Keep in mind that a month is usually based upon a world's lunar cycle, which may or may not be the same as the Earth-Moon lunar cycle, and which will certainly not be the same as any other world's lunar cycle(s).

The expanded game rules seem to indicate that a character can successfully climb a rope by passing just two Strength checks (at the halfway point and at the top), and these get a +30 modifier. Is the modifier applied to the die roll or the Strength score? Just how long a rope can a character climb?

The modifier is applied to the character's Strength score, but any roll of 96-00 is a failure. The actual length of the rope can vary; 30 meters is average. The referee might require additional checks for every additional 15 meters climbed, and might waive one of the checks if the climb is less than 15 meters.

The rules list grenades, standard energy clips, and pistol bullet clips

as having no weight or mass. This is causing real problems in my campaign. My players insist that their characters can carry several hundred of these items at no encumbrance penalties.

These items are so lightweight that carrying a few of them will not significantly affect a character's encumbrance. Normally, a character should carry no more than four grenades and six clips of ammunition. If a character insists on carrying more than this, each grenade weighs .25 kg and each clip weighs .10 kg. Carrying too many grenades *could* result in an accidental triggering of one or more grenades; the referee should assign a chance of this occurring for every grenade over the limit of four.

How much does anesthetic cost? One dose is required for surgery, so the supply included with a medikit tends to run out fairly quickly.

A hypo containing 10 doses of anesthetic costs 50 Cr.

How far can a character move during combat and still attack?

Any character can move his full allowance and still attack, though at a penalty; see pages 22 of the expanded rules. If you are using the new combat system in *Zebulon's Guide*, see page 37 of that book.

The skills section in the expanded rules says that a character cannot skip a level; that is, he must "buy" 4th level before he can advance to 5th. Fine, -but can a character "buy" 4th and 5th level (or any other consecutive levels) at the same time?

No. The character must spend at least one adventure at the lower level before advancing to the next level. This also applies to the new skill system presented in *Zebulon's Guide*.

Please explain how the three subskills of the Martial Arts skill (from the Military PSA) are used, and what die rolls are required. Also, where is the description for the Unarmed Combat skill? How much does this skill cost?

The subskills are used automatically when certain conditions arise. *Tumbling* comes into play whenever the character falls. The character's Martial Arts skill level is subtracted from any damage the fall causes, no die roll is required; see page 20 of the expanded rules for falling damage. *Defensive throwing* comes into play when a character breaks a wrestling hold. No die roll is required except the roll to break the hold. When the character breaks the hold, his opponent is knocked down and suffers damage equal to the character's punching score. The character receives no bonus when rolling to break the hold; he simply gets a better result when he succeeds. Wrestling and punch-

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ing are explained on page 25 of the expanded game. *Nerve combat* comes into play whenever the character is attacking a Dralosite, Human, Yazirian, or Vrusk with his bare hands (the referee might allow the character to learn nerve combat against the new races in *Zebulon's Guide* for an additional experience cost). When the character scores a successful hit, he has an increased chance to score a knockout. The bonus (+1% per Martial Arts skill level) applies only to the base chance (01-02) for scoring the knockout; see page 25 of the expanded rules for information on knockouts. The effects of the Unarmed Combat skill are explained on page 25 of the expanded rules. Consider Unarmed Combat a military skill when determining its experience cost (see page 11 of the expanded game).

Can a character use a heavy laser or other heavy weapon if he is strong enough to carry it?

Heavy weapons *must* be mounted on vehicles or tripods if they are to be aimed properly. If a character wishes to lug a heavy weapon, tripod, and power source along with him, and if he is willing to take time to set up the weapon every time a fight breaks out, more power to him.

How much does a tripod for a heavy weapon cost and weigh?

Tripods weigh 15 kg and cost 50 Cr,

Can I photocopy the character sheet that appears on the back cover of the basic game rules?

Yes, but only for personal use while playing the STAR FRONTIERS game; this also holds true for the character sheet included in *Zebulon's Guide*.

Are the -10 modifiers for using two weapons and for using a weapon in the "wrong hand" cumulative? What about a Vrusk using two weapons?

The two penalties are cumulative. When a character uses two weapons, his "right" hand fires at -10, and his "wrong" hand fires at -20. Vrusk never suffer the "wrong hand" penalty, but each weapon fires at -10 if one uses two weapons.

Why do groundcars move over water faster than explorers do?

Groundcars are not capable of water movement unless specially modified. When so modified, their lighter weight gives them a faster water movement.

How do you determine a robot's Strength score?

The referee must decide this on a case-by-case basis. In general, a robot will be weaker than an average individual of the race that built it, unless the robot is specifically designed for warfare or security. (No society wants to risk the consequences that might arise if a superstrong robot malfunctions and goes berserk.) Construction and industrial robots will have cranes, forks, or lifting arms that are very powerful, but these are designed to perform specific functions such as lifting bulk materials, compacting trash, excavating, etc. Decide how much strength a robot should have to get its job done (with some extra strength as a safety measure).

