

# Frontier Explorer

Issue 21  
Summer 2017



New Player Primer: Dralasites  
Assault Scout - Swift Class  
Pelican Troop Transport  
UPF Rescuer Scout  
Station Eviction Incident  
The JHF Wildlife Preserve

Just get on a spaceship and go.



## CONTENTS

**New Player Primer - Dralasites** ..... 1  
*A short introduction to the Dralasite race for new players*

**Assault Scout - Swift Class** ..... 2  
*A new and updated version of the venerable assault scout.*

**What are the Rooksha?** ..... 6  
*A deeper look at the Rooksha race*

**Pelican Troop Transport** ..... 9  
*A small, fast UPF troop transport ship to deliver troops around the Frontier*

**UPF Rescue Scout** ..... 15  
*A mobile medical services and research ship*

**Titan Rising: 2299 - Episode 14** ..... 20  
*A timely shot in the back.*

**Station Eviction Incident** ..... 22  
*An adventure where a simple assignment to evict a squatter on the station turns into more than the PCs expect*

**Escort Duty** ..... 27  
*Knight Hawks scenarios utilizing the Swift-class assault scout, the Pelican troop transport and the Rescue Scout*

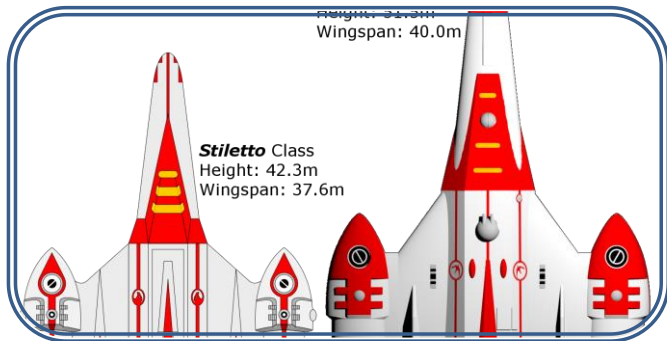
**The JHF Wildlife Preserve** ..... 29  
*Ever wondered how the Jurak Hangna Foundation started or how it operates? Read on.*

**Frontier In Miniature: Tents and Small Sci-fi Structures** ..... 32  
*How to build small tests and domes for miniature gaming.*

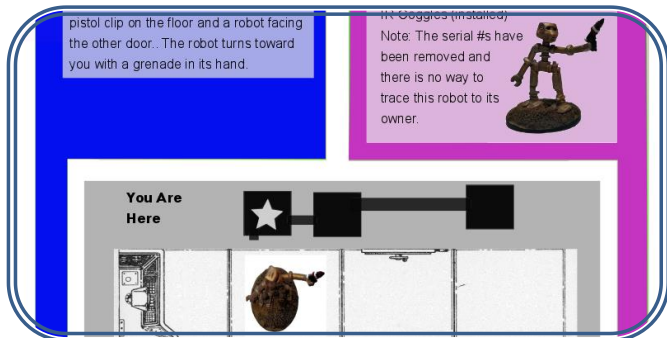
**Vector of Regrets** ..... 36  
*The original Rodworth Shimout story.*

**Grimz Guide Comic** ..... back cover  
*The final episode.*

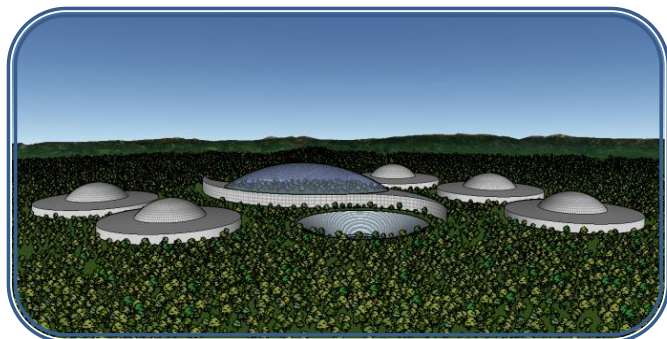
## FEATURES



**ASSAULT SCOUT – SWIFT CLASS** ..... 2



**STATION EVICTION INCIDENT** ..... 22



**THE JHF WILDLIFE PRESERVE** ..... 29

## FROM THE EDITORS

Welcome back explorers!

I'll admit I have a fondness for spaceships. That's why we have so many spaceship themed issues and this is another one. Issue 21 introduces two new ships and an update of the venerable Assault Scout.

The assault scout article is an introductory description of the new version of the ship. I'm working on a full technical manual like the one I did for the sathar destroyer that will be coming out later in the year with detailed descriptions of the ship, its design, and operation.

The issue includes the last of the New Player Primer articles for the non-human core four races finishing out that set. Maybe we'll do some for the Rim races as well. Additionally, this issue resurrects our old Knight Hawks Encounters series which I hope to continue in the coming issues.

Finally, we round out the issue with an adventure, an analysis of a race presented in the Star Frontiersman, a description of the Jurak Hangna Foundation compound, miniature tents, and the original Rodworth Shimout story.

This issue also represents the final installment of the Grymz Guide to Galactic Conquest comic that has graced our back cover since issue 1. Never fear however, Scott Mulder has already started working on a new series that will take its place starting with issue 22.

Fans of Star Frontiers should recognize our cover this issue. Since we're doing a spacecraft issue during the 35<sup>th</sup> anniversary year, I thought it would be appropriate to use the iconic cover for this issue. If you want your own personal copy, you can order a print from Larry Elmore's website. Mine arrived a week or so ago and it looks great! Now I just need to get it framed and hanging next to my print of the original Star Frontiers cover in my office.

Looking back through older issues of the magazine, I realized there were a number of series and topics we had intended to cover and discuss which we never got to. I'm looking to correct that oversight in future issues. As an example, way back in issue 1, I promised some alternate deck plans for the CSS Nightwind that I never finished. I've started working on those now. I had hoped to get one set into this issue but real life got in the way. Look for updates in future issues.

Over the coming months I'll be putting together a list of articles we'd like to run in future issues and posting it on the website. If you'd like to contribute something to the magazine but aren't sure what, take a look at that list and volunteer to write one of them. We are always looking to new authors and new content.

And speaking of content, next issue is intended to be a grab bag of equipment, vehicles, optional rules and other random

## PRODUCTION CREDITS



**Cover Art:** Larry Elmore – [Knight Hawks Cover image](#)

**Back cover comic:** Scott Mulder

**Banner Logo Image:** NASA

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**Layout:** Tom Stephens

**Full Cover Quote:**

*I'd like to go to another planet, which I might live long enough to accomplish. Just get on a spaceship and go. But not the moon. I don't see any flowers there. The moon is too close. I want to go further.*

*- Shirley MacLaine*

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content to round out the 35<sup>th</sup> anniversary year. If you have something to share, we'd love to print it for you.

Enough from me. It's time to sit back, dig in, and enjoy this issue. And as always, keep exploring.

- Tom Stephens  
Senior Editor

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Game Info

# NEW PLAYER PRIMER: DRALASITES

Tom Verreault & Eric Winsor

## THE CANONICAL MATERIAL

### THE SPECIES

Dralasites, because of their appearance, have been called blobs and this has led to the misconception that they do not have a distinct body structure. The dralasite body is composed of a core, a head and appendages. The core holds numerous small hearts, other internal organs and the central nerve bundle (their brain). Due to the composition of the core it is not possible to store items of equipment (like a gun) within their body nor to flatten the core so that a dralasite could pass under a door.

The head sits atop of the core and can stretch and bend in almost the same manner as the appendages. It holds the eye spots which are nerve bundles close to the surface of the skin that allow for black and white vision and the bellows-like voice box that that allows for speech from a whisper to booming yells.

Dralasites move slower than the other core species. This is due to their bulk and muscle structure. They do not have long strides for walking or the bone structure to run fast. This does not mean a dralasite is slow in all movement. A dralasite, though not a fast walker or runner, has reflexes comparable to any others race. They can move their appendages and digits as fast as their DEX score allows.

The appendages can be grown or absorbed into the core in 5 minutes and a dralasite will have a number of appendages based on their Dexterity (DEX/10 round up). Arms grown as arms must be used as arms and the same is true of legs.

Dralasites breathe by absorbing oxygen directly through their skin. Food is taken into the core by forming a pocket and absorbing it directly as well. They enjoy sauna's and steam baths and take intoxicants mixed into the steam.

Reproduction is by spores and budding and there is no stigma for career-oriented dralasites leaving their offspring with a social school they are a member of after a brief "weaning" period.

### SOCIETY

The three aspects of dralasite society that stand out to other species are debate, philosophy, and corny humor. All three are connected within the dralasite psyche.

Clothing is optional though dralasites will wear work related apparel. Traditional dralasite clothing was toga-like

**Note:** The following is simply a quick primer for a new player who is considering playing a dralasite but is unsure how to play this alien species. This document is not a replacement for the species description in the rulebook. The main sources of material for this document are the Alpha Dawn rulebook, "Traditional Dralasite Debate" Star Frontiersman #15, "The Dralasite Creed" Frontier Explorer #1, "Opiate of the Osakar" Star Frontiersman 15.

wraps though these are now reserved for formal debating. Typically net-like materials are used because they do not restrict a dralasites breathing through its skin. Dying the skin various colors is also popular.

## NON-CANON MATERIAL

In true dralasite nature, forum discussions and debates have formed the following details about dralasites.

### SOCIETY

The true bed rock of dralasite society is the social school or stoa. A social school is where all the rites of passage in a dralasite's life take place: offspring rearing, care for the elderly, as well as rites of adulthood for determining place and standing within society at large. The social school is where a dralasite will first gain his voice, stand in the circle of debate, begin to refine his philosophy, and ultimately return in the twilight of his life to give back. Dralasites typically wander for a few months after budding until they pick a stoa. This wandering is driven by the intense desire to be free after so many months attached to their parent.

Debate can be formally held in the Circle of Debate, a circle and bowl like structure which is at the heart of the stoa but it can also happen informally any place a group of dralasites have gathered and drawn a circle on the ground. The circle identifies who is debating and who the audience is; both of which have specific roles. Tangling, similar to wrestling in practice, was intrinsically linked to the Circle of Debate and historically was part of the debate process. Because it is bad form to decide a debate through anger, humor entered into the debate process. Typically, tangling is now a competitive sport separate from debate, yet debate very nearly has the status of a sport as well. The most skillful debaters are recognized by their ability to weave humor into their debate and philosophy.

Most dralasites would consider themselves agnostic, a minority are atheistic and a small number are pantheistic practicing a minor sect called Fluidism.

## Starships

# ASSAULT SCOUT - SWIFT CLASS

Tom Stephens

## INTRODUCTION

The United Planetary Federation (UPF) Assault Scout is probably one of, if not the, most iconic ships from the Star Frontiers game. Gracing the cover of the Knight Hawks rules, one of the Knight Hawks adventure modules, having a set of deck plans provided in the Knight Hawks rules, and figuring prominently in the starting adventure, the Assault Scout is a ship most players of the game are familiar with.

The assault scout is an ideal ship for an adventuring party. Capable of hosting a crew of up to 12 beings, relatively small, fast and maneuverable, capable of both interstellar and atmospheric operations, the assault scout can go anywhere a group of players might want to take it.

A remastered set of deck plans for the “Stiletto” class of assault scout (Named after the ship from the Warriors of White Light module) was presented back in issue 5 of the Frontier Explorer. This article presents a new and updated design for the assault scout.

## NEW “SWIFT” DESIGN

After the events surrounding the exploration ship UPFS Eleanor Moraes and the discovery of the sathar starship construction center in the Liberty system, the UPF decided that an updated and redesigned assault scout was needed. Spacefleet’s assault scouts were being pressed more and more into their “scout” roll as escorts to the Moraes-class explorations vessels as the UPF began a serious push outward from the core Frontier worlds to look for sathar presence in the systems around the Frontier and provide an early warning buffer zone against another sathar invasion. A new design was needed to make the ship more effective on these longer missions.

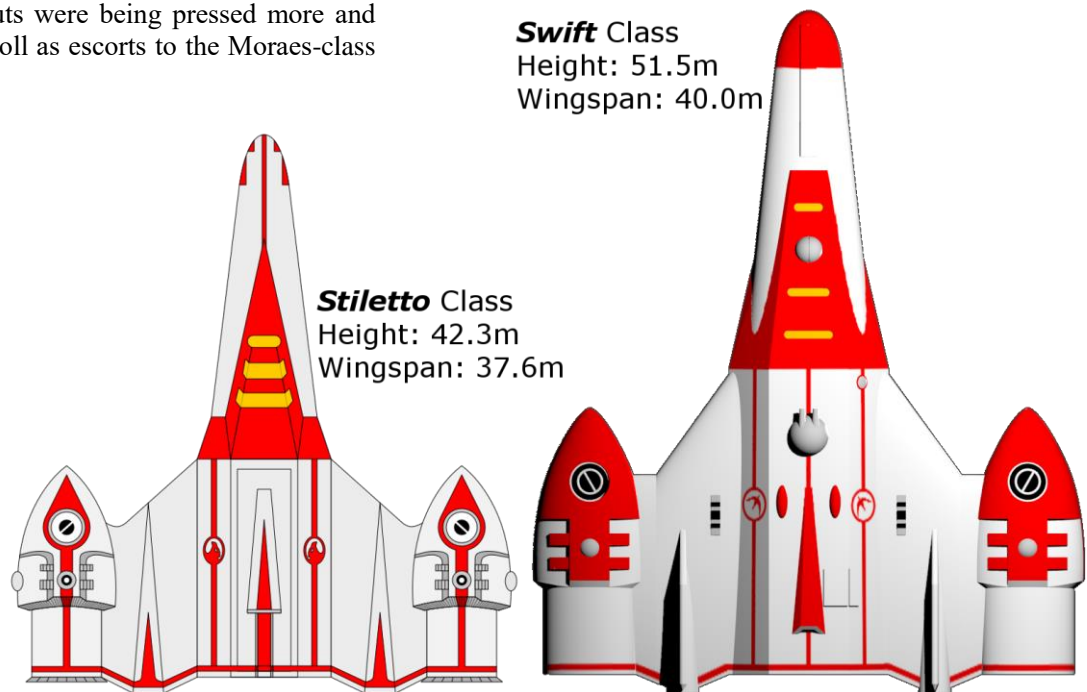
The Swift-class maintains the overall styling of the Stiletto-

**Author’s Note:** This write-up presents a basic overview, including deck plans, of the new assault scout. A much more thorough write-up and comparison of the different assault scouts will appear as a Frontier Explorer Presents technical manual later this year.

class although its longer body and proportionately larger engines results in it standing about 9 meters taller than its older sibling. The basic silhouette, however, is almost identical and the two classes can easily be mistaken for one another unless seen close up and side by side.

