

AND THE CITIZENRY IS INCREASINGLY

BECOMING MERE CONSUMER DEPENDENTS

OF THE STATE WHILE GIVING UP MORE

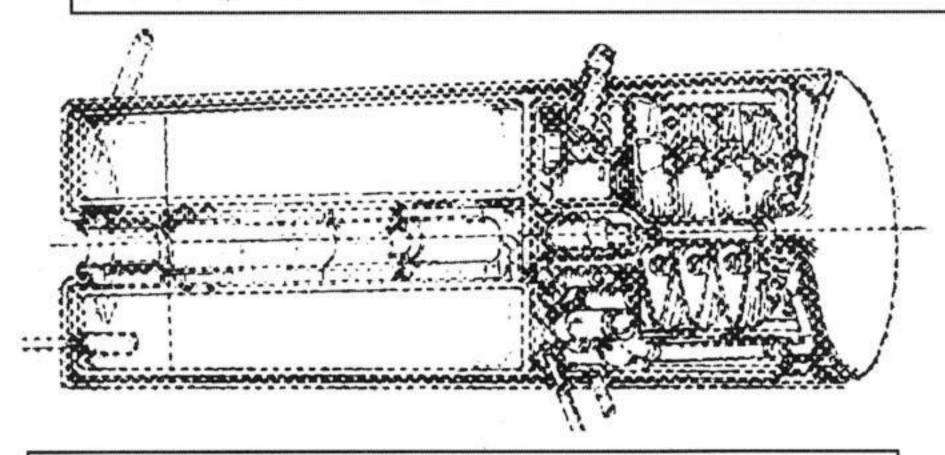
ACTUAL PARTICIPATION AS CITIZENS.

THIS WOULD ALLOW THE DOMESTIC SOCIOECONOMIC PROCESS TO CONTINUE A WHILE LONGER WITH THE HOPE TO MAINTAIN CIVIL ORDER.





THE DRIVE HAS A CONTAINED SERIES OF PHASE FIELDS WITH A STREAM OF MATTER GOING THROUGH THEM, UP TO A TRANSITION POINT THAT CHANGES THE MATTER'S RELATIONSHIP WITH THE UNIVERSE. THAT CHANGE IN RELATIONSHIP, INSTEAD OF GOING ON TO JUMP OR SOME NASTY SUB-ATOMIC TRANSMUTATION IS THE DIRECT CONVERSION OF MATTER INTO PHOTONS. IN OUR CASE, WHITE LIGHT. IN THEORY, THE EFFECT CAN BE TUNED TO BE FREQUENCY-SPECIFIC, BUT FOR NOW, IT HAS BEEN A MAJOR TECHNICAL LEAP JUST TO MAKE IT WORK AT ALL.THE AMOUNT OF ENERGY IS ENORMOUS. THE CONVERSION OF EVEN WHOLE GRAMS OF MATTER. THE DRIVE PRODUCT, UNFOCUSED, IS THE ACV'S PROPULSION, IN THE HUNDREDS OF TONS OF THRUST. THE SAME LIGHT, AS A FOCUSED BEAM, IS THE WEAPON. TEST DATA AVAILABLE TO US SUGGESTS IT CAN VAPORIZE EVEN HARDENED TARGETS AT 10,000 KILOMETERS OUT.

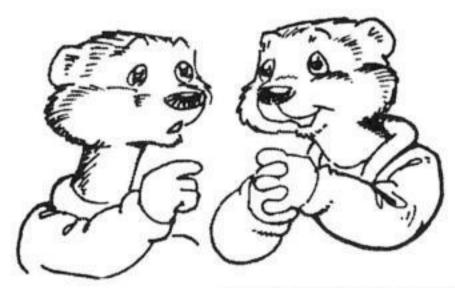


SO WITH THAT KIND OF POWER, A DEFENDER NEED ONLY HAVE A FEW OF THESE MATTER-ENERGY BEAM WEAPONS TO EFFECTIVELY COUNTER EVEN A MASSIVE BARRAGE OF INCOMING THREATS. AND WE INTEND TO TRY TO GET AS MANY OF THESE THINGS OUT TO AS MANY SYSTEMS AS FAST AS WE CAN. WHICH MEANS WE NEED TO MAKE COPIES OF BOTH THE PURPOSE BUILT SPECIAL ACVS AND CONVERT OUR STANDARD ACVS. OBVIOUSLY, WE CAN'T ACTUALLY MAKE MORE ACVS THAN WE CURRENTLY CARRY, BUT WE CAN ASSEMBLE THE CRITICAL ELEMENTS OF THE CONVERTER AND THOSE SPECIALIZED PARTS WE NEED FOR STANDARD ACV MODIFICATION, SO WE CAN BE READY TO QUICKLY MODIFY MORE ACVS AS THEY BECOME AVAILABLE.

WE ALSO NEED TO MAKE PATTERN SETS FOR EACH SYSTEM'S PRODUCTION OF MORE UNITS.



PATTERNS!



THEY WON'T HAVE TIME TO REVERSE-ENGINEER A SAMPLE AND THEN TOOL-UP FROM SCRATCH THE NECESSARY MASTERS.

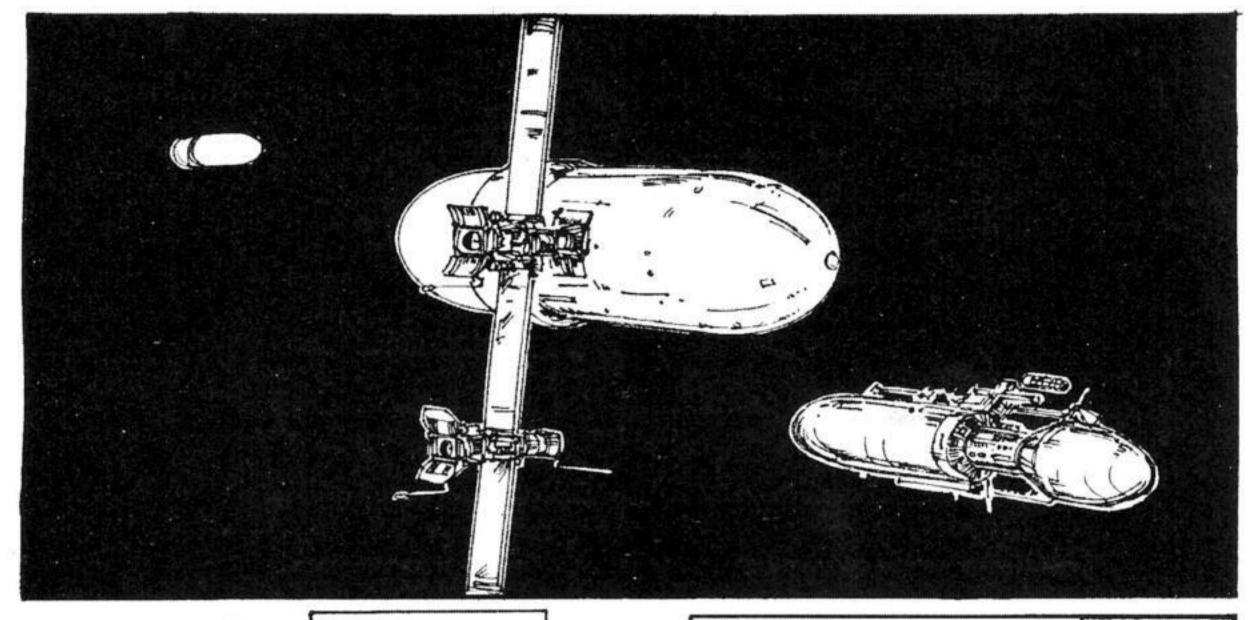
AHM, ISN'T THIS A RATHER VALUABLE BIT OF TECHNOLOGY WE'RE SIMPLY PASSING OUT?

YES. IT IS. BUT GIVEN THE CIRCUMSTANCES, WHAT ELSE ARE WE GOING TO DO?