Do you need a robcomkit in order to deactivate a robot?

Yes, usually. The deactivation procedure for most robots involves removing an

access plate and fiddling with the robot's circuitry. Some domestic and industrial robots, however, have easily accessible kill switches. Any robot that is capable of inflicting large amounts of damage, like a snow-removal robot with a large rotary snow blower, will have such a switch. Of course, criminals or Sathar agents might reprogram the robot for destruction and thus disable such a switch.

Can a character exceed 6th level in a skill?

The 6th level is the limit in the expanded game. In *Zebulon's Guide*, however, the limit is 8th level.

Zebulon's Guide

When will volume two of Zebulon's Guide come out?

There are currently no plans for publishing further volumes of *Zebulon's Guide* or any other STAR FRONTIERS game products. Articles on this game (like this one) will occasionally appear in DRAGON Magazine, however.

Is it possible to use equipment from the first- or second-edition GAMMA WORLD® game for a STAR FRONTIERS game campaign?

Yes. Since the two games use the metric system, conversions between them are quite simple. You will have to assign a credit value to each GAMMA WORLD game item, and you will have to multiply the base damage of GAMMA WORLD game weapons by four in order to use them with the *Zebulon's Guide* resolution system. You might try to work out SEU consumption rates for GAMMA WORLD game weapons and equipment, but it is simpler if you just introduce GAMMA WORLD game energy cells into your campaign. This gives an alternate technology whose energy supplies are not interchangeable with those of standard items.

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Does an attacker who is unskilled with his weapon roll on the 0 column or the /0 column?

All unskilled weapon attacks use the 0 column before adjustments.

I don't understand the Humma's entry on the movement chart. What's the difference between walking or running and a Humma's leap/walking or leap/running?

Humma can move in two ways; they can walk or run just as the other races do, or they can use their springing ability. Since Humma attain a reasonable height when springing (5-10 meters, depending on the length of the spring), they must walk when indoors or whenever there isn't enough clear space overhead. Use the first line ("walk") when a Humma moves this way. A Humma's normal mode of locomotion is a series of kangaroo-like hops; use the walking rate from the second line ("leap") when a Humma moves this way. A Humma can also make a series of long springs when it wants to move very quickly; this is represented by the running rate on the "leap" line. When a Humma uses the run rate from the "walk" line, it is subject to the endurance rule on page 19 of the expanded rules, but it can only use the run rate from the "leap" line for 10 turns (see page 1 of *Zebulon's Guide*).

Does a character have any chance to succeed when he attempts a task requiring a skill he doesn't have?

This is up to the referee. Generally, an untrained character cannot perform any of the scientific skills or any skill that has a prerequisite. Otherwise, the character rolls on the -X column and will usually get a result that is less than the minimum result listed for the skill. For example, if an untrained character tries to use the Body Speak skill, he would only be able to convey simple concepts such as "help," "hello," or "danger." The referee might allow the untrained character to roll on a better column if the task is very simple or the character has some special knowledge. In the previous example, the character might roll on the 0 column if he was repeating a message he had seen a trained Body Speaker successfully convey earlier.

Are the Dexterity modifiers listed on page 38 applied before or after a combat roll?

All combat column shifts are applied before the die roll.

What qualifications must a robot have in order to operate a vehicle?

First, the robot must be able to fit in the driver's seat; this requires an android robot, a special control station that can accommodate a nonandroid robot, or a robot that is integrated directly into the vehicle. The robot or robot/vehicle must have a vehicle computer, a special version of the mind drive progit (at five times normal cost), and the following scanners: visual, radar, motion, and shape.

Page 31 (second column, "Skills") mentions a "throwing" skill. Where is the description of this skill?

This is a skill from the Alpha Dawn rules; see page 11 of the expanded rules.

How do you determine how far thrown explosives bounce when they miss? Page 31 mentions a non-existent miss section. How do you determine how far a grenade bounc-

es when it is on a timer? Page 32 says the bounce can be up to half the distance it was thrown; how does the referee decide the actual distance?

Thrown explosives behave exactly like grenades when they miss (see page 32). The referee will have to decide how far timed grenades (or explosives) will bounce on a case-by-case basis. The main consideration should be the setting on the timer. If the setting is one round or less, the grenade won't have very much time to bounce around before going off. I suggest treating such grenades as though they were set to go off on contact (they then bounce 1d10 meters). If the setting is longer, the grenade will probably stop bouncing before it explodes; determine the maximum distance for the bounce (half the distance it was thrown) and divide by ten, then roll 1d10 times the quotient to determine how far the grenade bounces, rounding any fractions up to the nearest meter. For example, a character throws a grenade 50 meters and misses. The grenade could bounce up to 25 meters ($\frac{1}{2} \times 50$). The player rolls 1d10 and gets a three, so the grenade bounces 8 meters ($25/10 = 2.5$; $2.5 \times 3 = 7.5$, round up to 8).