## SHIP DESIGN

The primary difference between the Stiletto- and Swift-class assault scouts is a stretching of the fuselage and appropriate scaling of the wings and engines housings to match (as seen in the image below). The Swift class adds two additional decks to the ship’s body and fixes many of the design flaws of the original ship. Of course it introduces some issues of its own but that is hardly surprising.



## SHIP STATISTICS

The basic board game statistics of the Swift-class assault scout are as follows:

**HP:** 25 **ADF:** 5 **MR:** 4 **DCR:** 60

**Weapons:** LB AR(x4)

**Defenses:** RH

The full Knight Hawks data for the ship is:

**Hull Size:** 3

**HP:** 25

**ADF:** 5

**MR:** 4

**DCR:** 60

**Engines:** 2 Class A Atomic Engines

**Fuel Carried:** 3 pellets per engine

**Life Support Capacity:** 12 beings

**Computer Level:** 4 **FP:** 124

**Computer Programs:** Astrogation 4, Drive 4, Assault Rocket 1, Laser Battery 1, Damage Control 2, Computer Lockout 4, Alarm 2, Skin Sensors 1, Life Support 1, Information Storage 3, Computer Security 4, Robot Management 4, Maintenance 1, Communication 2, Installation Security 1.

**Ship's Vehicles:** small launch

**Other Equipment:** subspace radio, videocom radio, intercom system, Energy Sensors, 12 spacesuits, engineer's tool kit, 6 maintenance robots

**Weapons:** LB AR(x4)

**Defenses:** RH

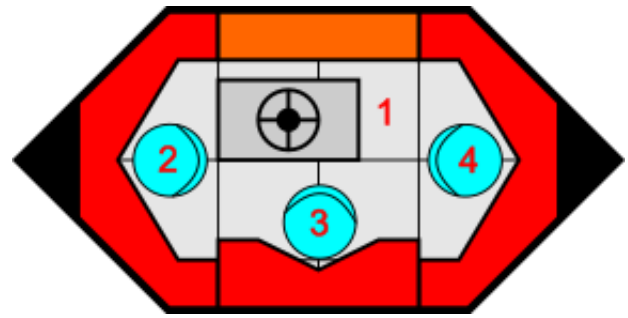
## DECK PLANS

The cross section image at right shows how the decks are arranged in the ship and the following sections go through each deck individually and list the various rooms and features of those decks starting at the top of the ship and working toward the tail. Despite the extra space over the Stiletto-class, the Swift-class assault scout is still fairly cramped and lacking some features that one might expect on a military vessel. The crew is still very close-knit and more intimate than on a larger vessel with less distinction between the officers and the rest of the crew.

### THE NOSE

Not really a deck, the upper 13 meters of the ship primarily houses the assault rocket launcher and weapon magazine. In addition, some of the ship's energy sensors are located in this area along with some of the pumps, filters, and ducting for the life support system.

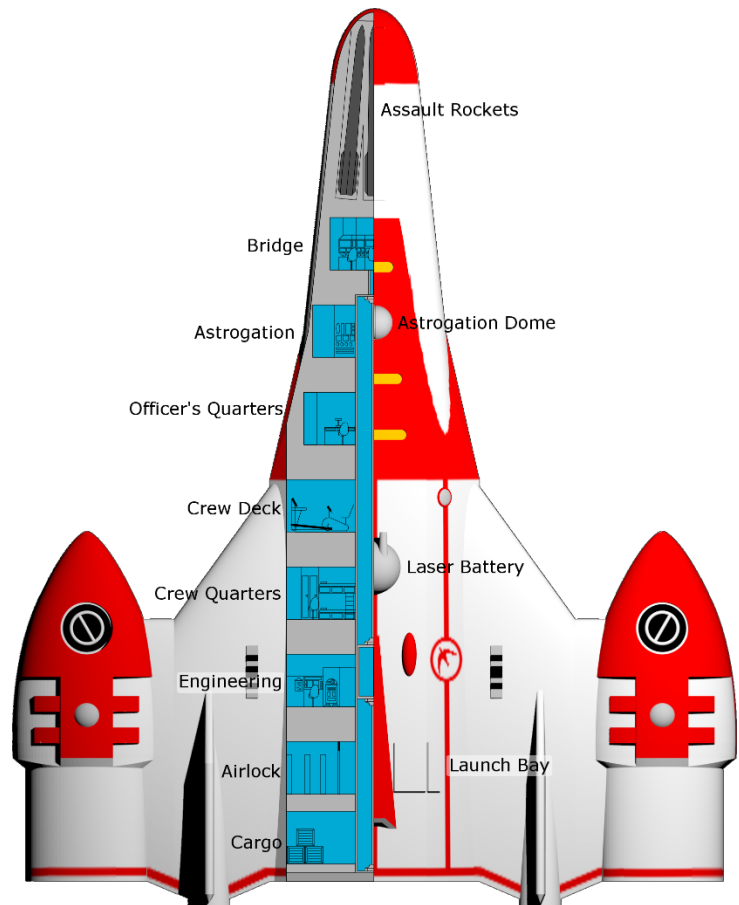
Access for reloading the assault rocket magazine is through a large external access hatch on the back face of the ship. One rocket is housed in the launch tube while the other three are rotated into their storage positions once loaded.

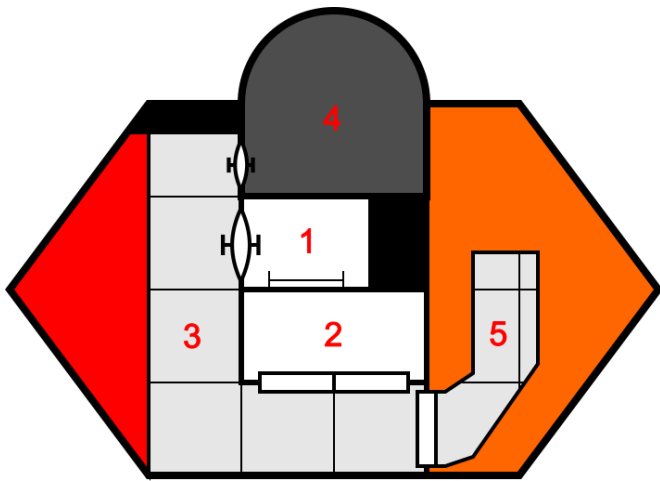


## DECK 1 – BRIDGE

Nestled about half way up the tapered nose of the assault scout, the bridge houses the pilot, gunner, and astrogation/sensor station on the ship. It is the only deck that cannot be accessed via the ship's elevator. The only access is through the ladder well which is capped by a double pressure door in the floor of the bridge deck. Also unlike every other deck on the ship, this entire deck (with the exception of the machinery panel opposite the pilot's station) rotates 90 degrees for atmospheric flight. This transition and rotation takes about two minutes to complete. Also unlike all other decks, this one has a 2.5meter high ceiling instead of the standard 3 meters.

1. **Bridge Deck**
2. **Gunnery Station**
3. **Pilot's station**
4. **Astrogation Station**

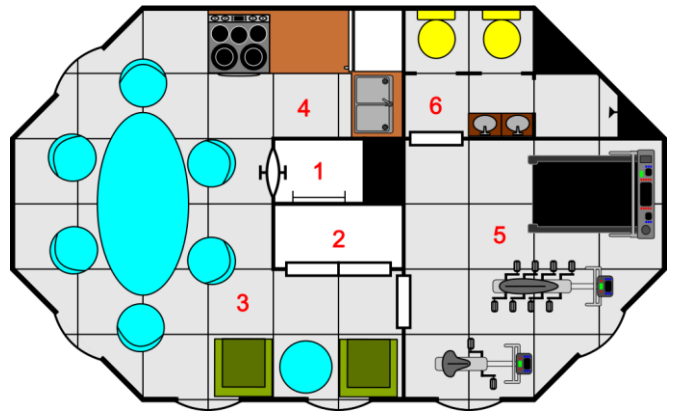




### DECK 2 – BACKUPS & ASTROGATION

This deck houses several of the backup systems for the ship as well as the main astrogation telescope. This is the uppermost deck reachable via the ship's elevator.

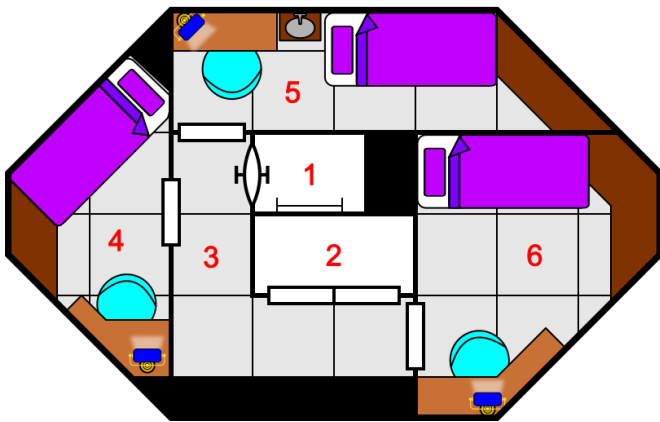
1. Ladder Well
2. Elevator
3. Hallway
4. Astrogation Dome & Backup Life Support System



### DECK 4 – CREW DECK

This deck houses the common areas of the ship. It contains a lounge/galley area, a workout/rec room and head.

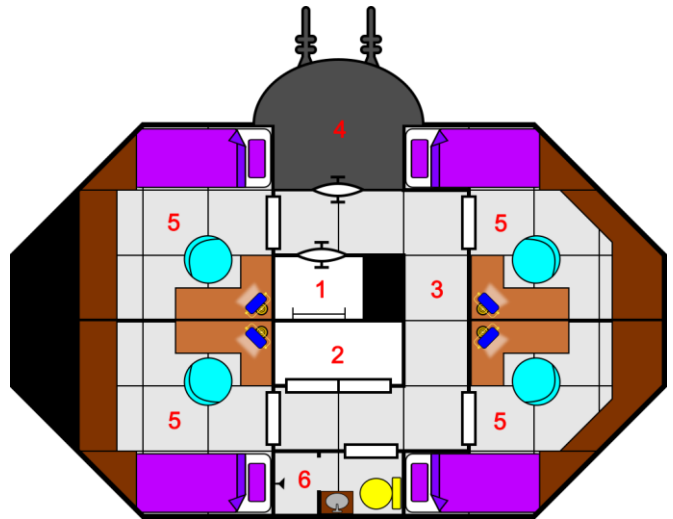
1. Ladder Well
2. Elevator
3. Dining Hall/Lounge
4. Galley
5. Workout/Recreation Room
6. Head



### DECK 3 – OFFICER'S QUARTERS

This deck houses the quarters for the ship's officers, there are two single person rooms and a double bunk room.

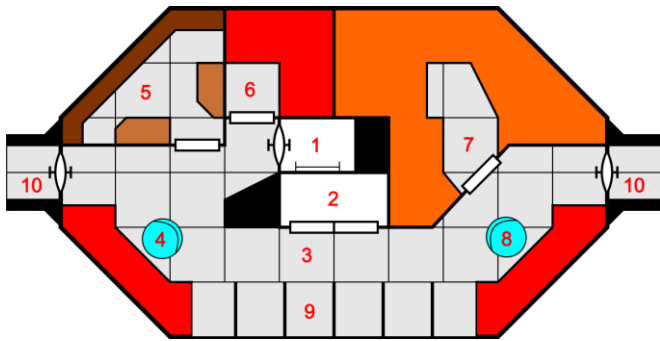
1. Ladder Well
2. Elevator
3. Corridor
4. XO's Cabin
5. Captain's Cabin
6. Officer's Cabin



### DECK 5 – CREW QUARTERS AND LASER BATTERY

This deck primarily holds the quarters for the other members of the crew in four double bunk rooms. In addition, there is a small head and maintenance access to the ship's laser battery.

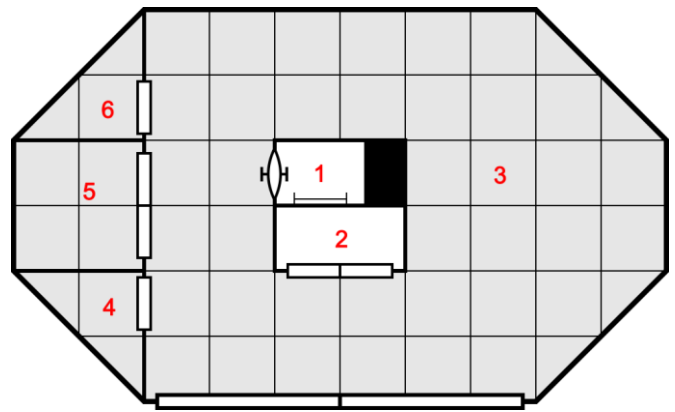
1. Ladder Well
2. Elevator
3. Corridor
4. Laser Battery
5. Crew Bunk Room
6. Small Head



## DECK 6 – ENGINEERING, COMPUTER, & LIFE SUPPORT

This is the ship's main engineering deck housing the engineering and life support stations, a small repair shop, the primary life support system, main computer, robot storage, and also provides interior access to the engines for refueling the atomic fuel pellets and some overhaul maintenance.