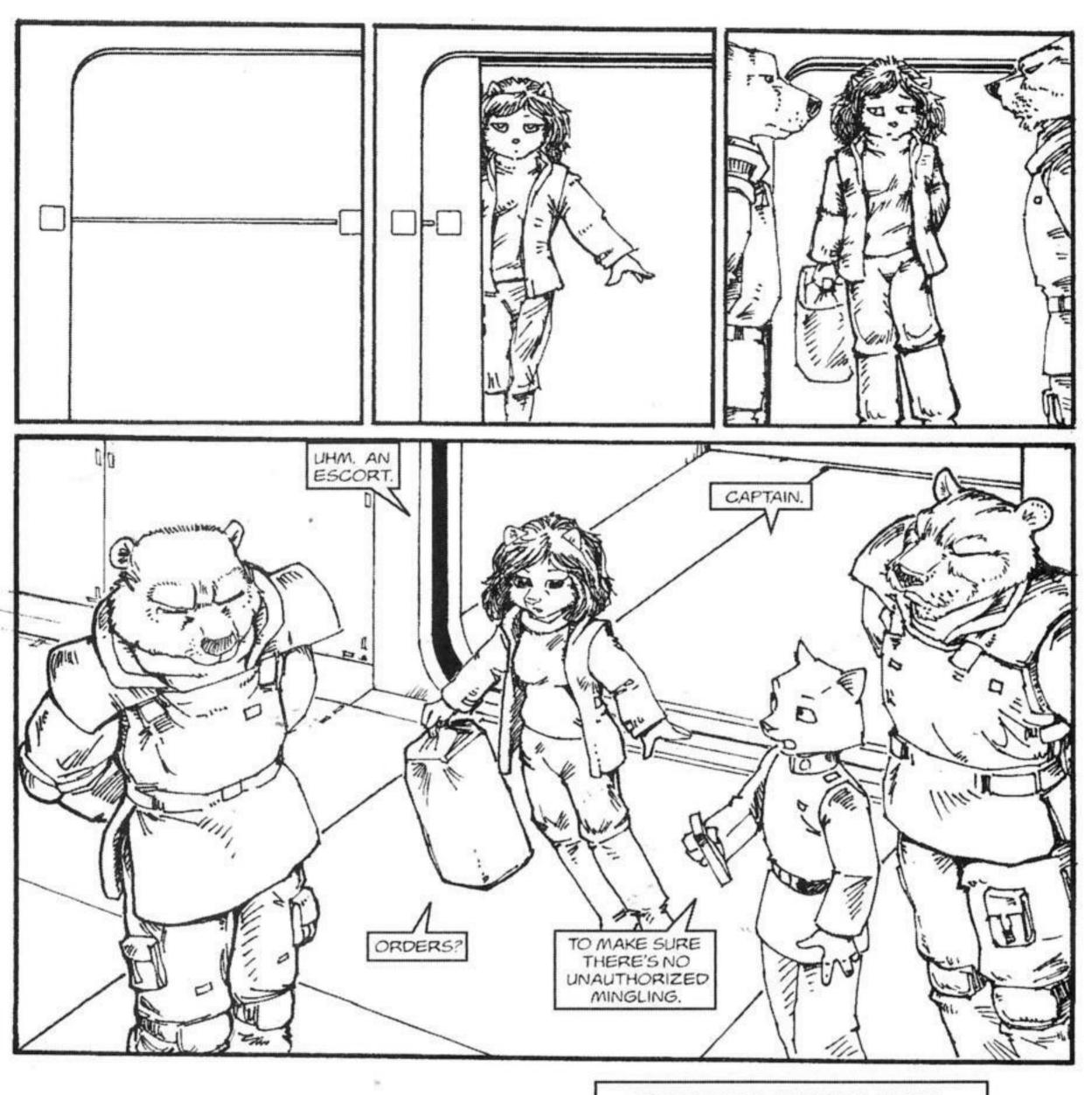


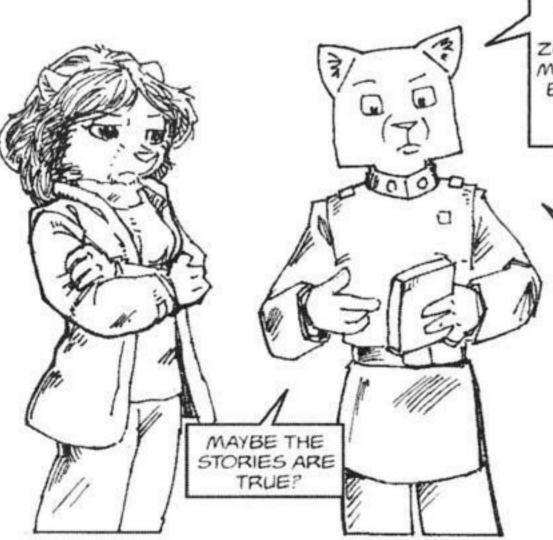






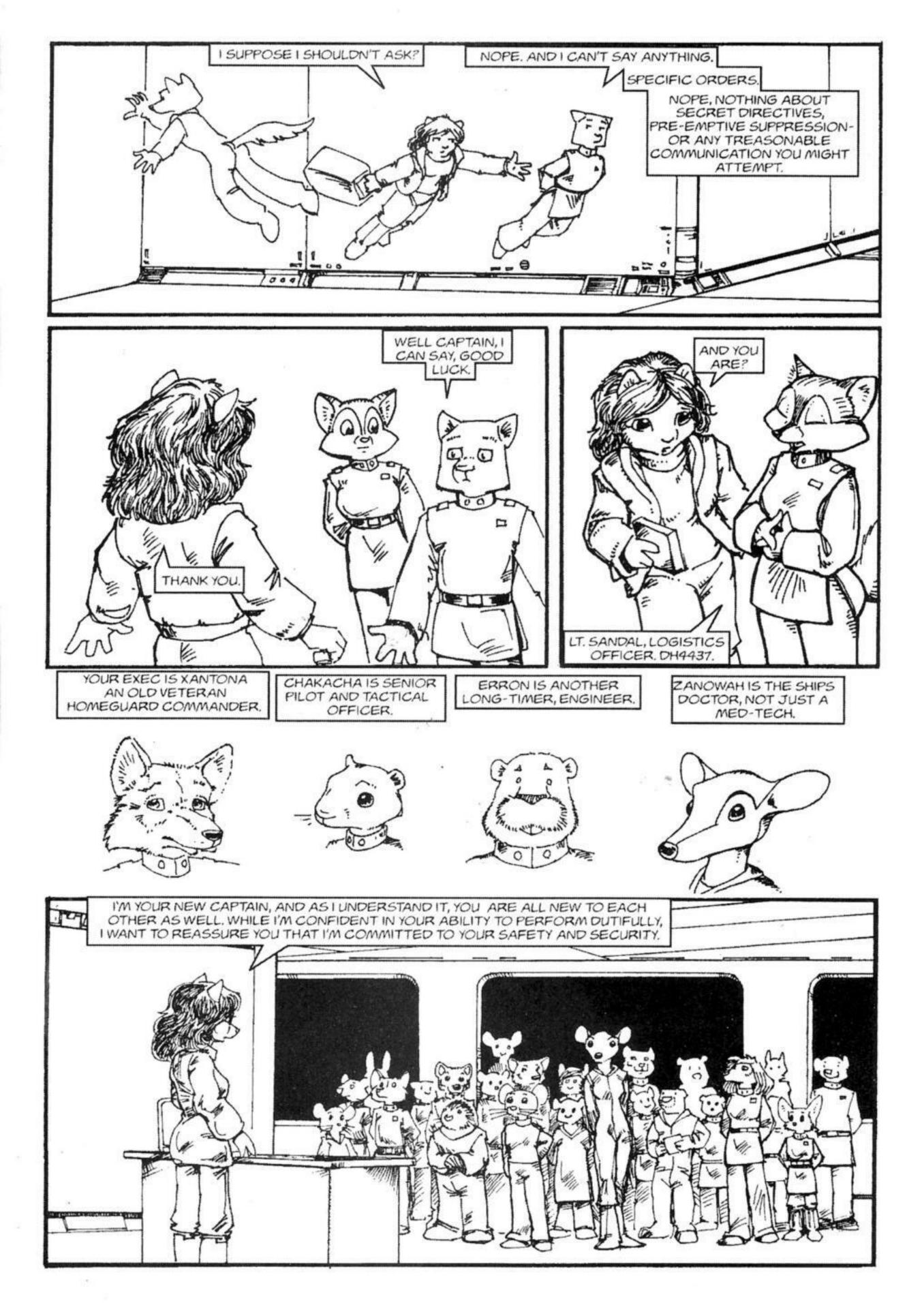






YOUR ORDERS ARE FAIRLY SIMPLE.
ENTER ILR SPACE AND REDUCE ANY
MILITARY ASSETS. SINCE THERE ARE
LIKELY NO MILITARY ASSETS IN YOUR
ZONE, THIS MEANS REDUCING POTENTIAL
MILITARY ASSETS. AS TO WHAT THAT MAY
BE... USE YOUR OWN GOOD JUDGEMENT.
THEY RATHER POINTEDLY PROVIDE
NO ADDITIONAL GUIDANCE.

CONFED CENTRAL HAS ADDED A
LITTLE NOTE HERE TOO. GIVING
YOU SPECIAL FIELD COMMAND
AUTHORITY. THAT IS PARTICULARLY
INTERESTING, CONSIDERING THAT
YOU ARE, AT THE SAME TIME,
LISTED AS A SPECIAL CATEGORY
SECURITY RISK.







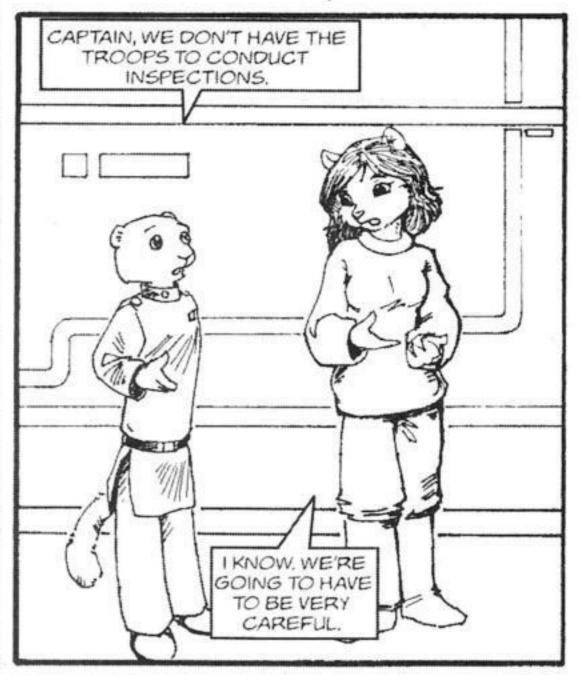
THAT'S WHAT WE'RE HERE TO DISCUSS.

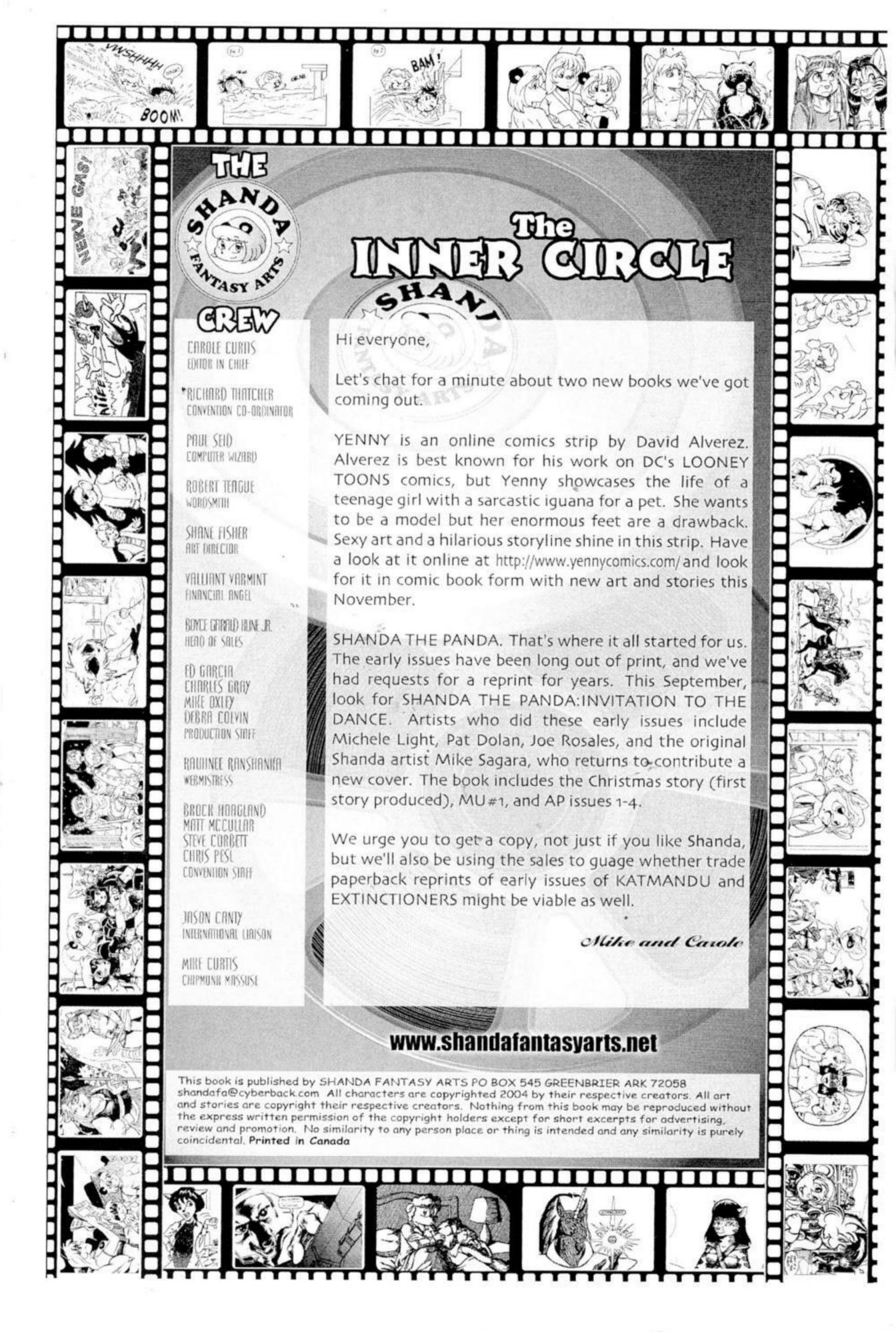
WHAT INTELLIGENCE WE HAVE WILL BE IFFY AT BEST. SO WE'LL HAVE TO ASSESS OUR TARGETING AS WE GO.

OUR SYSTEM LIST IS MOSTLY SMALL COLONY WORLDS, ORBITAL SATIONS FOR THE MOST PART. SO WE'LL BE LOOKING AT ON-SITE INSPECTIONS RATHER THAN BLASTING FROM DEEP SPACE.



