



Star Frontiers in Star*Drive

Combining the Alternity Star*Drive Setting With classic Star Frontiers

Clarke's Three Laws are three "laws" of prediction formulated by the British writer Arthur C. Clarke. They are:

1. *When a distinguished but elderly scientist states that something is possible, he is almost certainly right. When he states that something is impossible, he is very probably wrong.*
2. *The only way of discovering the limits of the possible is to venture a little way past them into the impossible.*
3. *Any sufficiently advanced technology is indistinguishable from magic.*

I am using a lot of influences for this campaign and its integration of the Star Frontiers universe into it. I redid the star map of the "Frontier" (renaming it the Zebulon's Expanse) so it would jive better with the Star*Drive universe. I tried to keep as many of the systems from the original setting that I could. I also integrated elements inspired by the nature of SF, primarily the lack of a human homeworld for the humans in that region. Originally, none of the races seemed to have a homeworld but with the Dragon magazine article converting the base races into Alternity, they mention homeworlds in at least two cases. So I went with that, integrated the Rim Coalition, some aspects of my Star Frontiers campaign and decided to add a little spice by leaving humans in the region with no homeworld. They were just found scattered about randomly on random worlds, thriving and living their happy lives. Of course, this inspired somewhat by Stargate SG-1, where humans were taken from our world by ancient aliens. I am not sure how much I am going to touch on that story in the campaign but I am leaving it open.

I also mention that Mechanons in this, but I changed the history there from the original in that I basically wiped them out as a race. They are very similar to the Mechalus in many ways. It is implied that the Sathars may still have some enslaved and using them for their own purposes. I also "evolve" them. This can be taken down a similar path as the Cylons in the new BSG or something else. I leave that open.



I also introduce and summarily wipe out another race - the Que'sha. These are a race I introduced in my original Star Frontiers campaign. Evil fanatical lizards from a far off world (Externals, in Alternity terms). Inspired by the Visitors from V, there may be a few stragglers of Third Sathar War left, but I did not plan to use them in this campaign.

The other influences come from other games. This Timeline below has taken aspects from a game I loved called *Shatterzone*. The biggest thing I took out of it is the Shatterzone itself (see below). Am I going to touch on it? Maybe, I don't know. But it's there as a plot device. I have also taken worlds from Shatterzone to populate the Rimward and Coreward Fringe.

Later, I plan to bring in races from *2300 AD* - the Kafer - as a new bad guy. I have other stuff I might try to convert from *Renegade Legion: Legionaire* and maybe *Traveller* or *Other Suns*.

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By Ron McClung on April 5, 2018

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