1. Ladder Well
2. Elevator
3. Corridor
4. Engineer's Station
5. Repair Shop
6. Main Computer
7. Main Life Support System
8. Life Support Station
9. Robot Storage
10. Engine Access



## DECK 8 – CARGO DECK

The lowest deck on the ship, the cargo deck is primarily a large open area but contains a few smaller storage rooms.

1. Ladder Well
2. Elevator
3. Main Cargo Bay
4. Chilled Storage Bay
5. Locked Storage Bay
6. Shielded Storage Bay

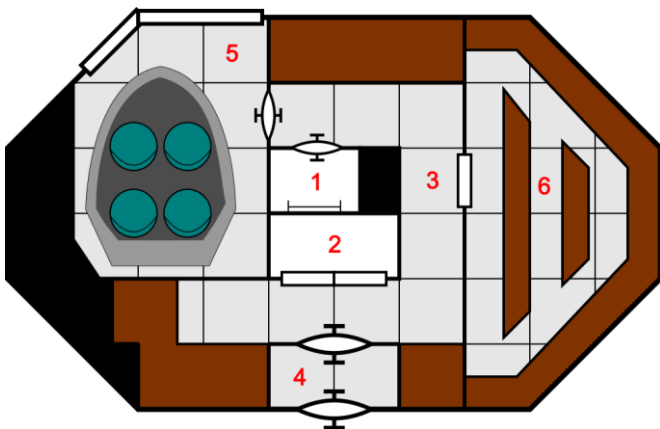
### ELEVATOR AND LADDER WELL

The ship's main elevator runs from the Astrogation deck down to the cargo deck at the bottom of the ship. It does not provide access to the bridge which must be reached via the ship's ladder well. The elevator is 2m by 1m in size and accommodates up to 4 beings (although they will be packed in pretty tight). The elevator travels one deck per turn.

The elevator doors are pressure doors that seal when closed to prevent loss of air in the event of a hull breach. If the hull is breached on a deck the elevator doors will not open on that deck and the only access is via the ladder well unless the entire ship has already been depressurized. In which case the elevator will function normally.

The ship has a 1m x 1.3m ladder well that runs the entire inhabitable length of the ship from the bridge down to the cargo deck. It is located along the back side of the elevator shaft. Ladder segments mounted on the side closest the elevator run along the entire length of the shaft breaking only for the pressure doors that separate each level. These pressure doors are located in line with the ceilings of each level and can be secured to prevent loss of pressure in other levels due to a hull breach on any level.

In addition to the main ladder, there are hand/foot holds along the sides of the ladder well in order to allow crew to pass one another when going opposite directions as well as for ease of travel by some races (such as the vrusk).



## DECK 7 – AIRLOCK, LAUNCH, & HYDROPONICS

This deck houses the ship's small launch, the main airlock, and the hydroponics facility of the life support system

1. Ladder Well
2. Elevator
3. Corridor
4. Airlock
5. Ship's Launch
6. Hydroponics Lab





Races

# WHAT ARE THE ROOKSHA?

Laura Mumma

## ROOKSHA STATS

Rooksha	
<b>Type:</b>	Medium Omnivore
<b>Number:</b>	1-10
<b>Move:</b>	Walk/Turn 10m Run/Turn 20m Per Hour 3 km
<b>IM/RS:</b>	4/40
<b>Stamina:</b>	50
<b>Attack:</b>	50
<b>Damage:</b>	1d10 claws, plus any weapons they may employ, PS 3
<b>Special Attack:</b>	Non-lethal tongue poison that renders a victim of such a strike unconscious for 1d10 turns, range 3 meters.
<b>Special Defense:</b>	See racial abilities below
<b>Native World:</b>	Unknown

Average Stats for this creature as an NPC are:

**STR/STA:** 50/50      **IM:** 4  
**DEX/RS:** 40/40      **PS:** 3  
**INT/LOG:** 45/45      **MW:** 50  
**PER/LDR:** 40/40      **RW:** 25

## FIRST CONTACT

The following was taken from a Strel report to the UPF and Star Law on a possible first contact situation with a hostile alien race that may pose a threat to the UPF and Strel business interests.

## STREL IROCHOL MINING COLONY INCIDENT

Mines Asteroids for Uranium, a company in the Athor System, has been in successful operation for ten years without a major incident. In mid-communication, Strel lost contact with its Irochol Mining Colony. Right before the silence, the foreman was heard to say "What the hell is THAT!?" and the sound of a weapon being fired ended all communication.

**Author's Note:** The Rooksha first appeared in Star Frontiersman 04, The Great Hunt by Bill Logan with art by B. Kelleher page 37. The Rooksha as they were presented lack stats, it is hoped this follow up article will help flesh out this mysterious and dangerous alien race for use in the setting. A special thank you to JCab747 for his suggestions.

Strel sent in a team to investigate the loss of communication that Strel suspected might be pirate activity. The survivors of the investigation and rescue team to Irochol however relayed a very different reason for the loss of communication: first contact with a previous unknown interstellar race.

The rescue team quickly found themselves being hunted by creatures described as a cross between a Sathar and a Lizard. Though the rescue team was able to locate a few mining colony survivors the majority of the rescue team and the mining colony were efficiently killed by this new race.

## DESCRIPTION

Strel handed over all bodies of the aliens recovered to the University of Zebulon for study.

The Rooksha head is elongated and shaped very similar to the Satharoid racial head. One difference in appearance is a sort of double-ear covered by a membrane on a head-ear crest on each side of their heads. Based on the survivors' reports, the hearing of the Rooksha may have been superior to that of a Humans.

Their eyes appear vaguely Satharoid though shaped a bit different in that the eye is vaguely s-shaped on the top. On dissection it was discovered the creature has the double pupils and a dual brain of a similar shape to the Satharoid races. The eyes appear very dark, so much so it is impossible to see the pupils and they appear solid black or a nearly black blue. During dissection it was discovered this creature has a natural eye cover that protects their eye but makes their eyes look one color and pupil-less to other races.

Unlike the Sathar the Rooksha possess what appear to be scent sensory gland-pits towards the end of their snout, which arches down moving their mouth opening to under their snout. The gland-pits seem to give them a scent ability near that of a Human and may help regulate their temperature as well.

Like the Sathar, though, their mouth is circular and ringed with teeth. Short feeling whiskers protrude from around their mouth and snout area. The Rooksha tongue is very different than the Sathar tongue. It can be launched out of their mouth as they thrust their head up much in a way a frog's can. It can reach up to 3 meters away from them. The tongue contains an adaptive non-lethal poison that renders a victim of such a strike unconscious for 1d10 turns.

Like the Sathar their body is segmented and contains a crop. They also appear to regulate their body temperature the same way Sathar do and are surmised to actually be cold-blooded as well. Many of their internal features appear to be very sathar-like. However, there are some very unsathar-like features as well.

A Rooksha has specialized air sacks throughout their bodies that allows it to actually store air; these organs are not lungs. In addition, their bodies have cartilage webbing that give them extra support. Based on the surviving eyewitnesses accounts, the Rooksha was able to move around in the vacuum of space with no spacesuit. It is believed that this is how the Rooksha did not need an atmosphere.

It is believed they secrete some kind of bodily slime that gives them protection in the vacuum of space, based on the survivors reports it has a limited duration with some variation between individual Rooksha. The average duration being around 40 minutes. It is believed they can probably survive underwater or in a tainted atmosphere environment for about as long as well.

The Rooksha do not possess a tail and their forearm appendages, though tentacle-like, are thick and have cartilage webbing that acts as an extra support system.

Their "hands" are heavy, split pads they can wrap around objects for gripping with only 2 fingers. Each is very thick and ending in heavy claws. As they do not have the Sathar tail to slither on, they are clearly bipeds and use their thick cartilage webbed tentacles as legs for movement/support, in addition to the Satharoid chamber system they seem to possess. The foot of the Rooksha is a heavy, thick, but flexible pad very similar to a Sathar's pad but reinforced for load carrying, the footpad does not possess any toes or claws.

They are smooth skinned like a Satharoid, and not scaled like a lizard; it is assumed they breathe in a similar manner as the Sathar. One obvious difference between the Sathar and the Rooksha is in the markings. Rooksha have dark

and light colored sections of their bodies and lots of organic line face markings. A few Rooksha appear to have artificial markings on their heads but the meaning is unknown.

The Rooksha's sexual organs seem to be similar to the Sathar's and like the Sathar they appear to be both sexes. It is suspected they cross-fertilize and then deposit eggs.

DNA sequencing of remains compared to other species has left the scientists with more questions than answers. The Rooksha do share some common DNA with the Satharoid races but also they have unique sequences that do not appear related to any Satharoid bioforms. The University is continuing testing to try and determine what the Rooksha are.

## MATERIAL CULTURE RECOVERED

In addition to the few Rooksha bodies recovered some material technology was collected as well.

There were several semi-modern or rather archaic laser rifles, which did not seem to work as well as the Streel issued weapons (range is half what a standard Frontier Laser Rifle is but it still does similar damage). The Rooksha recovered where all equipped with defensive screens.

The analysis of the wreckage of their ship and the escapees that landed on the asteroid by Streel engineers indicates this space

faring race has jump capabilities. Streel has been able to recover some telemetry regarding destination of other escape pods and some navigational data that may point to what part of unexplored space these creatures come from.

## OBSERVED CUSTOMS

Based on the reports of the surviving eyewitnesses and security recordings, it appears this creature may have been killing for sport. They were observed collecting ears of Streel employees they killed. Most of Streel's employees on the mining colony were human and yazirian. However, the one Vrusk employee killed also had an antenna removed. It appears they collect trophies of their kills.

All the Rooksha encountered appeared to be very young and may have just become fully mature and it has been suggested by the Xeno-anthropologists this may have been a ritual hunt for a coming of age ceremony in the Rooksha society.

The Rooksha were observed speaking to each other and using translation devices to attempt to communicate with miners as a trap in their hunt.



## WHAT THE SCIENTIST THINK

The scientists at the University of Zebulon have suggested several theories to both Streel and Star Law concerning this species.

- 1) Rooksha started as a slave caste that underwent extreme bioengineering so they could survive in the extreme environments they were required to work in for the upper castes in Sathar society. Thus they became stronger and different looking than other Satharoids. Perhaps they rebelled and then developed a sort of Hunt type society. Possibly a group of slaves were left on some planet and forgotten, meanwhile the slave caste rebelled amongst the Sathar and after a bloody war were exterminated but this pocket population has survived and adapted.
- 2) The Rooksha were developed as assassins sent to kill specific targets (prey). DNA proof might have been required by their masters and since first training would involve animals, the "ear" collecting would have evolved from all of that.
- 3) The Rooksha is a Sathar slave race, remade into a more Sathar-like image to be more pleasing to their Sathar masters. Perhaps they're bio-engineered Eorna or another lizard race.
- 4) Rooksha are a special warrior caste of the Sathar, shock troops and enforcers of the Sathar high command designed to survive conditions that normal Sathar cannot. Feared by normal military Sathar, but tolerated due to their effectiveness in combat. They can board alien vessels without suits and survive alien gravities and atmospheres normal Sathar find unbearable. Normal Sathar probably find the Rooksha ugly and will not breed with them.
- 5) Perhaps another race bioengineered these creatures as Special Forces. Once the Rooksha's masters were no more (for whatever reason), they were left to their own devices on a planet and the Rooksha developed a hunt society.
- 6) It could be possible the Rooksha were more appealing to the Reptile overlord race of the Sathar in their prehistory (some xeno-anthropologist believe Sathar have a fear of reptile races in particular), if the general Sathar population rebelled, the Rooksha would have been associated with the reptile masters as oppressors or body guards or enforcers of the master race's oppression even if the Rooksha were enslaved too. The rebellion would have committed genocide on the Rooksha in that scenario, with just a few survivors. The survivors could have become a secretive hunter, pirate, and scavenger type culture in deep space.
- 7) Maybe the Rooksha were not bio-enhanced at all by anyone but themselves. The reason they look like Sathar and have some DNA in common is this race co-evolved on the same world as the Sathar. Maybe the reason the

Rooksha are similar to the Sathar is that the Rooksha bio-engineered or uplifted the Sathar, who later turned on them.

## WHAT THE ROOKSHA THINK

The Rooksha are an alien species that hunt for sport and pleasure. Their society is built around the idea of the hunt. Their test of maturing into adulthood is to be dropped off on some foreign world and told to bring back as many ears as they can. The traditional hunting space does not contain sapient life but does have dangerous and challenging life forms.

The Rooksha did misjump and wound up stuck in a crashed ship in the Frontier area of space. However, as the maturity ceremony is a great importance, the Rooksha merely began hunting the miners. The Rooksha have no moral dilemmas about dispatching sapient life forms as all life forms are prey. The greatest challenge any hunter can hope for is intelligent, superior prey animals.

As a rule, space faring races that wander into Rooksha space are never heard from again. The high disappearance of ships in that region of space generally results in other species staying clear even though they may be ignorant as to why the ships disappear.

## PLAYING ROOKSHA AS PCs

If you wish to allow players to use the Rooksha as a race, use the following ability modifiers and special abilities.

### ABILITY MODIFIERS

**STR/STA +5 DEX/RS +5 INT/LOG -5 PER/LDR -5**

### RACIAL ABILITIES

The Rooksha are able to function in zero gravity without a penalty and in gravity as high as 2.0 without penalty.

The Rooksha cannot hypnotize.

The Rooksha can remain in vacuum, under water and in tainted atmosphere without air for 40 minutes.