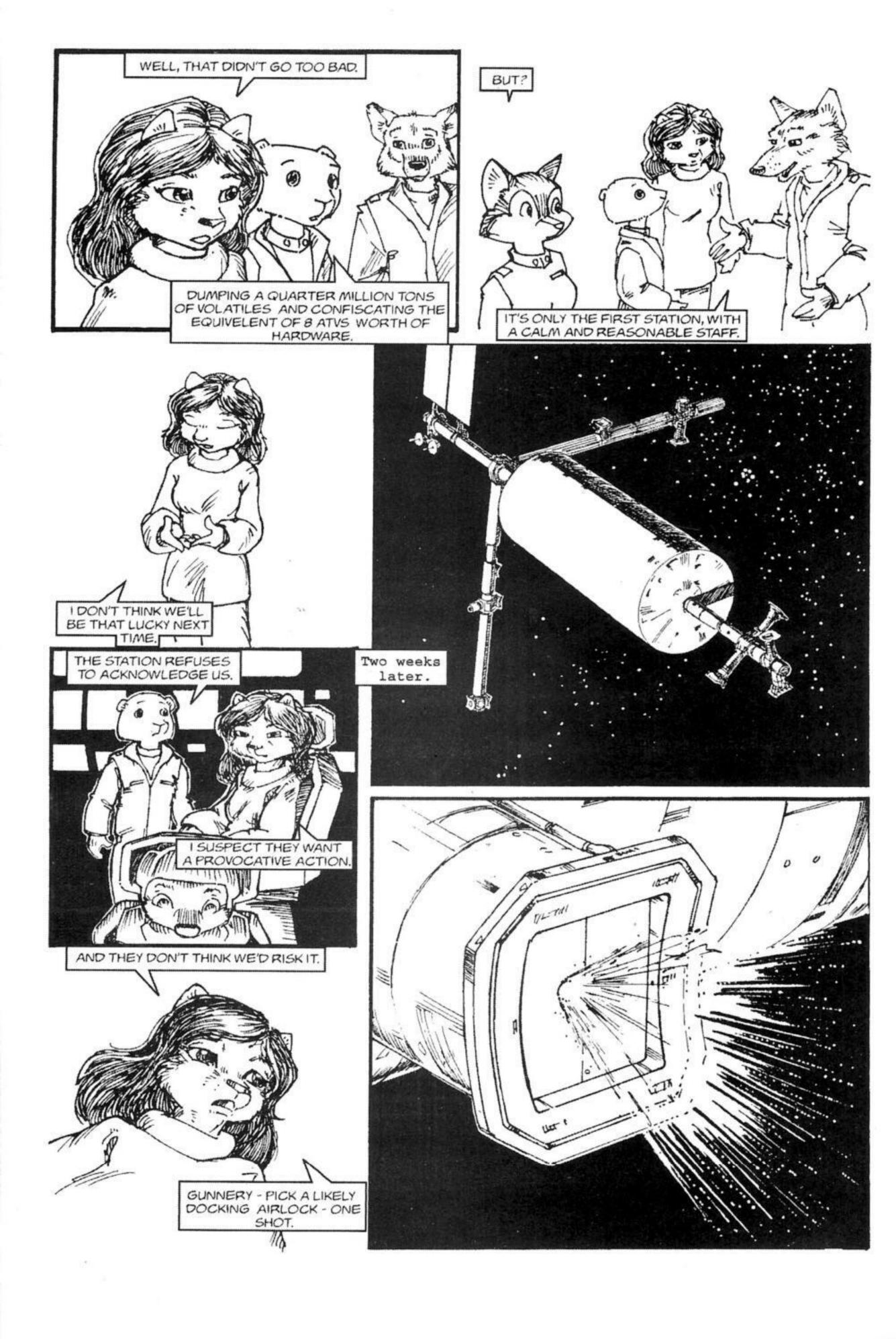


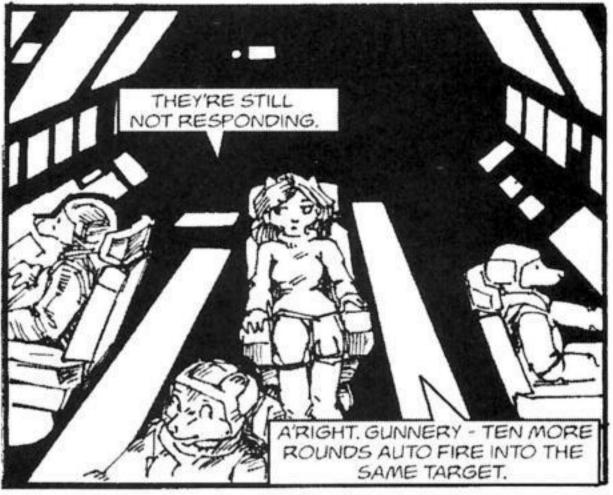


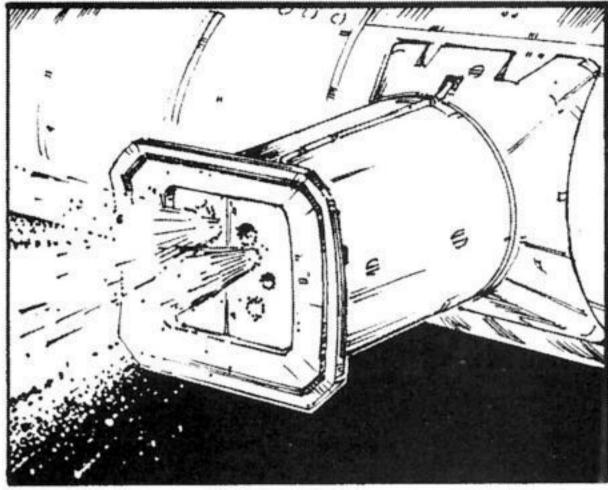




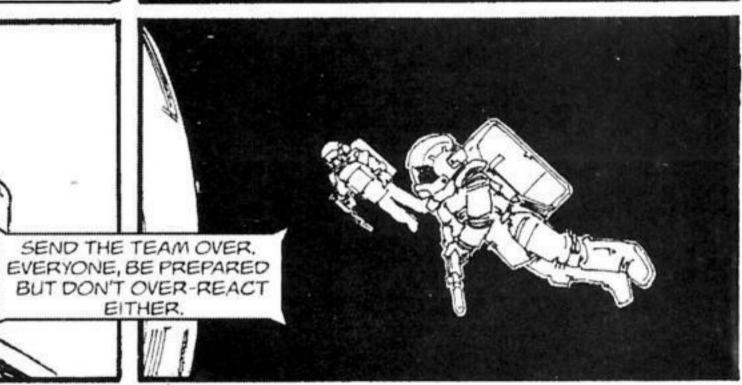




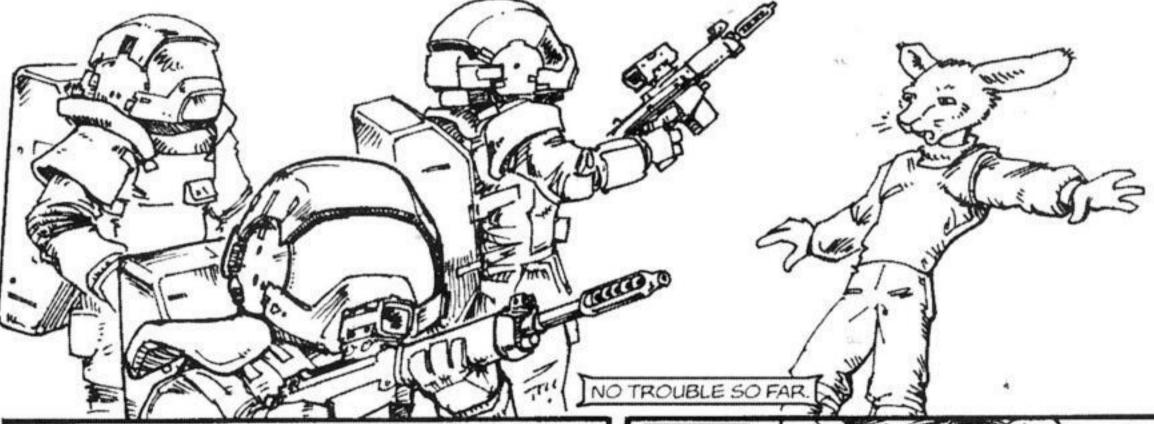








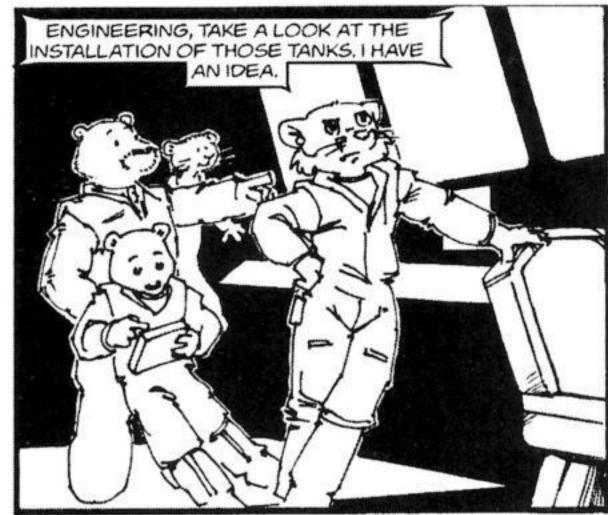
EVERYONE SEEMS SUITABLY SUBDUED.