Do the mentalist's Beam and Detection disciplines require an unobstructed line of sight to the target in order to function?

No, although Beam requires that the mentalist know the general location of the target.

Will solar optics negate the -2 column shift inflicted when a character is "hit" by the beam of a floodlight?

This is up to the referee. If the surroundings are dimly lit, a sudden zap with a floodlight will blind a character wearing solar optics for one round. Afterwards, the optics will darken and negate the penalty. Of course, if the floodlamp is switched off, the darkened optics will obscure vision until they readjust to the
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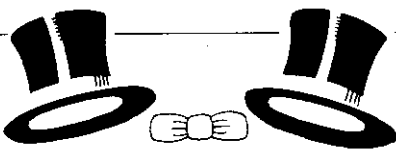
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dim light (the effect is exactly the same as wearing sunglasses in a dark room). If the surroundings are already brightly lit, the optics will already be darkened and will protect against zaps from a floodlight.

Does a maxiprogram have all the functions given in its description, or does it perform only one of these functions?

A maxiprogram will perform only one function from the list suggested in its description, according to *Zebulon's Guide* designer Kim Eastland. However, Mr. Eastland points out that *Zebulon Guide's* computer section, like the rest of its contents, is intended to give referees a few basic guidelines for handling campaigns. If he wishes, the referee can introduce multi-function maxiprograms that combine functions. Such progs will be more expensive and will perform each function less well than a specialized prog.

What is the random location indicator on the file computer?

This is a catalog showing what information is stored in which file. This aids in retrieving information stored in the computer — information does not have to be retrieved in the same order it was put in.

Can a mainframe maxiprogram or bodycomp prog be used simultaneously with other programs, or must they be used one at a time?

Assuming that the computer is not overloaded with programs, it can run all of them simultaneously. A level two mainframe, for example, can run up to four levels of maxiprograms, and can run these simultaneously. The computer could be loaded with more maxiprograms, but only four could run at any one time.

Is there an error on the mass and weight of scanners? A Type D scanner weighs in at 80 kg, but the slightly larger Type E weighs 1,000.

The mass figures for scanners listed on page 89 are accurate; the large increase in mass that you have noted reflects the Type E's much larger volume.

Can the spy eye be controlled through a joystick, or does it have to be preprogrammed?

A spy eye can be controlled manually.

Is the damage caused by the mentalist's Cryokinesis and Pyrokinesis disciplines one time only, or is the damage inflicted every turn? Is damage first inflicted on the third round or the fourth?

Once the mentalist has successfully completed three uninterrupted rounds of concentration of a target, he may continue to concentrate on the target and do additional damage every turn. Since these disciplines involve the complex task of controlling molecular activity, the mentalist must make a new roll for damage each round. If the mentalist switches targets or breaks concentration for any other reason, he must again concentrate for three rounds before inflicting damage. Either discipline inflicts damage on the fourth round of uninterrupted concentration.

What are the maximum and minimum (if any) changes in density allowed by the mentalist's Density discipline?

The time required to use the discipline (one turn for a 10% change in density) puts a practical limit on the change. In absolute terms, a character cannot give himself negative density. When the character reaches "zero" density, his body behaves like an underinflated helium balloon, not quite light enough to float but easily pushed about even by the slightest breeze. Any decrease in density will effectively make the character weaker; the character loses 10% decrease in Strength for each 10% decrease in density. Theoretically, there is no limit on how much density a character can gain, but in normal Earth gravity, a character will become totally immobile once his density increases 500% (five times normal).

What is the range of a grenade launcher?

A grenade launcher has "D" range (see page 37, Weapon Ranges table).

What is an asbestos suit? How much does it weigh and cost?

An asbestos suit is a fireproof garment that covers the entire body, including the head and extremities. It weighs 3 kg and costs 500 Cr.

Ke-5000 lasers and rafflur M-10s can use parabatteries. What are parabatteries, how many SEUs do they carry, and what is their weight and cost?

Parabatteries are essentially larger versions of standard power clips. The capacities, costs, and weights of parabatteries are listed on page 41 of the expanded Alpha Dawn rules. Both weapons can use parabatteries of any size.

What skill is needed to fire a micromissile?

Technically, no skill is required, but the base column for success would be column 0. Characters with PGS weapons skill get a bonus when firing micromissiles.

How much does a minigrenade launcher cost and weigh?

A minigrenade launcher weighs .75 kg and costs 200 Cr.

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