**Average Size:** 3 meters

**Average Mass:** 55 kg

**Average Lifespan:** Unknown

**Reproduction:** Hermaphroditic

**Body Temperature:** Similar to Satharoids

## REFERENCES

- <http://www.starfrontiers.us/node/7338> - Sathar Sects
- Star Frontiersman 04, The Great Hunt by Bill Logan with art by B. Kelleher page 37
- Alpha Dawn Expanded Game Rules
- Far Scape TV show for the tongue idea.

Starships

# PELICAN CLASS TROOP TRANSPORT

Tom Verreault

The Pelican class transport was designed to deliver company sized mercenary teams throughout the Frontier. Mercenary outfits and corporations are the primary users of this type of star ship.

The ship is usually paired with a parasite shuttle that docks at its main hatch.

## KNIGHT HAWKS STATS

### PELICAN

**HS:** 5 **HP:** 50 **DCR:** 70

**ADF:** 4 **MR:** 3

**Weapons:** LC, RB x4, LB

**Defenses:** RH, MS x2, ICM x5

Typical troop shuttle:

**HS:** 2 **HP:** 10 **DCR:** 40

**ADF:** 4 **MR:** 4

**Defenses:** RH

Note: Shuttles paired with the Pelican may be optimized for mercenary operations and thus could sport pod lasers in the forward fire configuration. They will have enough seats to bring down the entire mercenary company in one drop.

## ABOUT THE PELICAN

The ship has one elevator and one ladder well running its length. The space between the elevator and ladder well is an engineering chase where power feeds, air vents, water lines, etc. are run to reach all the decks.

The ship's launch is the large variety with a 10 being capacity. Escape pods are accessed through a floor hatch. For the crew and troop decks there is one escape pod for every bed on that deck. When one pod is ejected another queues up. Every other deck has one escape pod. The ship's launch and the work pods are also considered escape vehicles during an emergency.

## DECK PLANS

The deck plans for the Pelican are provided on the following pages with brief descriptions given here. Deck plans are provided with a 1/2" grid at 2m per square.

### DECK 1: BRIDGE

Besides the bridge there is an observation blister and officer mess. The officer mess doubles as a conference room.

### DECK 2: CREW DECK

The crew deck has the captain's quarters, crew lounge, and enough quarters for 14 other crew members. The ship does not need this many crew and in practice the quarters are used for birthing more troops or mercenaries.

### DECK 3: ENLISTED MESS & SECURITY

On this deck is the enlisted mess, ship's launch, security office and brig. There is a small office that usually belongs to the troop commander. The machinery for the laser battery is here as well as a gunnery station.

### DECK 4: SICK BAY AND VIP CABIN

The Sick Bay has a surgical suite, a small hospital ward, and an isolation unit. The VIP cabin, if not occupied by a VIP passenger, is the quarters for the troop commander.

### DECK 5: TROOP DECK

The troop deck accommodates 18 enlisted troopers and the armory. The masking screen, life support and back up life support controls are here. The main airlock is located here near the troop birthing and armory.

### DECK 6: CARGO HANDLING & ROBOTICS

There are two storage areas; one of them is secure storage. The ships robots are stored and maintained here. There is a cargo handling station here that can take manual control of the ship's robotic cargo handling arm one deck below. This station has an observation blister affording an excellent view of the cargo bay doors (one deck below) but it also doubles as the gunnery station for the rocket battery.

### DECK 7: CARGO HOLD

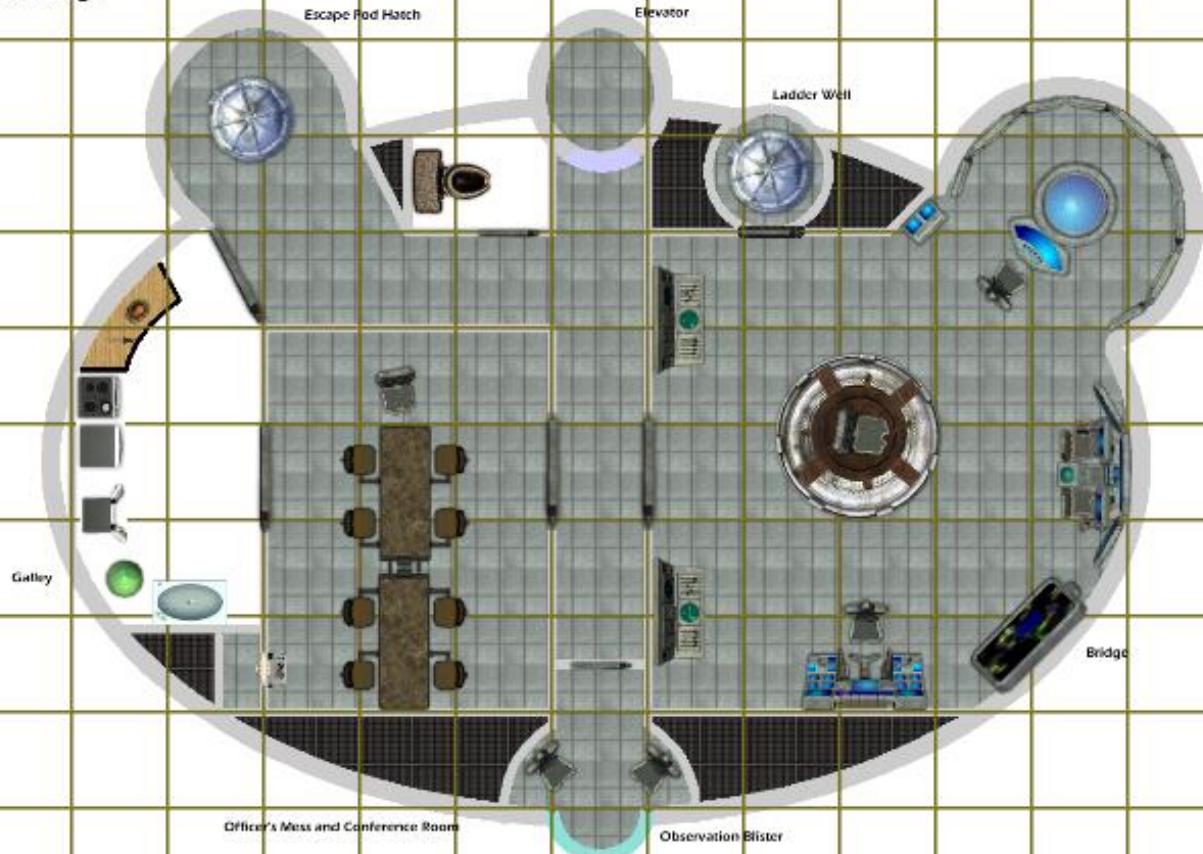
The cargo hold is equipped with a robotic cargo handling arm.

### DECK 8: ENGINEERING

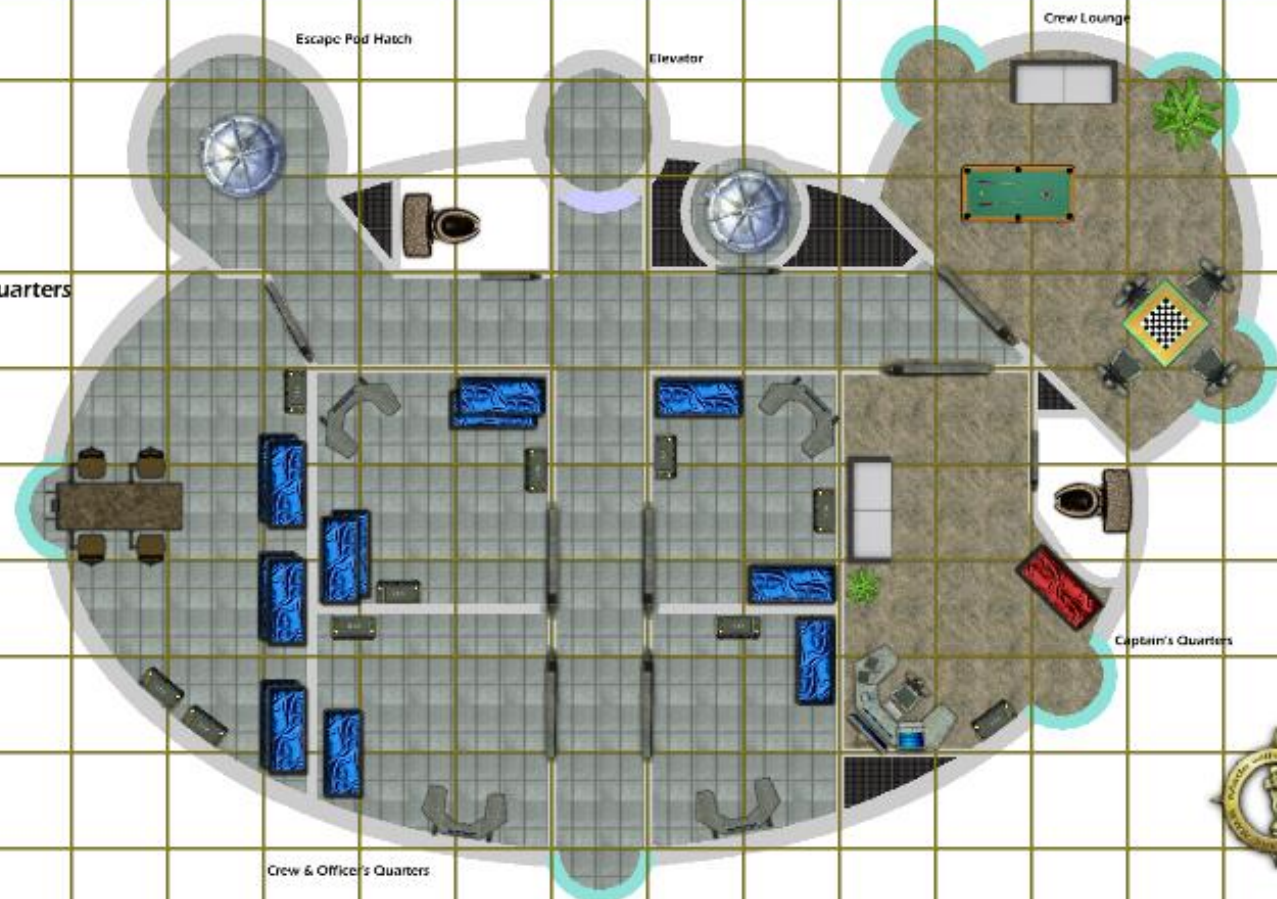
The engineering deck had two work pods, access tunnels to the engines, and the damage control station for the engineer.