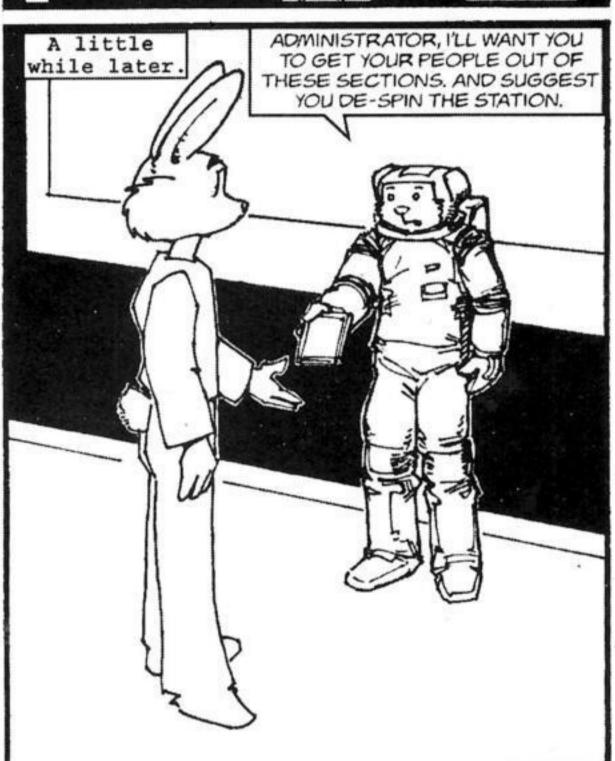




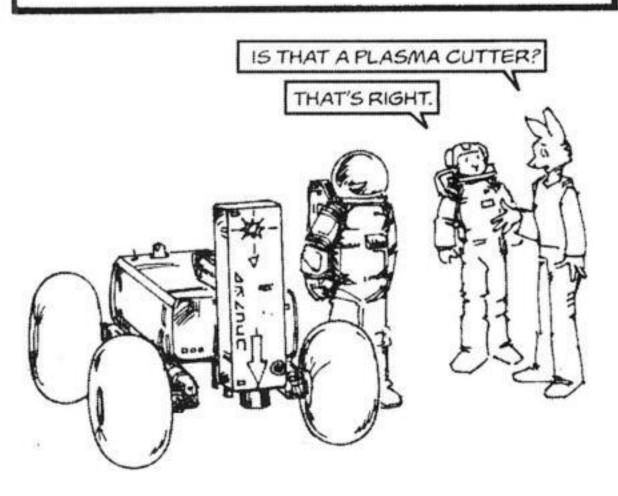


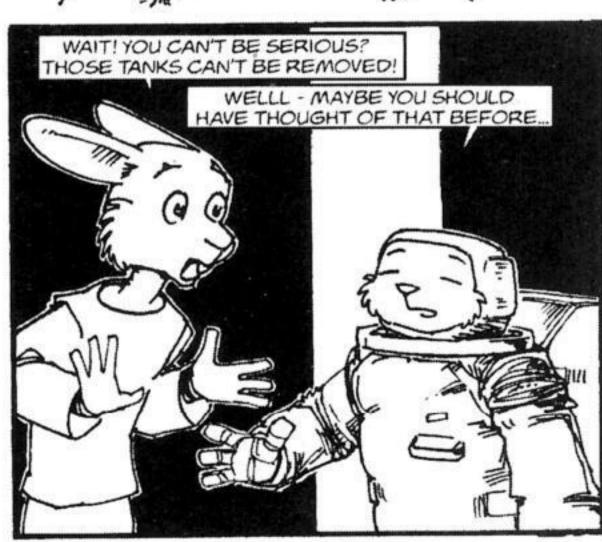


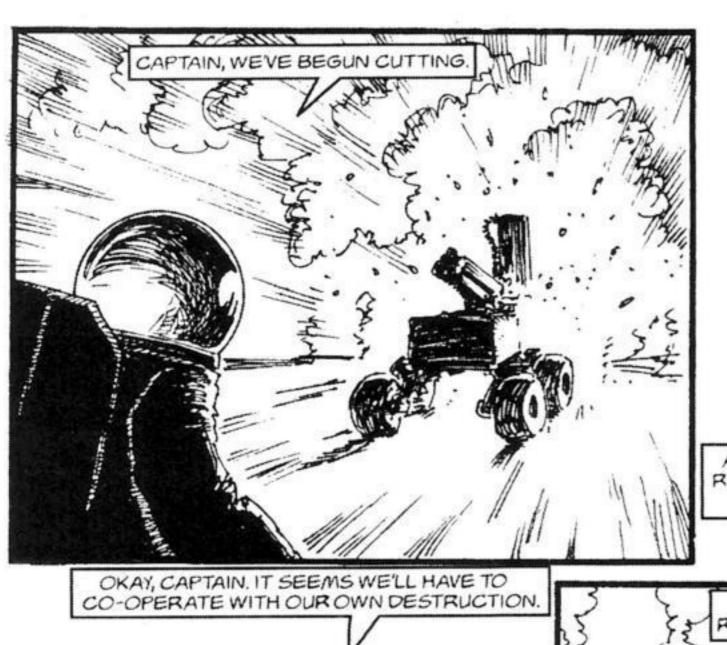






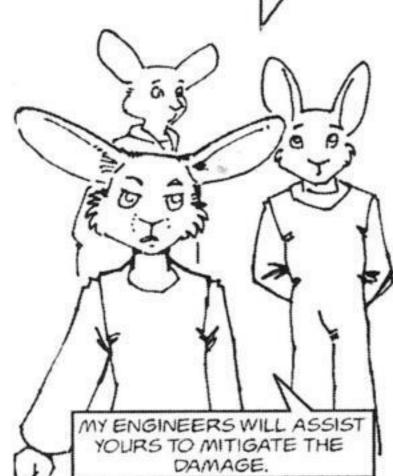


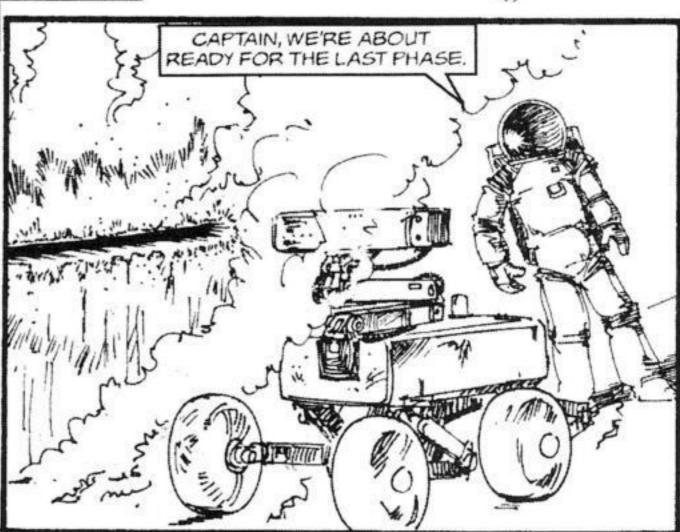


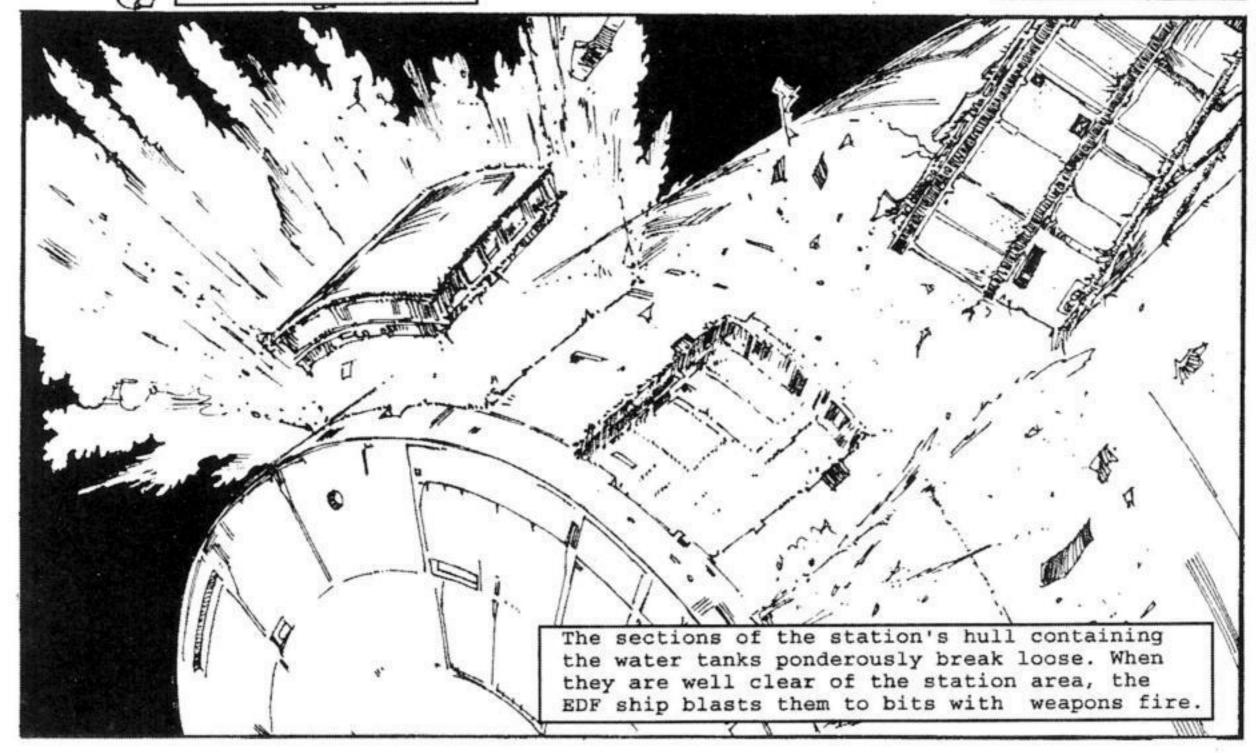


CAPTAIN! I MUST PROTEST! THIS WANTON DESTRUCTION IS A CRIMINAL ACT!



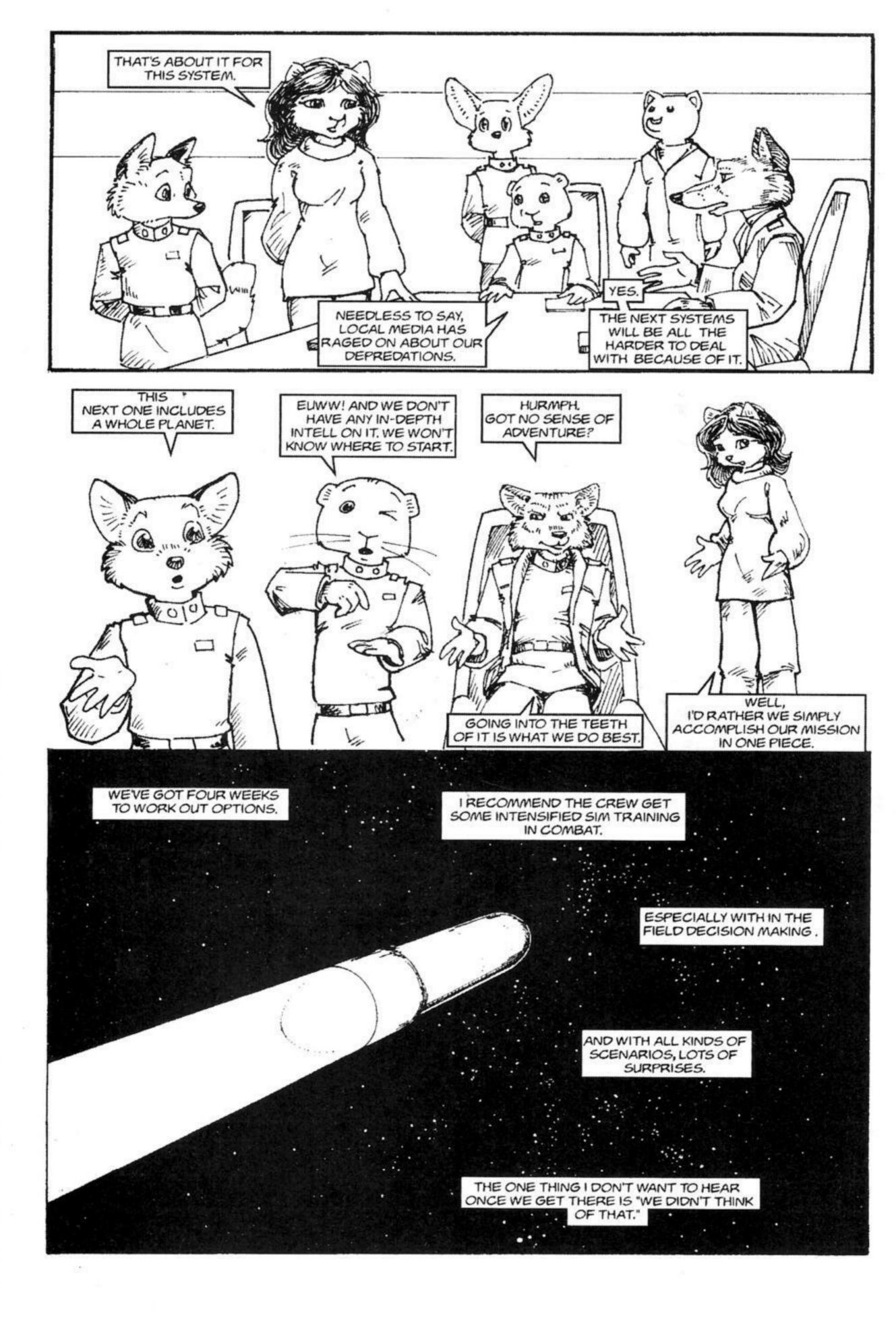








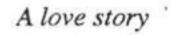




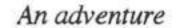


PRINCE OF FUR

is



Warren Schafer cared for only one living thing: his cat. After death he has the chance to follow her to a world of intelligent felines.



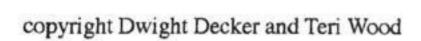
Once on Rherau, he finds himself the adventure hero he never was in life on earth. Unmitigated evil threatens his world. Can Warren, in the body of a sickly, feebleminded prince, face and defeat it?

