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Ask for our free catalog, or send \$5 for the rules to all of the above games. Please do not ask to enter any game before reading the rules.

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LOOSE ENDS

Q: *Can suicide riders carry and fire normal weapons?*

A: Under the conditions set forth in the Fourth Interstellar War, SR's cannot mount or use weapons. This is because of a specific condition of the Arachnids' use of the weapon: that is, a *single* Arachnid forms the vessel's crew and is capable of only one function (ramming) at a time. It is possible that in future SF expansions another race will emerge with a sufficiently suicidal streak for the use of SR's, in which case it may be possible for them to mount weapons *if* they also provide sufficient crew to operate them.

Q: *What are the cost, spaces, turn mode, tech level, etc., of the Arachnid Mauler?*

A: TL

Hull Cost	1,600
Spaces	240
Turn Mode	5
Max Speed	4
Engines Cost	20
Space Req'd. Per Engine	6

Q: *Does a ref roll up all warp points before the start of play to determine all closed WP's in an EMPIRES game?*

A: Not necessarily. The game is designed to be playable without any ref at all, but if a ref is present, he may choose to roll up all aspects of all star systems before beginning play, though he need not do so. Closed warp points may occur at any time within any system so long as the maximum number of WP's per system is not exceeded. What determines whether a point is "closed" or "open" is the condition of the system in which the point lies: if the system has already been surveyed for open WP's, then, by definition, any additional WP in that system must be a "closed" WP.

Q: *What are the physical appearances of the Orions, Ophiuchii, and Rigelians?*

A: The Orions are reasonably humanoid in form, but their feline ancestry is unmistakable. They have blunt muzzles, feline whiskers, and tails, not to mention retractable fingernails (claws) and much heavier body hair (fur) than Terrans boast.

You'll have to wait until the STARFIRE CAMPAIGN game comes out to

(Continued on page 33)

NEXUS

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