FE

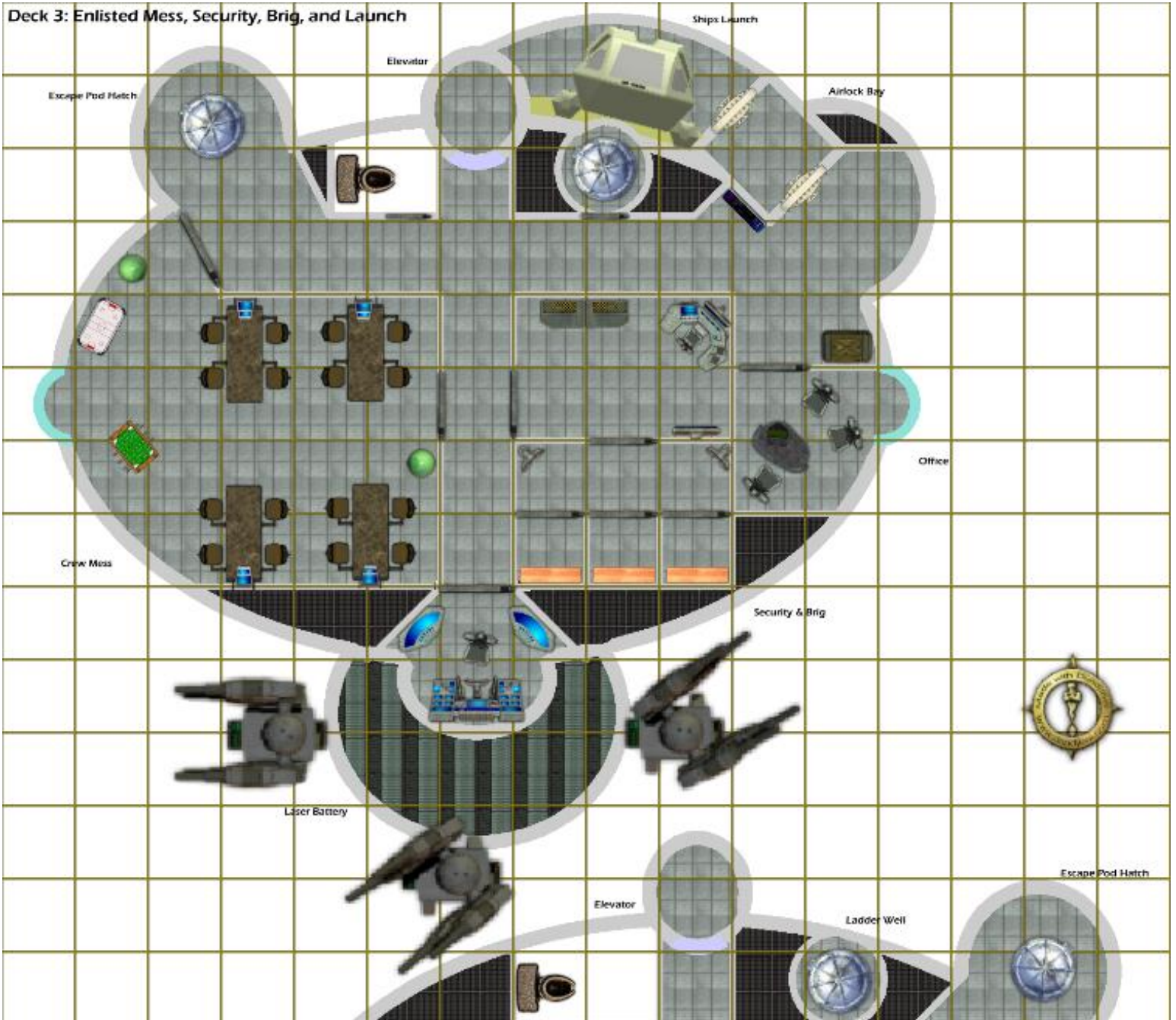
Deck 1: Bridge



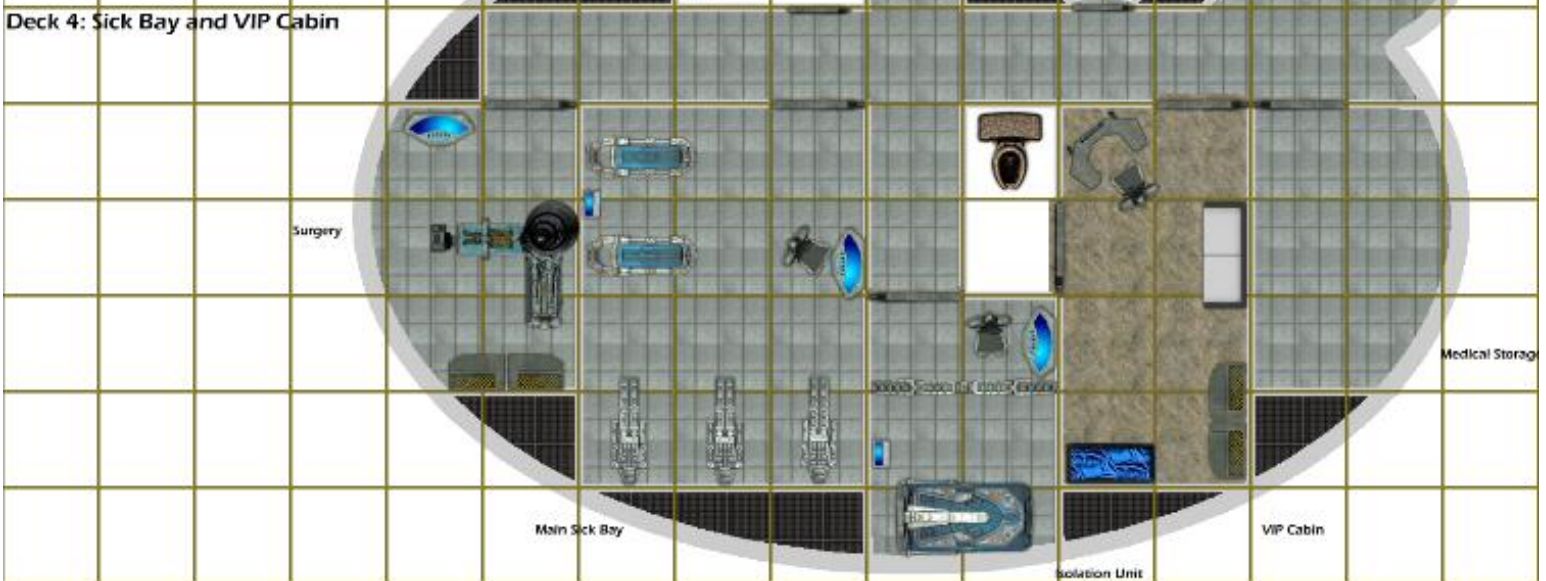
2:Crews Quarters



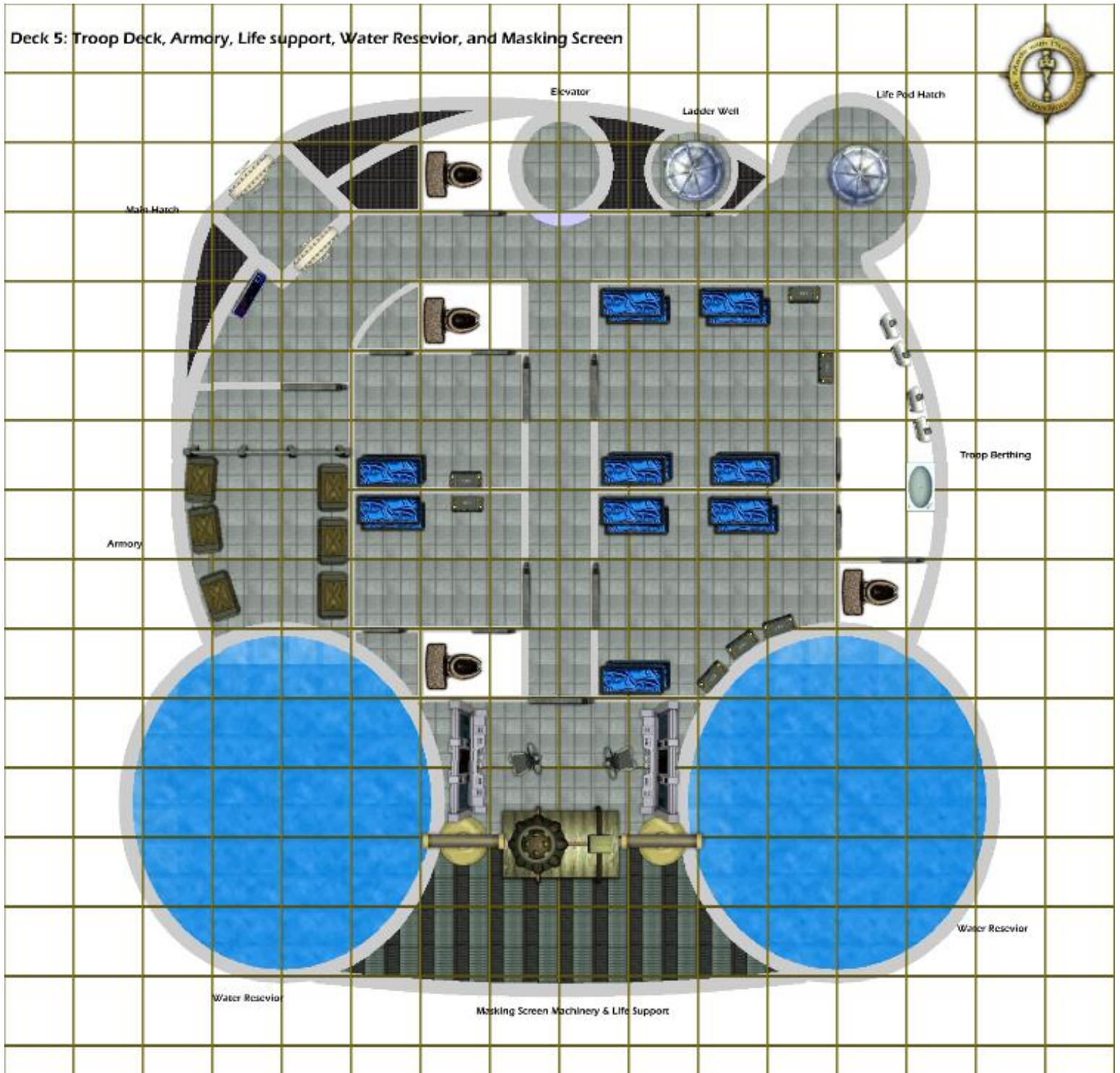
Deck 3: Enlisted Mess, Security, Brig, and Launch