A reunion

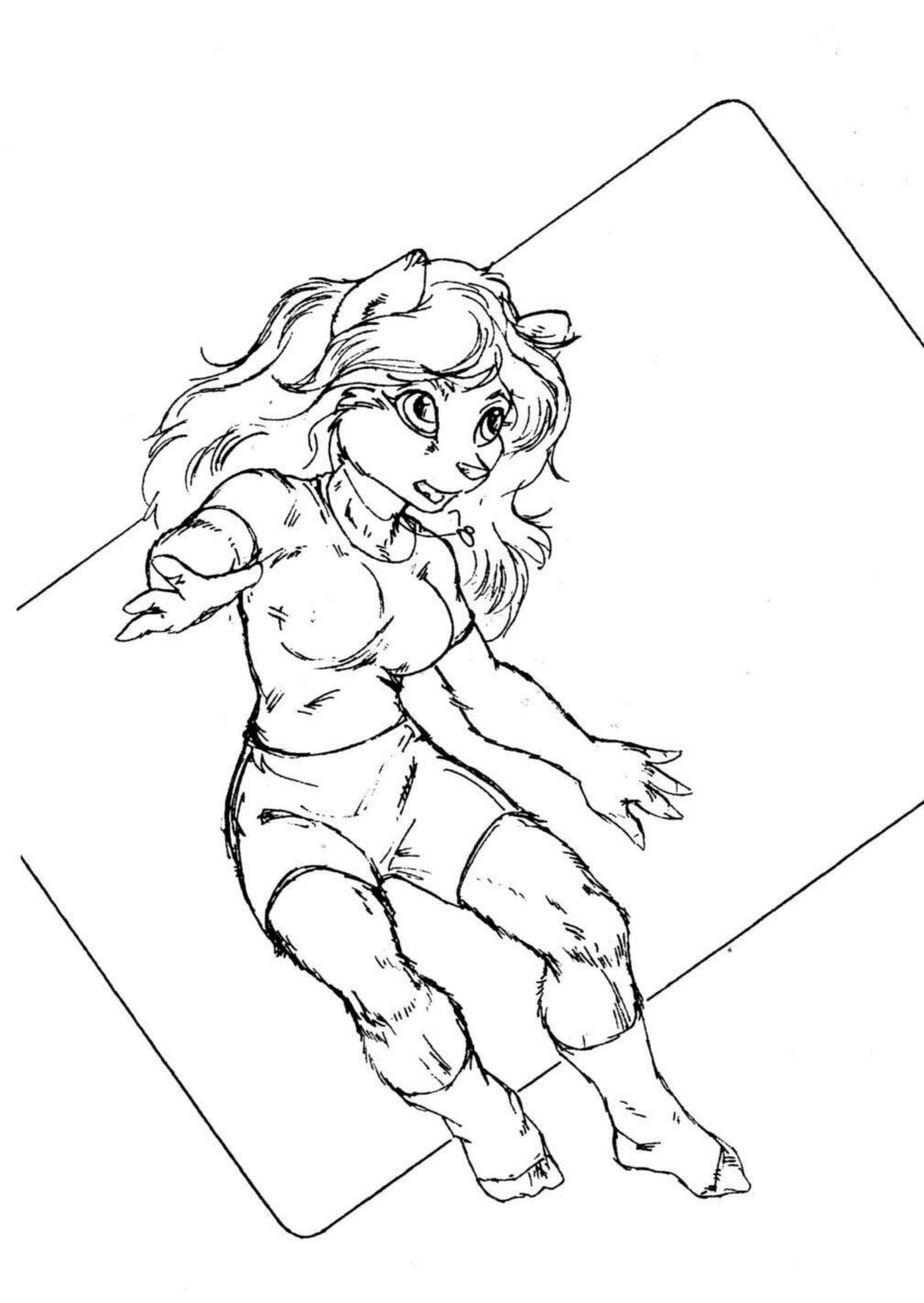
Returning to her first professional work after Wandering Star, Teri brings the story she created with Dwight Decker to a triumphant ending.







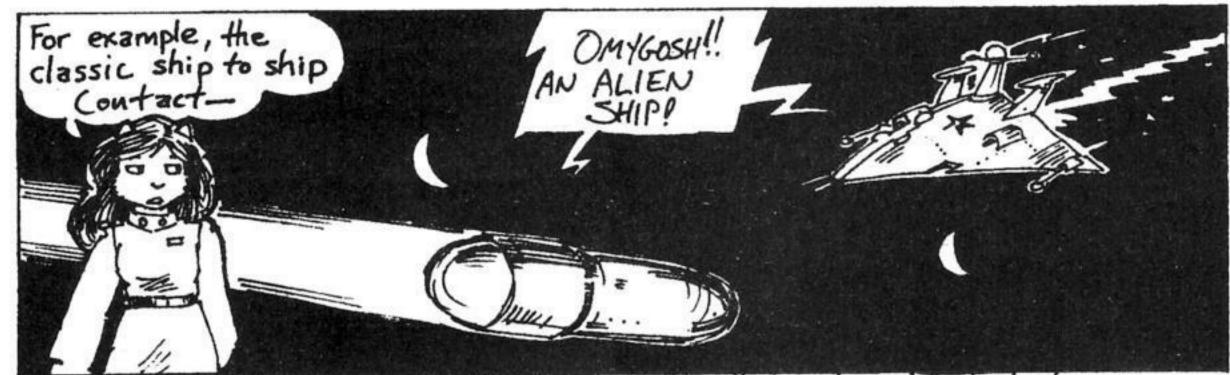




SIBLE HAIRS GUANAS. NNY-Devid Alvarez-ALL RIGHTS RESERVED stuff) book COII · · · · INDE 100 18

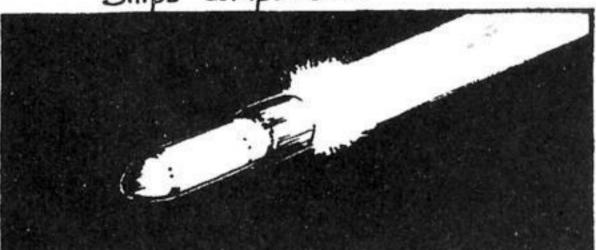
book #1



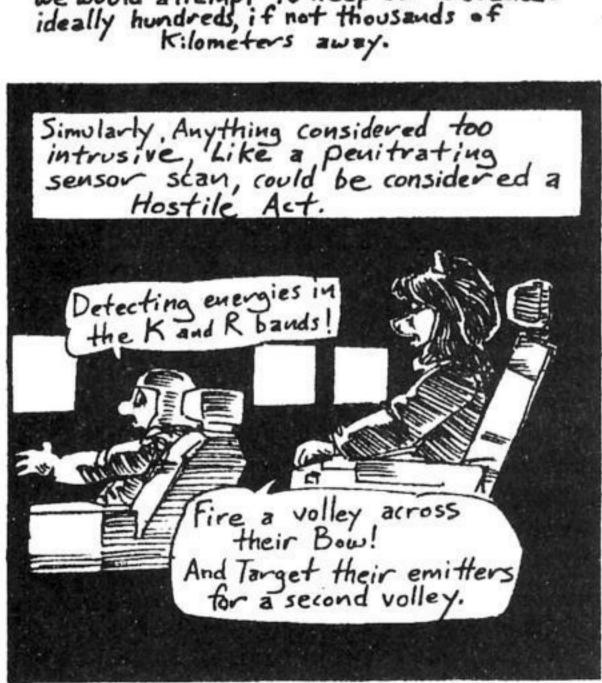




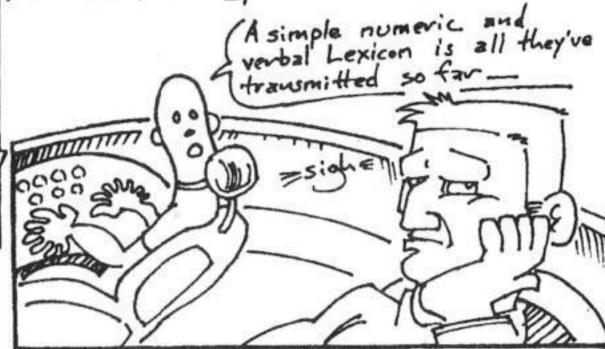
For our part, We would have to consider the unknown to be potentially hostile to the extream. Any communication would be limited and filtered through the Ship's computer.



We would attempt to keep our distance - ideally hundreds, if not thousands of Kilometers away.



Nothing that could reveal much about our psychology, physiology, or technology -



Coming too close could be considered agressive



take defensive actions.



And going even further, anything like Beaming aboard, would be an Uttimate NO NO!



From the makers of IRONCLAW and JADECLAW

ALBEDO PLATINUM CATALYST Role-Playing Game

As they looked to the heavens, they wondered, just what kind of people were they?

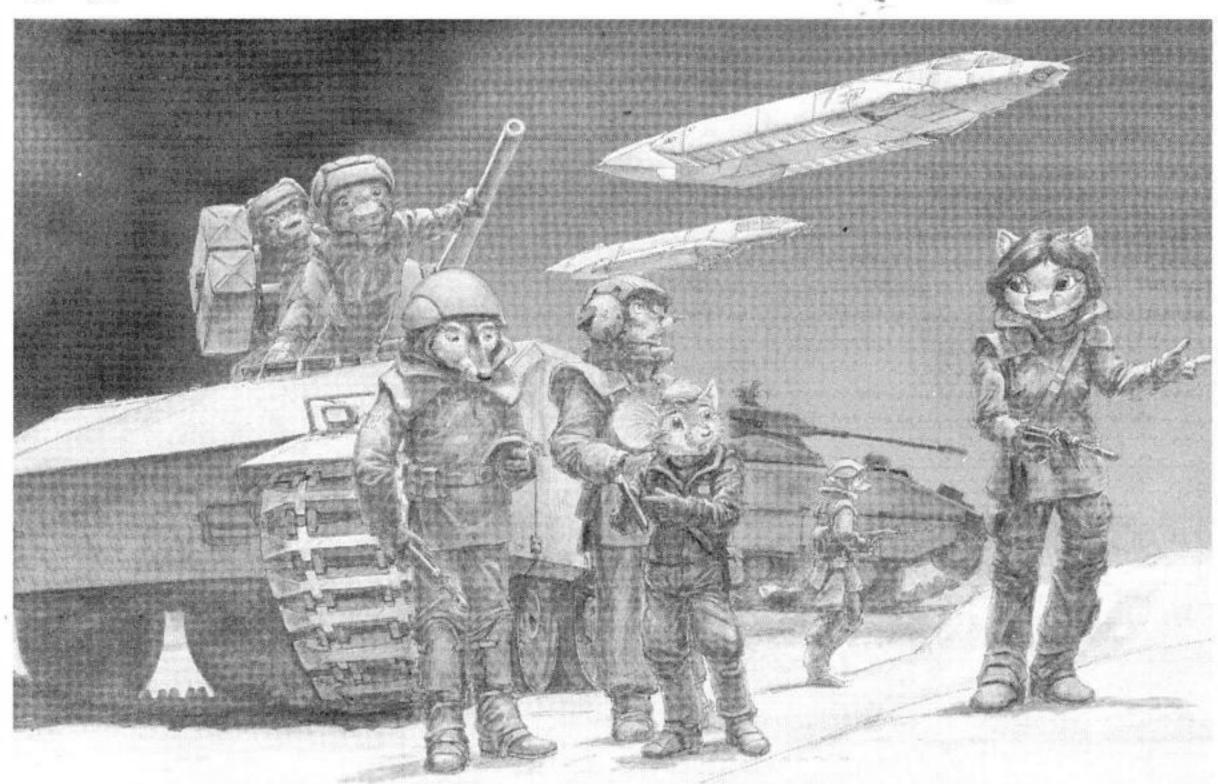
It had been centuries since the peoples of Arras Chanka learned that they had been abandoned by their Creators. But after colonizing dozens of worlds, they were no closer to solving the mystery of where they came from. As the ties that bind them are stretched thin, war erupts among the many planets, colonies, and space stations. The greatest threat rises from the Inter-Lapine Republic, who declare themselves master of all races, waging a campaign of destruction and death against all that oppose them. As the Confederation quickly assembles its own Extra-planetary Defense Force, tensions rise, mistakes are made, and people live in fear, uncertainty, and doubt of what the future might bring.

Albedo: Platinum Catalyst brings the drama of Steve Gallacci's long-running comic series to the stage of role-playing. Players take on the roles of the brave marines, quick pilots, bold explorers, and clever scientists who must deal with their society as war threatens to tear it apart. A complete game in one volume, this book contains descriptions of the races, careers, science, hardware, and known universe.



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The Albedo print history

Vol.0 nr.0, 1983 The prototype issue.

First printing, "white cover," with the first eight copies having an additional yellow printer (the "yellow" cover) that was discontinued due to technical bugs.

Second and third printing, reversed "blue" cover, as a blueprint effect, the orginal intended design.