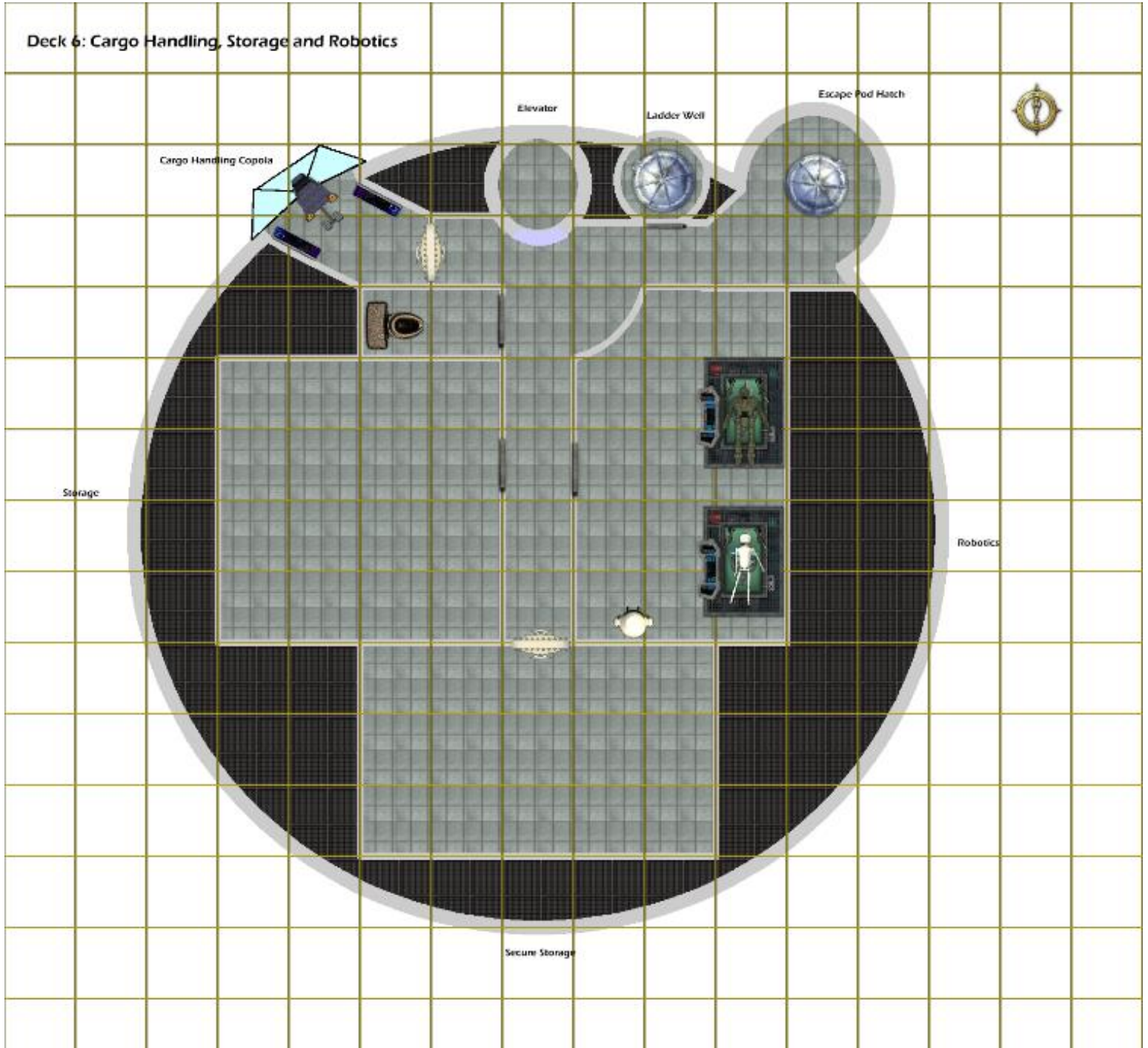


Deck 4: Sick Bay and VIP Cabin

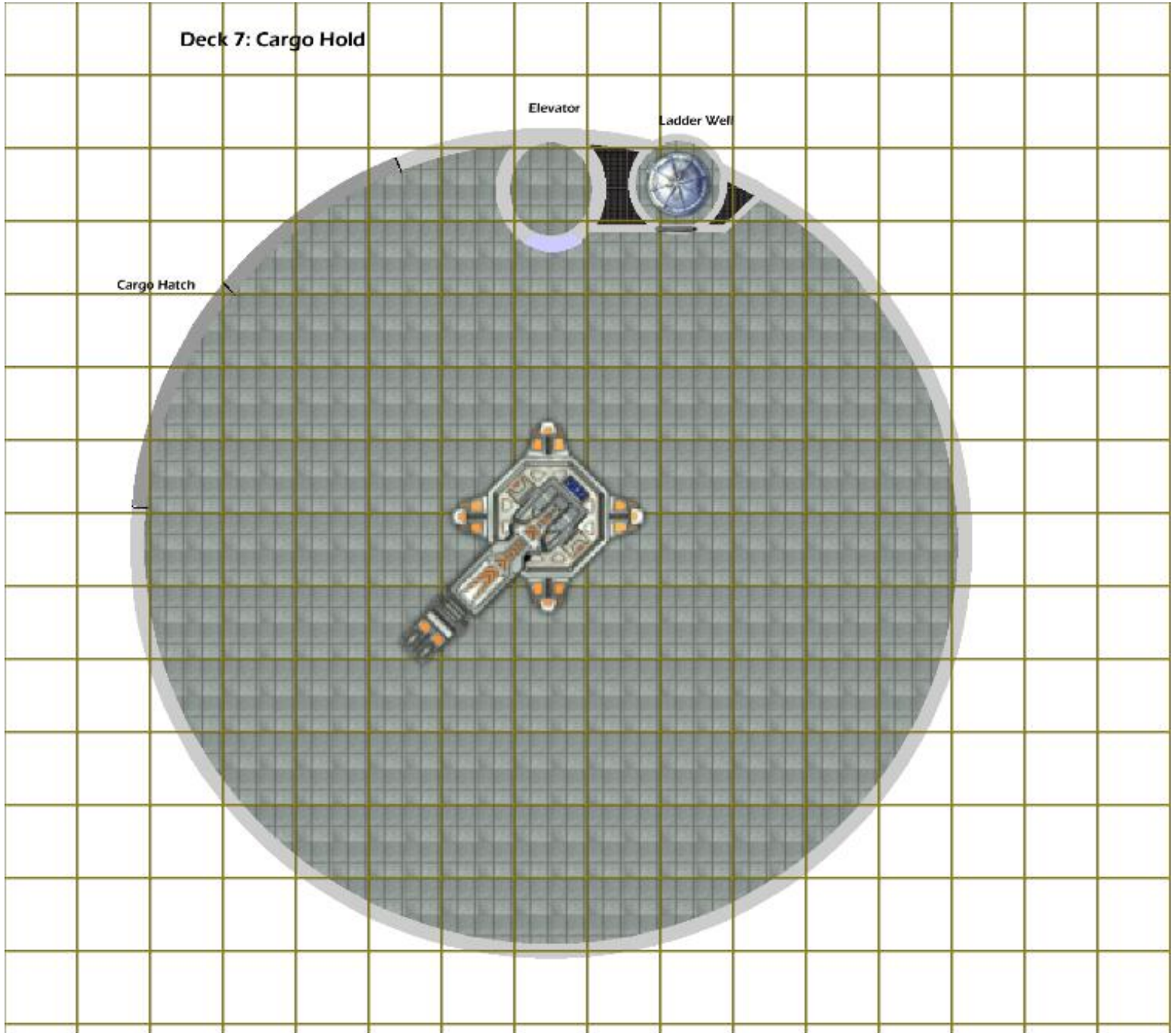


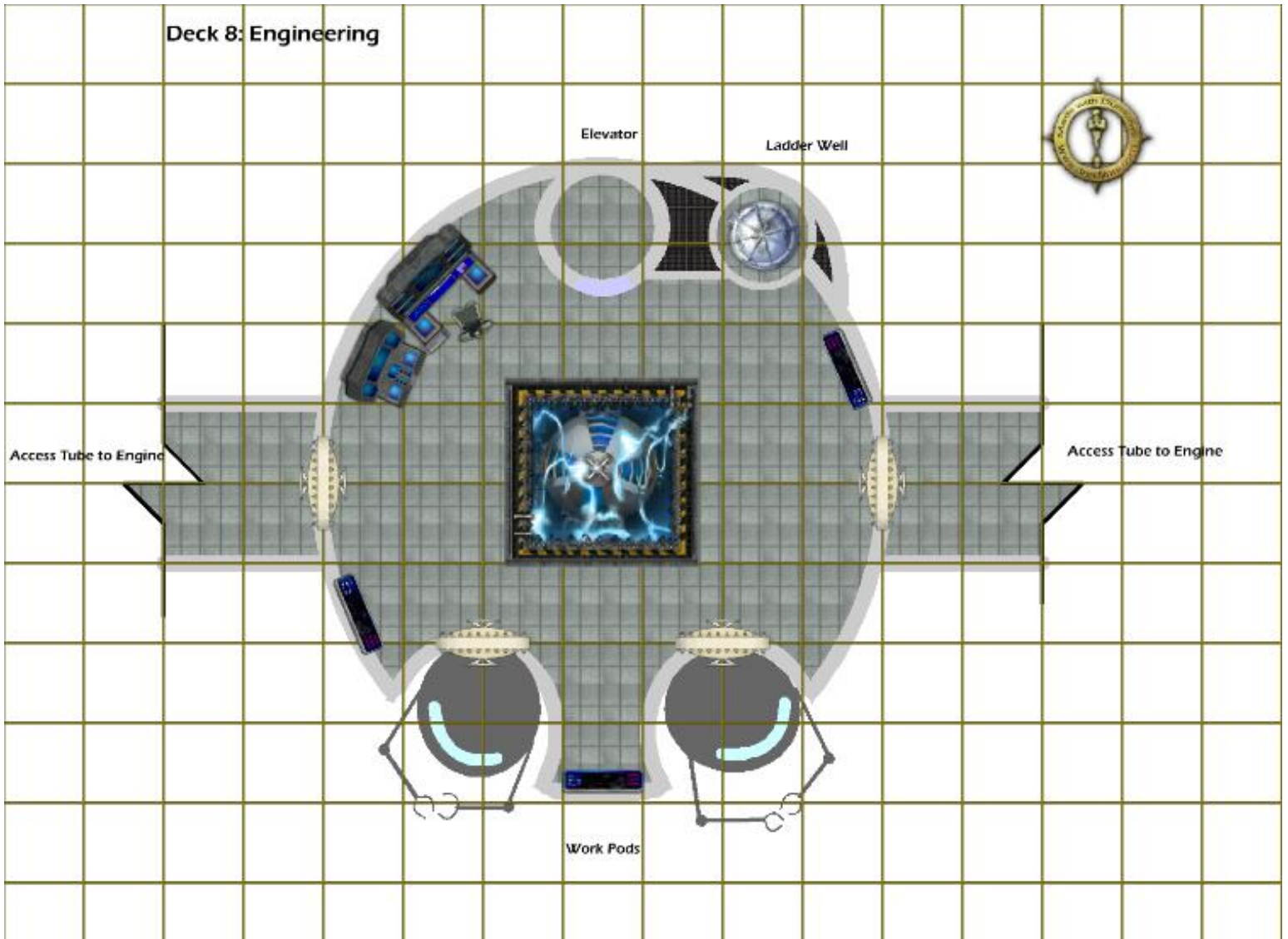
Deck 5: Troop Deck, Armory, Life support, Water Resevior, and Masking Screen











## Starships

# UPFS RESCUE SCOUT

Tom Verreault

In the decade following the Medical Services Organization's founding and subsequent discovery of a cure for the Blue Plague the MSO expanded rapidly and enjoyed a generous budget. During this heyday of impulsive spending the Rescue Scout class ship was designed and four were delivered to the MSO.

The mission of this ship was to travel to crisis locations lacking in medical support and provide emergency services and rescue. It carries no weapons but medical facilities qualify as being treated in a hospital. The expense of this ship was justified because the ship, while civilian registered, could be activated to serve with Space Fleet. However, having no weapons the Rescue Scout has never been activated by the Navy and the program behind this ship is now viewed as a boondoggle and waste of money.

Originally based at major population centers in the Frontier, most of the ships are now based on outpost and light population colonies as semi-permanent medial support. They typically respond to emergencies in their systems but require orders from MSO headquarters before dispatching to another star system.

The problem with the Rescue Scouts is their short legs: only one void jump before requiring an engine overhaul. The case has been made that they should be scrapped and another hospital frigate added to the MSO fleet but it has been decades since the scare of the Blue Plague and the MSO budget is not as flush as it once was. In addition, if the Rescue Scouts were scrapped the MSO would likely need to find the credits to build clinics on the colonies where they are based. So while the ships are expensive to maintain and operate, the MSO finds itself in a position where they just can't get rid of them.

## THE RESCUE SCOUTS

### KNIGHT HAWKS STATS

HS: 3 HP: 15

ADF: 5 MR: 4 DCR: 50

Weapons: None

Defenses: RH

**Typical Crew:** Pilot, Astrogator, Engineer and 2 medical or scientific staff as well as 1-3 robots to assist with rescue and service work.

### FLEET ROSTER

The current fleet consists of the following ships:

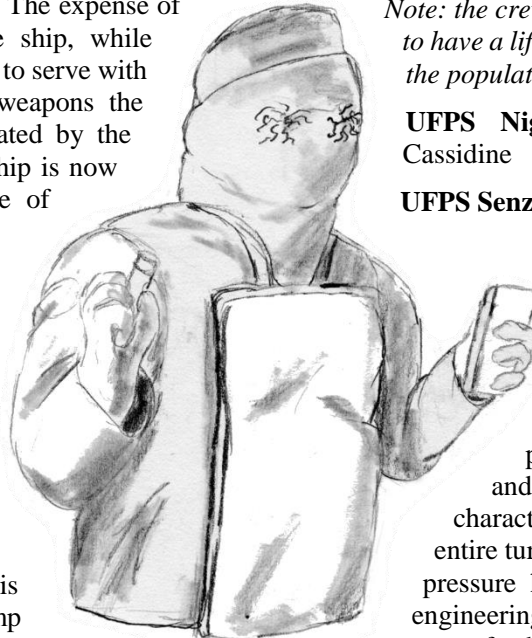
**UFPS Hippocrates** – Base: New Pale, Truane's Star

**UFPS Kurzon** – Base: Exib, Athor

*Note: the crew of the Kurzon have declared the ship to have a life enemy: Milo's Disease which plagues the population of the moon Exib.*

**UFPS Nightingale** – Base: Rupert's Hole, Cassidine

**UFPS Senz't** – Base: Laco, Timeon



### SHIP DESCRIPTION

The Rescue Scout class is built with an elevator and a ladder well. At each deck in the ladder well is a pressure hatch which must be opened and shut manually which requires a character using the ladder well to spend an entire turn at each deck opening and closing the pressure hatch. Behind the ladder well is the engineering chase, a conduit through which all the power feeds, air vents, water lines, etc. are run throughout the ship.

### DECK DESCRIPTIONS

The deck plans for the ship are provided on the following pages and are presented with a 1/2" grid and a scale of 2m per square.

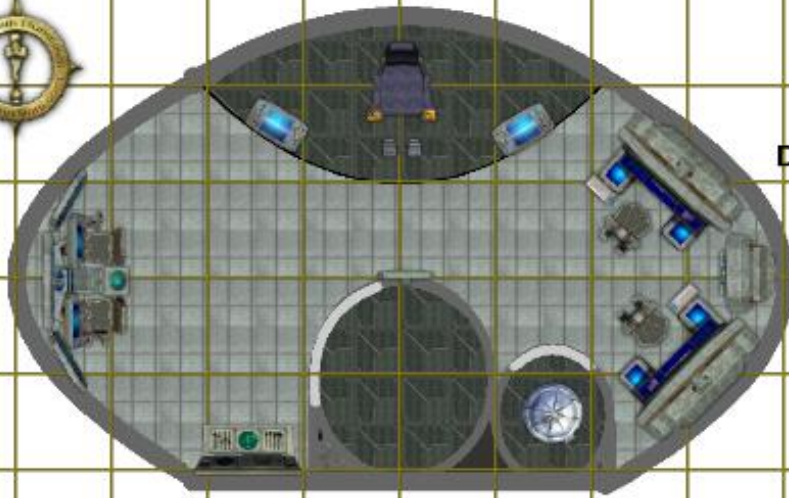
#### DECK 1: BRIDGE

There are three stations here for the crew to operate the ship although the engineer may opt to be in engineering. The main computer banks (level 3) are here as well.

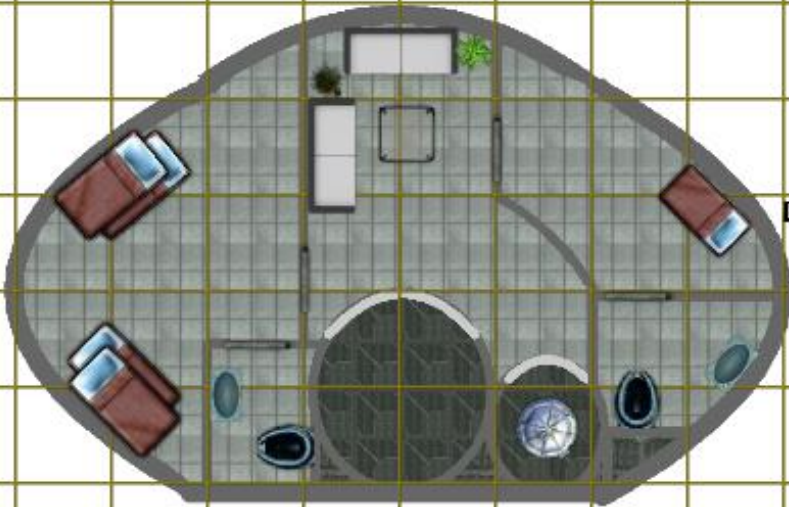
#### DECK 2: CREW DECK

The crew's quarters include a private cabin for the commander and a dorm for the rest of the crew.

# RESCUE SCOUT UPPER DECKS

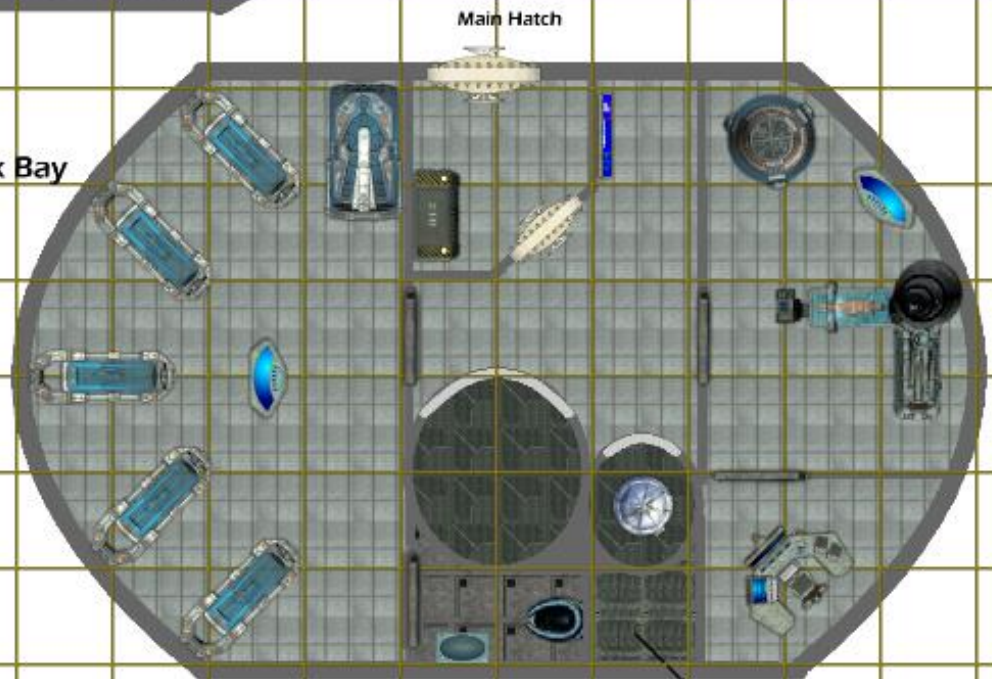


DECK 1. Bridge



DECK 2. Crew Deck

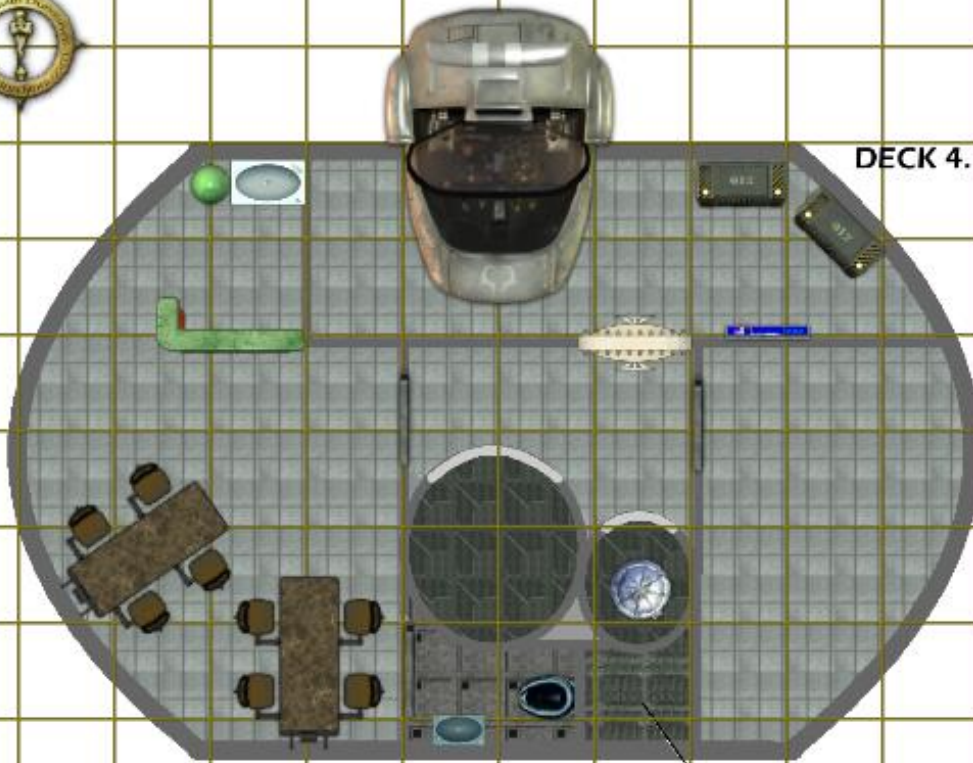
DECK 3. Sick Bay



Main Hatch

Engineering chase

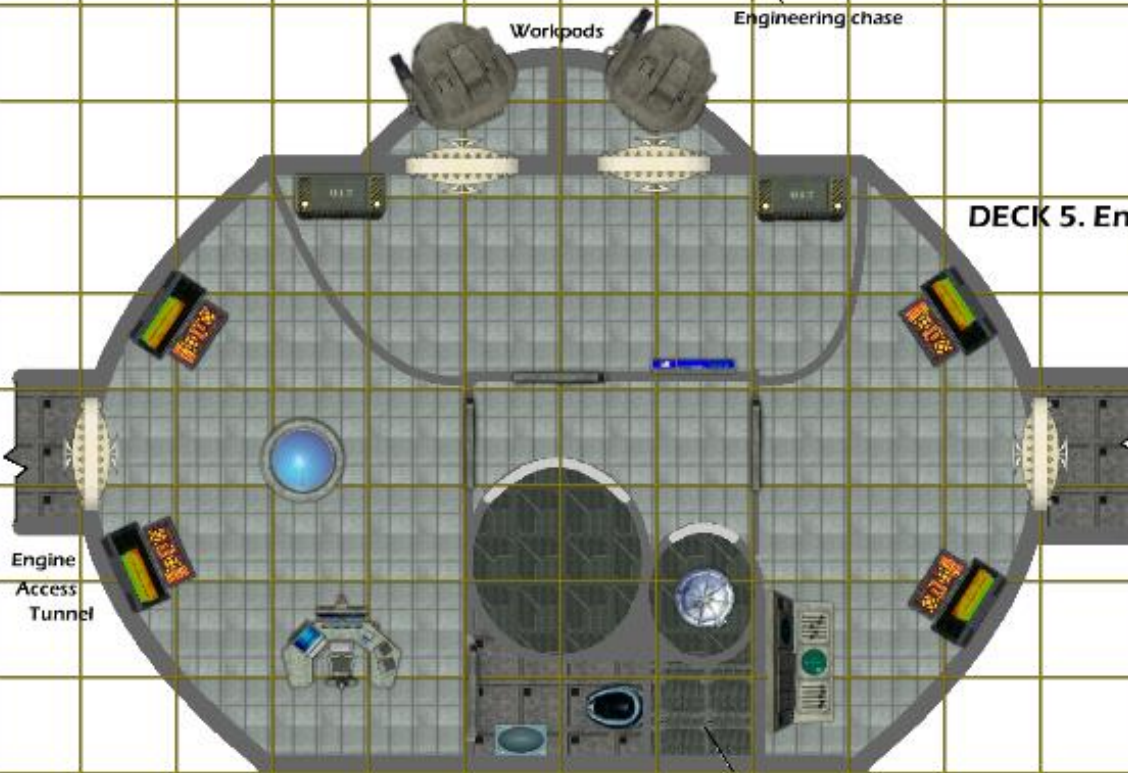
# RESCUE SCOUT MID DECKS



DECK 4. Galley & Ship's Boat

Engineering chase

Workpods

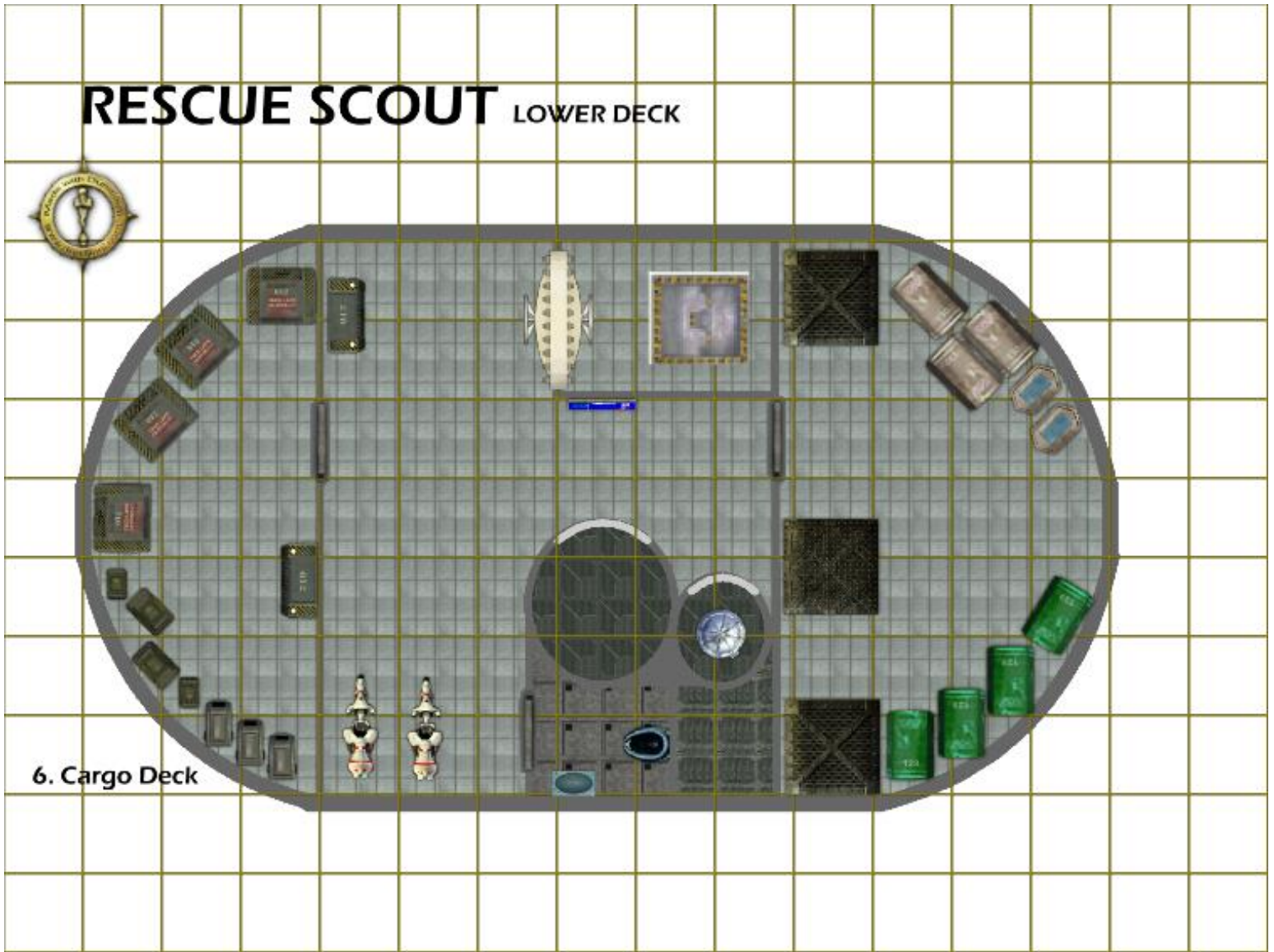


DECK 5. Engineering

Engine Access Tunnel

Engineering chase

Engine Access Tunnel



### DECK 3: SICK BAY

The main hatch and airlock are on this deck. Sick Bay includes an office, a surgical suite, and a hospital ward. Every bed of the hospital ward has an integral freeze field if necessary. The Sick Bay has a standalone computer (Level 1) dedicated to medical support and files.

### DECK 4: GALLEY AND SHIP'S LAUNCH

The ship's launch has a four being capacity. The galley is fairly spartan and the quality of food is only one step above emergency rations. Rescue Scout crews receive a food allowance and eat off-ship whenever possible.

### DECK 5: ENGINEERING

Life support, back up life support, two work pods, and engine monitor relays are all located on this deck. The engineer has a work station with a direct connection to the main computer.

### DECK 6: CARGO

The cargo deck has numerous supplies, ground vehicles and an oversized airlock and cargo hatch. There are emergency style tents that allow the crew to assemble a tent hospital on the ground if necessary.

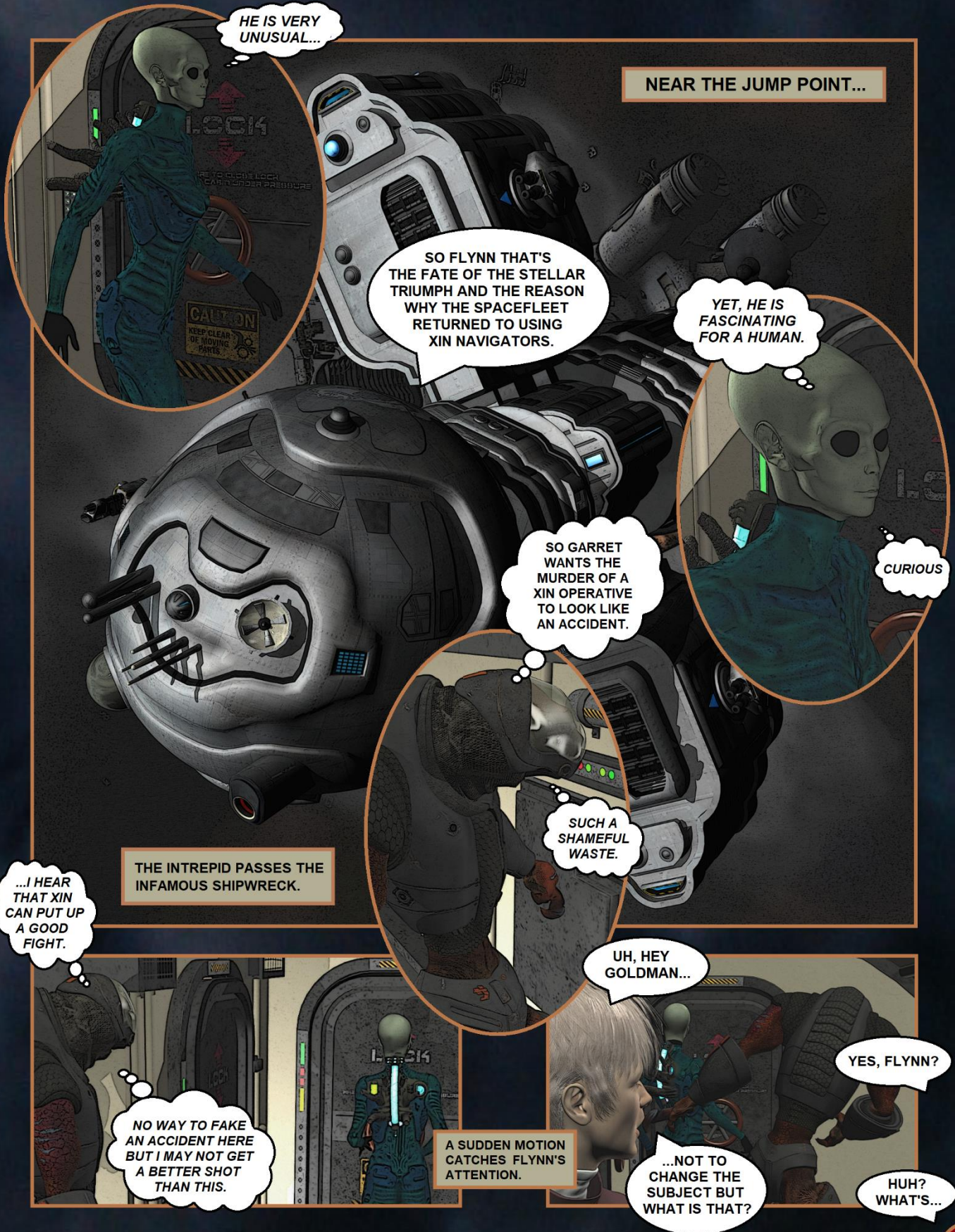


FE

# TITAN RISING: 2299

## EPISODE #14.0: "THE TRAP"

V2.0



HE IS VERY UNUSUAL...