These all contained Bad Rubbber, a parody of the movie Blade Runner.

Fourth printing, reproduced the orginal "yellow" cover and contained misc. art on additional pages.

Vol.1 nr.1 Two versions of the cover, same art but different color processes.

EF 001-16 The raid on Derzon and the EDF armed response, introducing Erma.

A silly short peice, Flinch Gideon, by Marc Schrimeister and the first apperence of Stan Sakai's The Adventures of Nilson Groundthumper.

Vol.1 nr.2 Cover by Stan Sakai (a serigraphed cover was attempted without success).

EF 017-029

First episode of Usagi Yojimbo by Stan Sakai and Lela Dowling's illustrated The Lion and the Unicorn.

Vol.1 nr.3 Back cover by Stan Sakai.

EF 030-047 Erma settles into her new posting on Ekosiak. Itzak Arrat commands a ship investigating the Chishata system and comes under hostile fire.

The second episode of Stan Sakai's Usagi Yojimbo.

Vol.1 nr.4 Cover by Stan Sakai.

EF 048-064 Itzak Arrat's crew discovers atrocities committed in the Chishata system.

Another episode of Stan Sakai's Usagi Yojimbo.

(At about this time, Fantagraphics Books was preparing their title Critters, which would include the serialized Birthright, a sort of sequel to Erma Felna, EDF, set about a century later.)

Vol.1 nr.5, October, 1985.

EF 065-084 Erma does what she can to help deal with civil unrest on Ekosiak.

An episode of Stan Sakai's The Adventures of Nilson Groundthumper and Hermy.

Vol.1 nr.6, February, 1986.

EF 085-093 A pause in the unrest on Ekosiak and Erma flashes back to her training days (the shooty mouse scene).

The first episode of the Konny and Czu story Harvest, by Matt Howarth and D.M. Kister.

The first episode of Deal Whitley's High Orbit.

Vol.1 nr.7, June, 1986 Cover by Ken Macklin.

EF 094-105 A calm before the storm. The ground work for new civil unrest and the shock of the news of the Chishata system massacre push to a new crisis.

Harvest, by Matt Howarth and D.M.Kister contines, as does Deal Whitley's High Orbit.

Vol.1 nr.8, January, 1987.

EF 106-125 Civil unrest erupts across Ekosiak and only the assassination of a key conspirator allows cooler heads to retake control.

Another episode of *Harvest* by Matt Howarth and D.M.Kister, but only a couple of sketches from Deal Whitley for *High Orbit*.

Vol.1 nr.9, May, 1987 Cover by Karl Kofoed

EF 126-135 Co-inked by Monika Livingston. The immediate crisis on Ekosiak is settled, though there is a little zero-gee combat action.

Concludes the Konny and Czu story Harvest by Matt Hwoarth and D.M.Kister and the pencils for what would be Deal Whitley's last installment of High Orbit.

Vol.1 nr.10, September, 1987.

EF 136-147 Co-inked by Monika Livingston. Erma is introducted to "the Net," plots are springing up all over and Itzak Arrat finds he's stepped into the thick of it.

Short Konny and Czu story The Childhood Years by Matt Howarth and D.M.Kister, along with a one-page Howarth intro intended for another episode of High Orbit, entitled Couch Potato Seque-way. Instead, the first episode of Monika Livingston's Rufus the Red was used.

Vol.1 nr.11, December, 1987.

EF 148-158 Erma meets her old freind Toki, and while in transit, finds an ancient derelict space ship. The first episode of Debt, by Matt Howarth and D.M. Kister, second episode of Monika Livingston's Rufus the Red, and a sample of Dan Flahive's Space Wolf.

Vol.1 nr.12, March, 1988. Wrap-around cover also used for Rustycon program book.

EF 159-171 More dealing with the derelic space ship and the introduction of Dr. Elaki Kalikahaii.

A further episode of Debt, by Matt Howarth and D.M.Kister and the first and only published episode of Adrian Kleinbergen's The Grapes of Rat. There was also a sample of Dan Flahive's Space Wolf and Vicki Wyman's Xanadu. (Xanadu would subsequently be published by Thoughts & Images.)

Vol.1 nr.13, July, 1988. Cover by Matt Howarth

EF 172-183 Dr. Kalakahaii finds an alien (human) body in the derelict space ship.

Debt, by Matt Howarth and D.M. Kister, concludes and the first episode of Dan Flahive's Space Wolf begins.

Vol. nr.14, Spring 1989. Cover photograph by Rick Sternbach.

EF 184-201 Itzak Arrat becomes aware of compromised official computer activity. Erma settles into her new posting and meets an old friend, Afon Voga.

Another Konny and Czu childhood short, The Childhood Years, by Matt Howarth and D.M. Kister and another episode of Dan Flahive's Space Wolf.

Vol.2 nr.1, June, 1991. Antarctic Press takes on the publishing tasks of ALBEDO.

EF 202-216 More of the ILR side of the scenario, Itzak Arrat has interesting times in transit, a glimpse of Erma's family and Erma and Afon get romantic.

An episode of Space Wolf by Dan Flahive and a short reintroduction of Erma Felna, EDF.

Vol.2 nr.2, September, 1991. Cover colored by Tome Verre.

EF 217-236 Erma has bad dreams and finds she is pregnant, more ILR perspective, and things start getting complicated on Ekosiak again.

Reprinted Richard Larsen's BUN E, which originally appeared in No Ducks nr. 1.

Vol.2 nr.3, December1991

EF 237-256 Things are getting hotter all over and Erma has a baby.

Concludes the initial Space Wolf story by Dan Flahive. (Further episodes would be published under his own title by Antarctic Press.)

Vol2 nr.4, Spring, 1992

EF 257-275 Erma and her baby scenes along with quick glimpses of the various other characters getting ready for the next plot complications.

An eight page technical description of the standard EDF armored vehicle.

Vol.2 nr.5, June, 1992

EF 276-290 The compromised computer issue hits Ekosiak and Col. Hitzok deals with it as a critical emergency. Erma adjusts to life with Rojigo. Itzak Arrat gets an offer. Ipcha Tankannahaii is introduced.

A page of Cindy Murata spot art and a short story from Erma's childhood by Mike Sagara and Mike Curtis.

Vol.2 nr.6,

EF 291-306 Dr. Kalahahaii meets Amhast Enchawa who tells her of her changing status. Cadet Tankannahaii begins his on board military training. Col. Hitzok has trouble with the Governor. Cute Erma and baby bits. And early Erma and Toki story, First Impressions, by Mike Sagara and Mike Curtis.

Vol.2 nr.7, September, 1992.

EF 307-325 Itzak Arrat meets his new command. Cadet Tankannahaii struggles to work with his crewmates. Erma, Afon, and Rojigo are in transit to Dornthant, and Ekosiak political strife gets nasty.

Intro to Tales of Beatrix Farmer by Steve Gallacci and Taral Wayne and Cindy Murata spot illos.

Vol.2 nr.8, March, 1993.

EF 326-350 Cadet Tankannahaii gets his first posting. Life with Itzak Arrat's crew. Col. Hitzok deals with his Clan. Erma in transit and arrival at her home world and the various unfolding plots there.

Vol.2 nr.9 Photo cover.

EF 351-366 Erma and her family embroiled in political complications. Quick scenes of Itzak Arrat's crew and Col. Hitzok's personal life. The bombardment of Dornthant begins.

A short bit of ancient Greek mythology/fantasy, The Second Wish, by Fred Patten, Terrie Smith, and Roz Gibson.

Vol.2 nr.10, Winter, 1993.

EF367-389 The attack on Dornthant concludes and Erma is arrested and, in effect, exiled, for her efforts to defend the planet.

The Color Special.

Retells and expands the story of Vol.1 Nr.1 with all new art in full color.

Non-EF sequence.

Vol.3 nr.1. The first regular issue in full color.

Non-EF sequence future flashback story, told by old Erma about how she met her clone daughter Teka Ardehab.

Vol.3 nr.2, October, 1994.

Non-EF sequence future flashback story concludes.

EF 390-392 Short Dr. Kalikahaii bit getting back into the main sequence.

Another pre-suit Beatrix Farmer story, Heigh-ho Heigh-ho... by Fred Patten and Terrie Smith

Vol.3 nr.3, Spring, 1995

EF 393-412 Dr. Kalikahaii considers the alien (human). A secret project tests a matter/energy converter. A bit of life with Itzak Arrat's crew. Erma and Lt. Tankannahaii both search for hostile contact in intersellar space. Two Konny and Czu shorts, Trading Up and Trading off, by Matt Howarth.

Vol.3 nr.4

EF 413-432 Lt. Tankannahaii's ship turns to commerce raiding. Ekosiak hears of the War. Toki's initial thoughts on the War. Erma's family members individually survive. Teka Ardehab, Erma's clone daughter is introduced. A pre-suit Beatrix Farmer story, A Favor for a Freind, by Fred Patten, Terrie Smith, and Steve Gallacci

Vol.4 nr.1, December, 1996 Back to black and white. Cover and interior inks by Adrian Kleinbergen EF 433-452 Erma is frustrated with the pace of the action. Lt. Tankannahaii's ship takes captives and contraband. Itzak Arrat's mission changes. Teka Ardehab has an assassination attempt against her. Dr. Kalikahaii gets exposed to alien nanites.

A short story about music in the Albedo scenario, Making Sound, Shon Howell and Steve Gallacci

Vol.4 nr.2, 1998 Interior inks by Adrian Kleinbergen

EF 453-478 Erma's ship has a "hard" jump. An ILR ship is destroyed by the secret matter/energy weapon which provokes the "Net" to assert itself. Dr. Kalikahaii is given an offer from Enchawa, while throughout space, other characters are introduced to the new player in their midst.

Vol.5 nr.1 Now published by SFA. EF479-503

While many of the issues are out of print, several others still are availabe, along with other comics that I have worked with. For information on these and the following other projects and products, I can be contacted via bevnsag@comcast.net or at P.O.Box 19419, Seattle WA 98109

Argent Small Arms

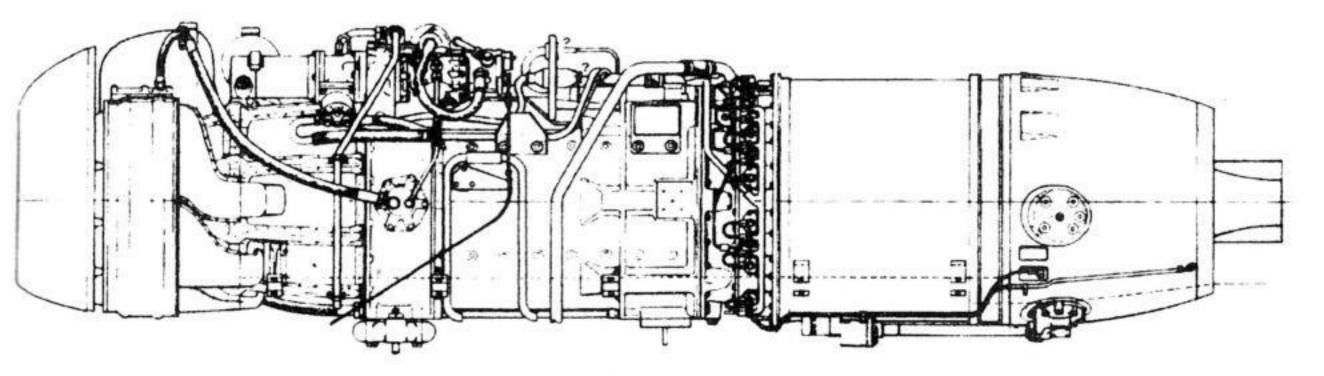
Producing very special ammunition for very special applications for more than a decade.

It all started with the question, after too many bad horror movies and LARP sessions: could one actually make and shoot silver bullets? So I did some experiments and found that making, loading, and shooting silver bullets could be done. Moreover, silver wasn't a bad material for bullets in general. So, Argent Small Arms was born.

I can cast or mill bullets in almost any profile from .177 to .75 Calibre and can assemble cartridges in almost any brass I may have or you provide. I do not sell live ammunition, however, as I am not a licensed manufacturer. I can also do silver bullets with hard wood tips and cores, for those applications where silver alone may not do it. While the mythological beast hunting trade is an obvious market, these silver loads also are great for *Lone Ranger* fans or simply presentation or display pieces, as pure silver doesn't tarnish as easily as Sterling.

Model Products

I've been building models, mostly airplanes, since I was a little kid, and over the years have gotten pretty good at it. Now I'm making parts for model airplanes, mainly extra detail bits, like engines, and parts to convert the model subject into a different version. I've already done a 1/32nd scale BMW 003 turbojet and am finishing up a conversion for a 1/32nd scale Bf109G-10 Erla-built 110 type engine cowl. Other model parts in various scales will follow over the next months, either produced by myself or for various kit manufacturers. In conjunction with these, I'm also doing drawings and art of historical aircraft that I will market later.



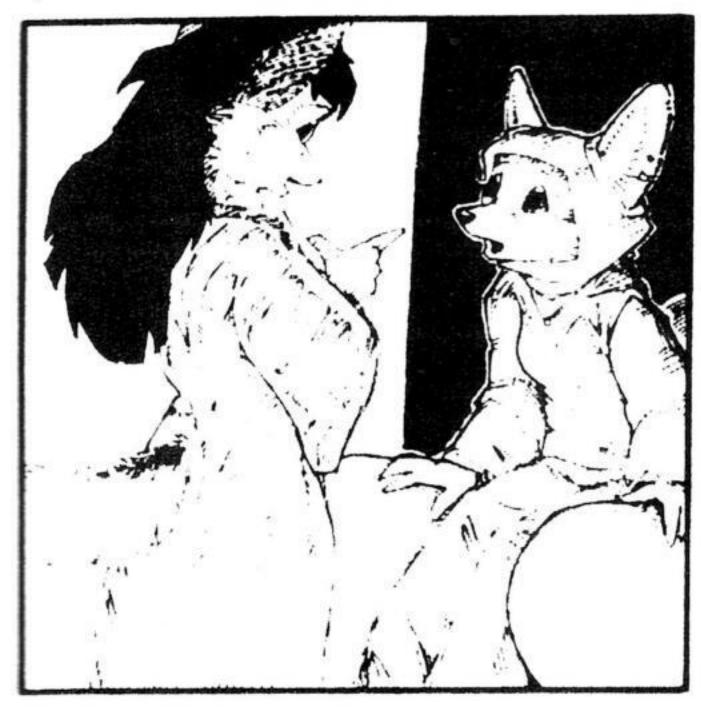
Other Comics and Art

I've been working on Elin Winkler's Tales of the Fehnnik and will be doing more as our schedules allow. Also as time wills, I'll be doing some more for Ken Fletcher's Spontoons fanzine. I'm also still doing some science fiction art and illustration for the SF convention art show circuit.

Reenacting

I've been a Civil War reenactor for over eight years now, portraying a member of Company I of the Seventh Regiment of Wisconsin Volunteer Infantry. It's a lot of fun, more for the eductional "show and tell" and living history rather than the playing soldier parts.







It was twenty years ago today...

In the spring of 1984. I took to press my first full-fledged comic book, Albedo Vol. 1 nr. 1, the first real issue. I'd been noodling on it for the previous six years but only then did it all come together. In absolute terms it was still a pretty rough product, but it proved to be part of the vanguard for alternate press comics in general and anthropomorphic/furry fandom in particular. That it continues to have avid fans who have stuck with it from the beginning says something, I don't know what at times. But it has been quite a ride and I hope to do even better with it in the future.

Introductions

In 1978, while I was posted to a graphics shop at Kapaun U.S. Air Force Station in Germany, having discovered the freedom of underground comics, I began a silly cartoon spoof of military science fiction comics with the adventures of Astroduck. Astroduck was a collection of all the characteristics I found undesirable in my fellow service members. Alternately a cowardly shirker and a bullying braggart, he blundered from one self-inflicted disaster to another. One of his foils was an officious female named Erma who was initially of little note. However, I became inspired by some particularly dramatic science fiction stories, and several recent combat events (Poul Anderson's People of the Wind, and the Sontay and Mayaguez miltary rescue attempts) and in short order the inital story of what would be Erma Felna, EDF was drafted.

The central charater, a female pilot officer, was a reflection of my idealized military persona, everything I wanted to be if I were something other than an underachieving, color-blind and therefore grounded enlisted person. A very rough version of what would be the first four pages of the story appeared in the cartoon fanzine *Huzzah* in 1979.

Little more happened directly with the story, though art related to the characters and action appeared as single illustrations at science fiction convention art shows beginning at Worldcon Boston in 1980. This convention also saw the beginnings of interest in a new funny animal fandom, largely distinct from the Saturday morning animated cartoon style. I did several convention art shows a year thereafter, selling both general sceince fiction themed art and lots of cartoon peices.

In 1983, a printer friend of mine, Mike Broche, whom I had worked with doing NorthWestScienceFictionSociety and Norwescon related graphics, offered to print a mini-comic, provided I actually got the art done. And about the same time, I saw the film Bladerunner with a group of friends. It was either Jim or June Hill who suggested the character "Rick Duckert," and the cartoon movie parody Bad Rubber was born. It was in the first mini prototype issue of ALBEDO, which went through several small printings over the next year, introducing me to the comics market and fandoms. Encouraged by the response to the prototype issue, I began work on the first full issue of Albedo, featureing Erma Felna, EDF, which was published in the spring of 1984.

Erma Felna is a young pilot officer, part of the elite Extraplanetary Defense Force of the Confederation of Planets, the population of the Confederation is all genetically artifacted species that had been colonized in that region of space nearly three centuries before. These people have no idea of their origin, but have developed their own society and technology and expanded throughout a fair section of space.

One of the early colonial efforts are of a splinter group of rabbits who eventually created their own state. The Independent Lapine Republic. They made themselves advesaries to the rest of the worlds, forcing the creation of the Confederation and the EDF a generation before Erma's time.

The story opens with an invasion of a distant colony world and the EDFs armed response to it. (Albedo vol.1, nr.1) Erma's performance gains attention from higher ups, and over the next issues, she is introduced to many situations. It is not for some years (and many issues) that the EDF/Confed and the ILR become engaged in open warfare (vol.2, nr8-9-10). At the same time, the heretofore reliable EDF and Confed inner circles have become compromised by the personal ambitions of some members. For her efforts in the heroic defense of her home world, Erma is accused of treasonous conduct and is only paroled to continue to command a warship in the war.



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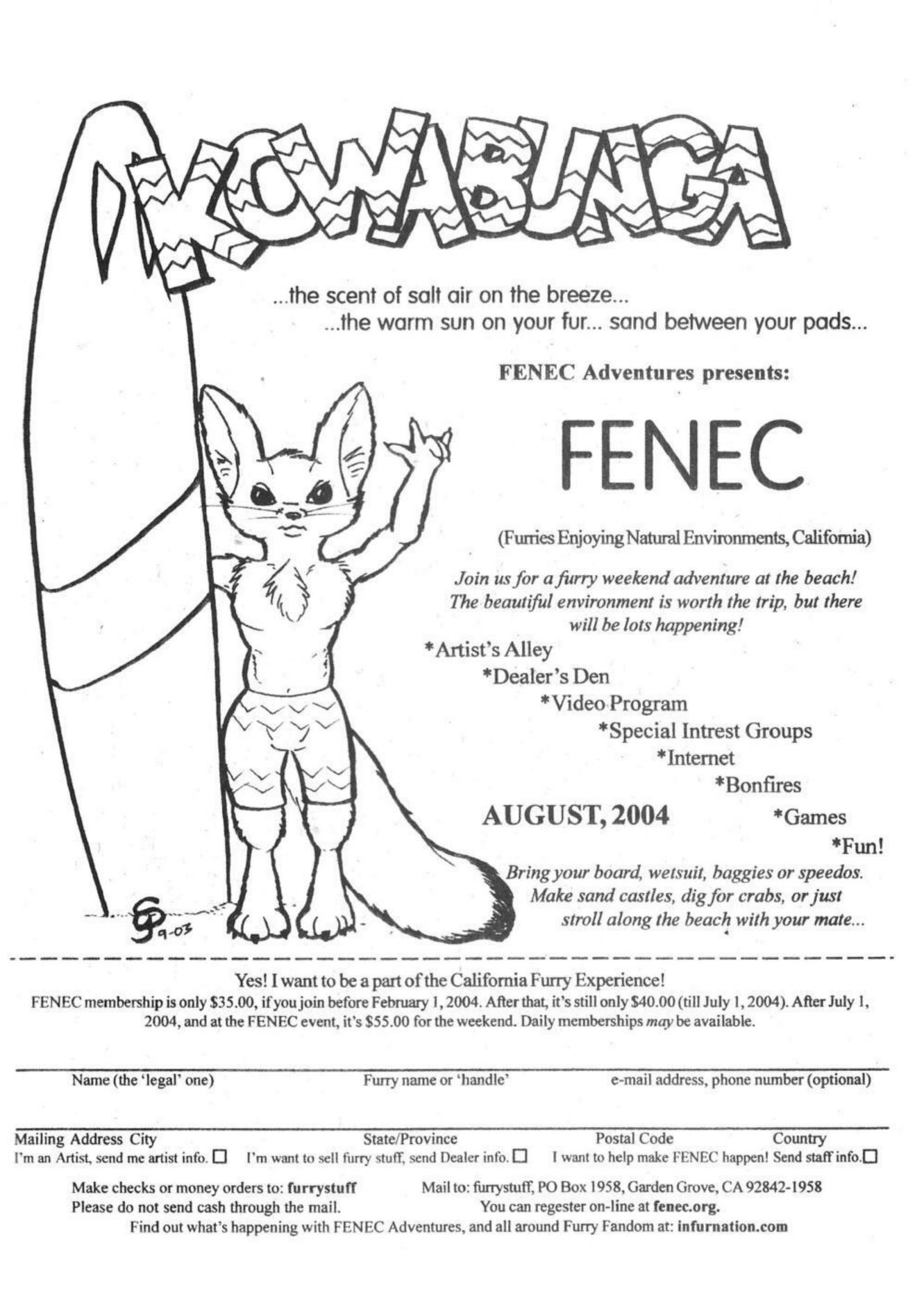
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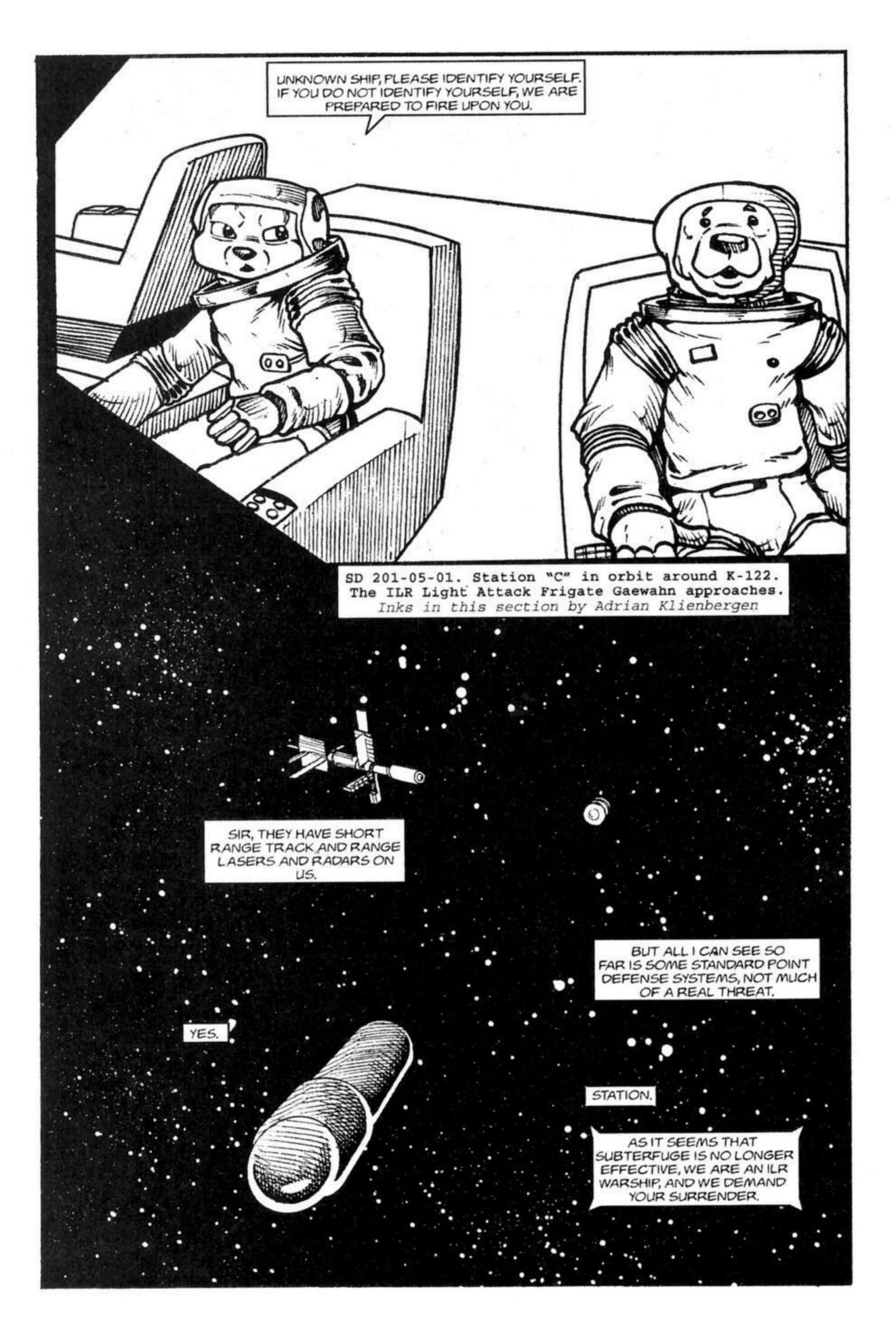


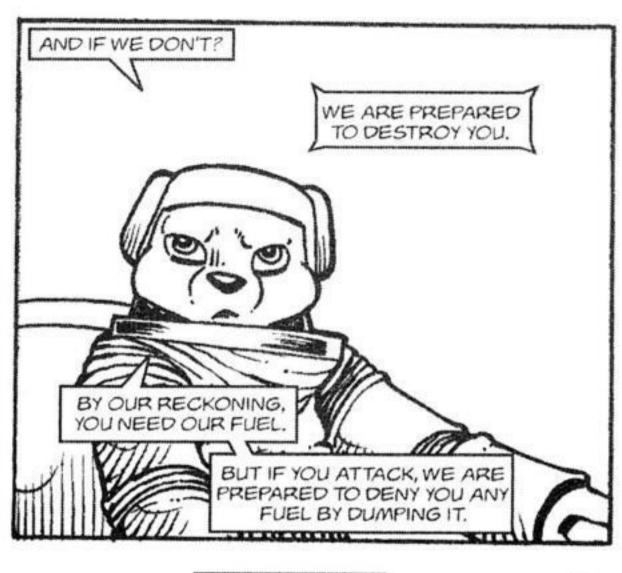
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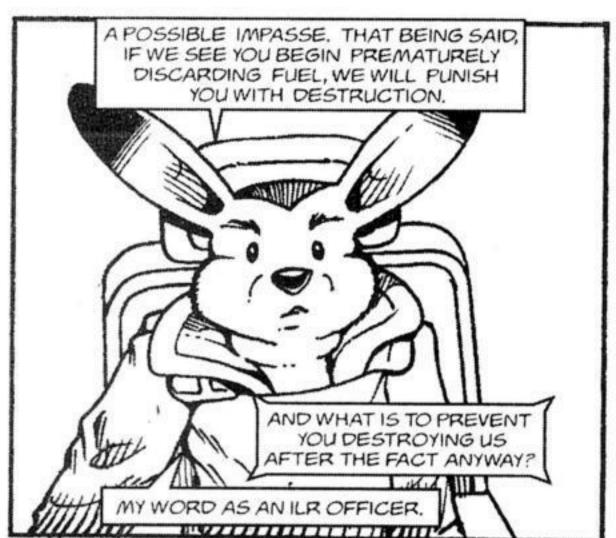


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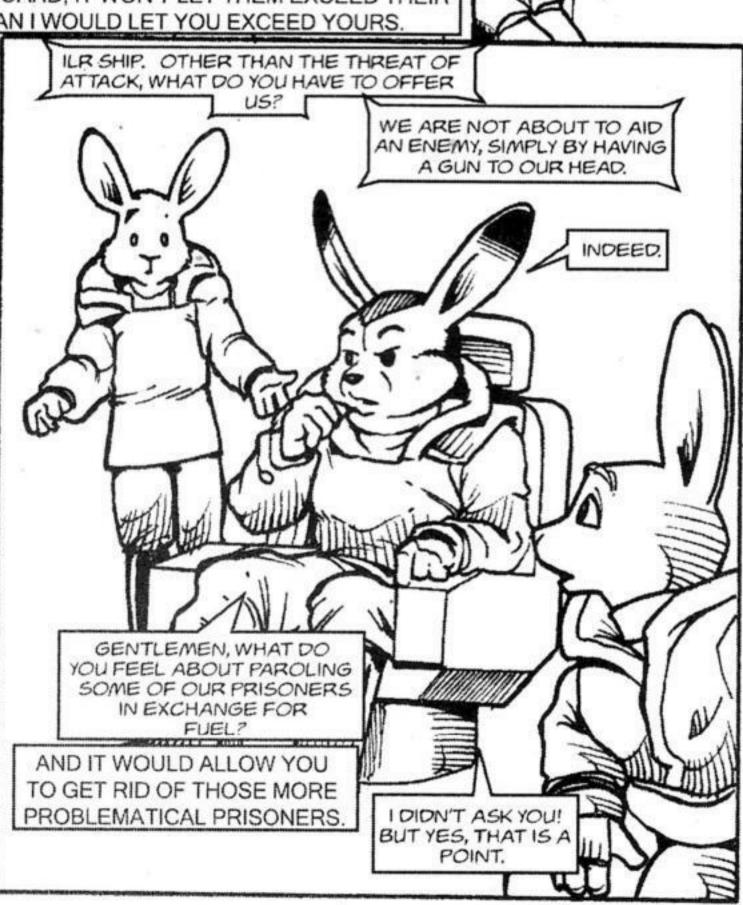


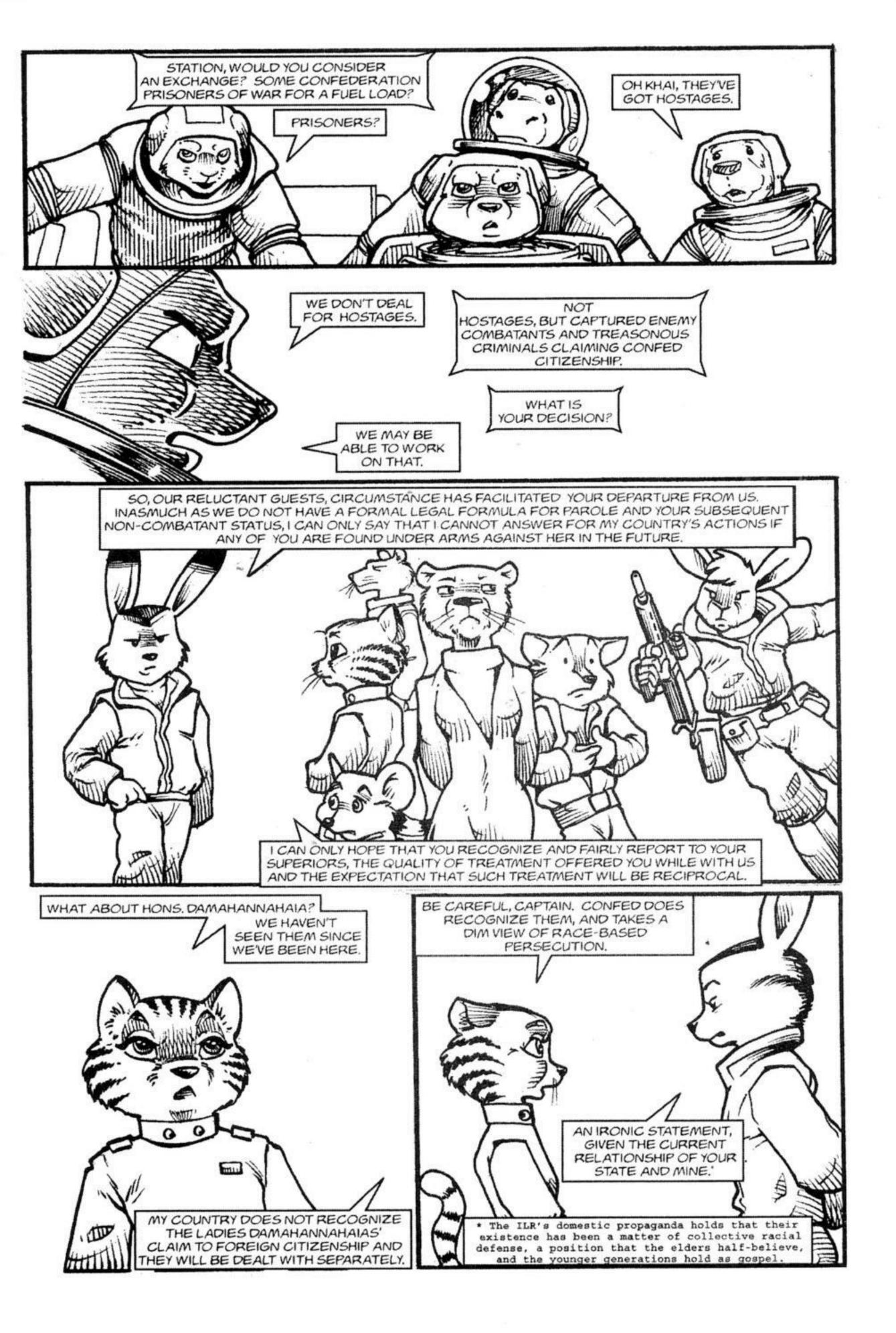




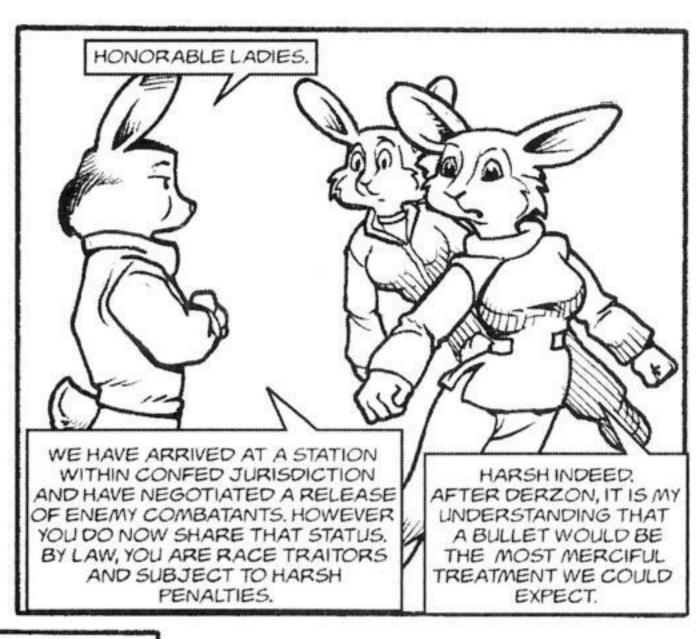
















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