NEAR THE JUMP POINT...

SO FLYNN THAT'S THE FATE OF THE STELLAR TRIUMPH AND THE REASON WHY THE SPACEFLEET RETURNED TO USING XIN NAVIGATORS.

YET, HE IS FASCINATING FOR A HUMAN.

SO GARRET WANTS THE MURDER OF A XIN OPERATIVE TO LOOK LIKE AN ACCIDENT.

CURIOUS

SUCH A SHAMEFUL WASTE.

...I HEAR THAT XIN CAN PUT UP A GOOD FIGHT.

THE INTREPID PASSES THE INFAMOUS SHIPWRECK.

UH, HEY GOLDMAN...

NO WAY TO FAKE AN ACCIDENT HERE BUT I MAY NOT GET A BETTER SHOT THAN THIS.

A SUDDEN MOTION CATCHES FLYNN'S ATTENTION.

...NOT TO CHANGE THE SUBJECT BUT WHAT IS THAT?

YES, FLYNN?

HUH? WHAT'S...

IT'S NOT A GOOD DEATH BUT SHE WILL NEVER KNOW IT...

AWW CRAP! THIS DOESN'T LOOK GOOD!

JUST ONE MOMENT LONGER.



STEALTHY...

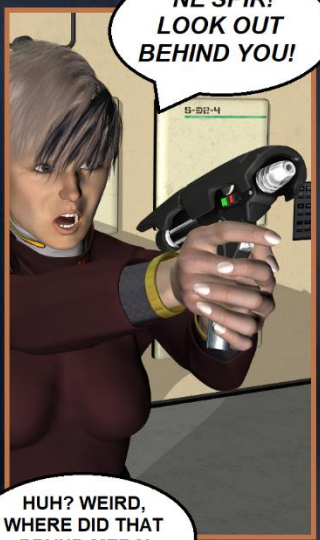
SWIFT...

DEADLY.

NE'SPIR! LOOK OUT BEHIND YOU!

GET DOWN!

SKREEE!



HUH? WEIRD, WHERE DID THAT BRYND MERC' COME FROM?



NICE SHOT THERE FLYNN!

...GOOD THING HE'S NOT ONE OF OURS.

THAT WAS A CLOSE ONE!



**TO BE CONTINUED...**

# FOR SIMON

SIMON SCHILD (AKA SIMON-3D) 12/08/58 - 01/06/17



Adventure

# THE STATION EVICTION INCIDENT

Tom Verreault

## ALPHA SECTION: GETTING STARTED

This Star Frontiers serial adventure is designed for mid-level characters. The default rules system is Alpha Dawn and Knight Hawks.

A mid-level characters is defined as conforming to the character creation rules for Star Law PCs in Dragon Magazine #91 "Careers In Star Law" by Alex Curylo (p. 80) or as defined in the article "Creating Mid-level Characters in Star Frontiers" from last issue (p. 2).

The basics of Star Law character creation are: four ability scores must be 5 points above the racial average (see Typical NPCs table in the pull out quick reference sheets of the AD rule book) and two of these must be their INT & LOG scores. PCs with Tech or Bio-social PSAs will have a 5th level & 3rd level in PSA skills as well as 2nd level ranged weapon skill and 1st level non ranged weapon military skill. PCs with a Military PSA will have two 5th level weapons skills, 2nd level martial arts skill, and 1st level demolitions.

It is not required that the characters in this adventure be Star Law thus a greater degree of flexibility could be employed for mercenary or militia characters. Characters start with 1 defensive suit, one pistol, 1 tool kit and 2000 Cr. Tool kits and pistols must be appropriate to the character (they have the skill set to use them).

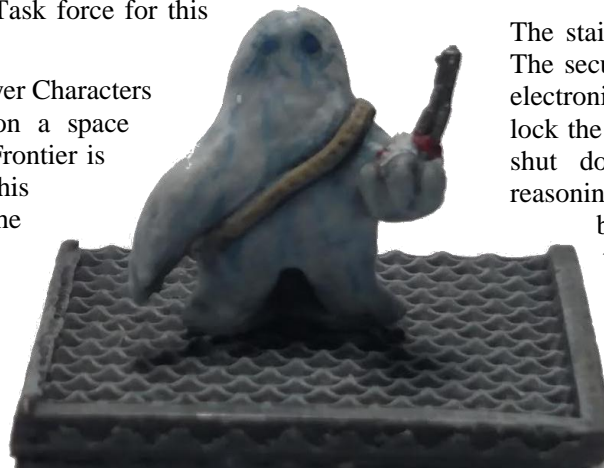
## STARTING THE PCs

The PCs may be authority figures: Star Law, local militia, or contract security. They may also be mercenary stringers hired via a service like Galactic Task force for this job.

The adventure begins with the Player Characters (PCs) assisting in an eviction on a space station. Any space station in the Frontier is suitable for purposes of this adventure. Clarion Station in the White Light system is the default.

## PLAYER DESCRIPTION

*The job is to serve eviction notice on Clatto Wad, a dralasite*



**Author's Note:** This adventure is presented in "delve" format where the relevant information for each part of the adventure is presented in sidebars around the relevant map for that scene. The relevant portions of the adventure after the initial start are presented on the following pages.

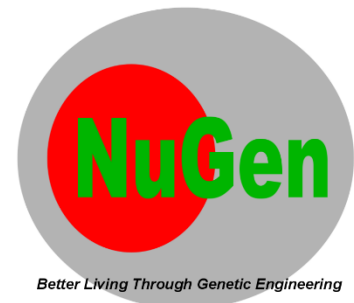
*computer tech who hasn't paid his rent on a small commercial space in an out of the way corridor just off the main promenade. It should be relatively simple and you should be able to hit the spacer bar early today.*

*As you approach the designated commercial space you see that the security door is secured and a red light on the door mechanism is flashing. There is also a dried brown stain in the corridor that is strangely suggestive of blood. Perhaps you won't get done early for the day after all.*

## BETA SECTION (REFEREE'S EYES ONLY)

The dralasite Clatto Wad has a several secrets. One is that he's not Clatto Wad but a former employee of the bankrupt NuGen Corporation and has been hiding here under an assumed name for the past 2 years since NuGen imploded. Someone paid him a call a month and a half ago. He managed to injure his attacker who stumbled back out into the corridor and initiated a security file called "Case Rottwiler"

The stain in the corridor is human blood. The security door is locked with a level 4 electronic lock. If the PCs cannot defeat the lock the station management will refuse to shut down the power to this section reasoning that the lock is likely to have a backup power source thus killing the power would be moot. The wall can be cut into in order to kill the power for a skill check. There is no backup power source. If all else fails, the PCs can do 50 pts of damage to the lock to fry it and then open the door.



When you enter the computer office it looks like a warzone. There is blood splatter on the floor and walls, bullet holes in the computer console, an empty pistol clip on the floor and a robot facing the other door. The robot turns toward you with a grenade in its hand.

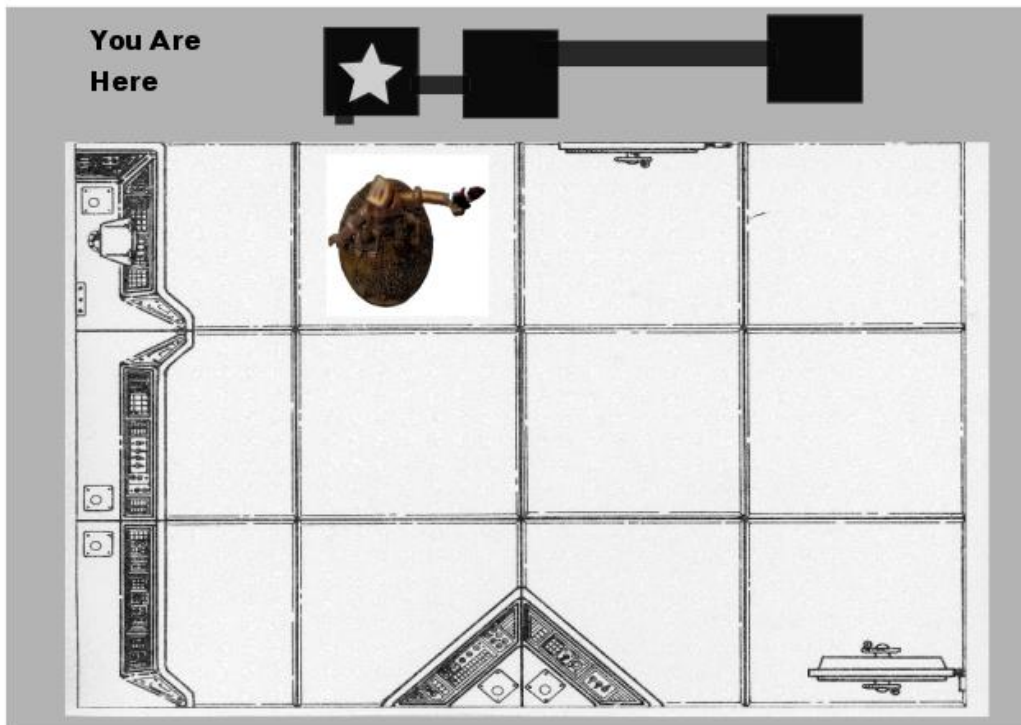
**Combat Robot** (Slightly Damaged)

IM 4, R 70, M 70, STA 80

Auto Pistol, 1 clip, smoke grenade

IR Goggles (installed)

Note: The serial #s have been removed and there is no way to trace this robot to its owner.



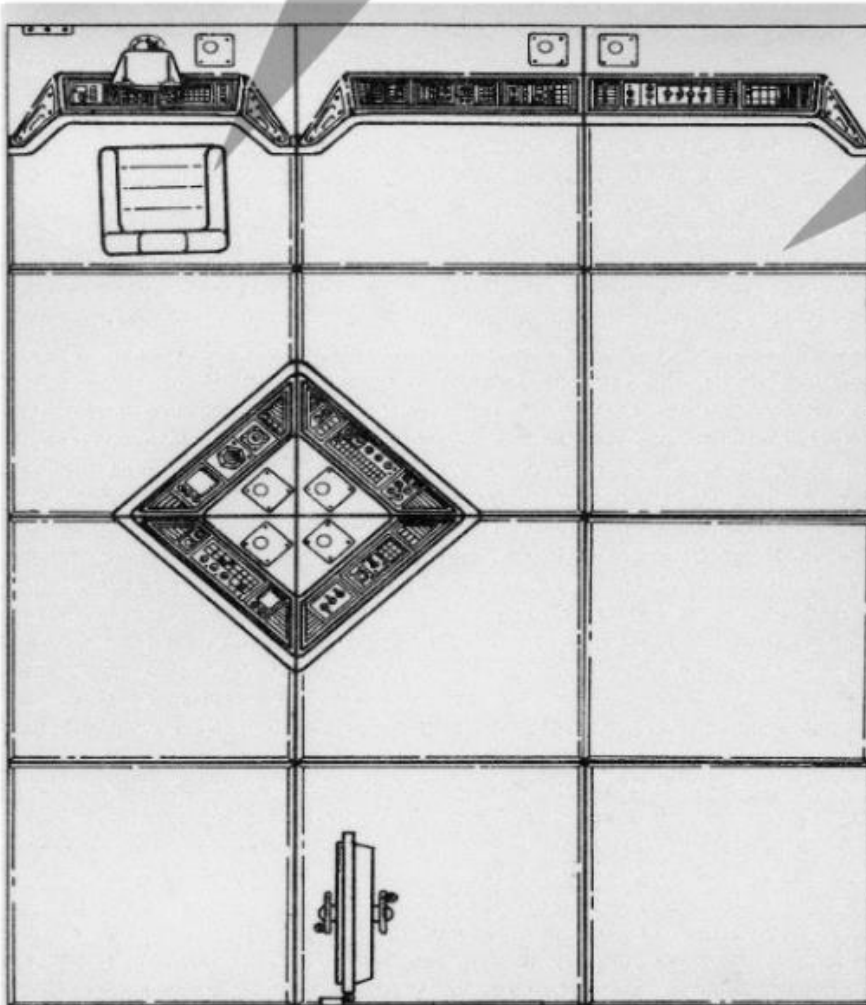
The computer screen is riddle with bullet holes. One screen is cracked but the words "Case Rottweiler" can be seen flashing. This is a security program designed to wipe the memory, lock the doors and activate defenses. The bullets prevented the program from finishing its task and the code for Rottweiler remains as well as a corrupted folder labeled, "NuGen". The contents of the folder are unrecoverable.

**Security Door**

There is more blood on the door jam medical scans will show it to be dralasite. The door has a level 4 lock and a level 4 electric shock defense. The defense delivers a 2d10 electric shock to anyone touching the door before its deactivated. Anti-shock implant nullifies damage.

Beneath the console and hidden by the chair is an oversized air vent. The vent cover is hinged and locked with a level 2 mechanical lock. The vent cover is also booby trapped with a level 2 defense. The booby trap is a tripwire attached to an electrostunner set to 4d10, Range 40%, RS save for half damage. The air vent will require crawling to enter. It twists and turns for 200 meters before reaching a ladder goind up.

Strange hand and foot prints in dralosite blood.



You are Here



You enter the room and see blood smears and strange foot prints in dralosite blood. There is also a spend 20 SEU clip, two empty ampules for bio-cort, and a spent can of plasti-flesh from a med kit. The computer in here also reads, "Case Rottweiler." The air is very stuffy.

You enter by a floor hatch (level 4 lock). There is a dralasite with its back to you. He is doing something to a hatch in the corner. It will finish what it is doing and turn to place itself between the PCs and the hatch.

There are active computer terminals in the room.

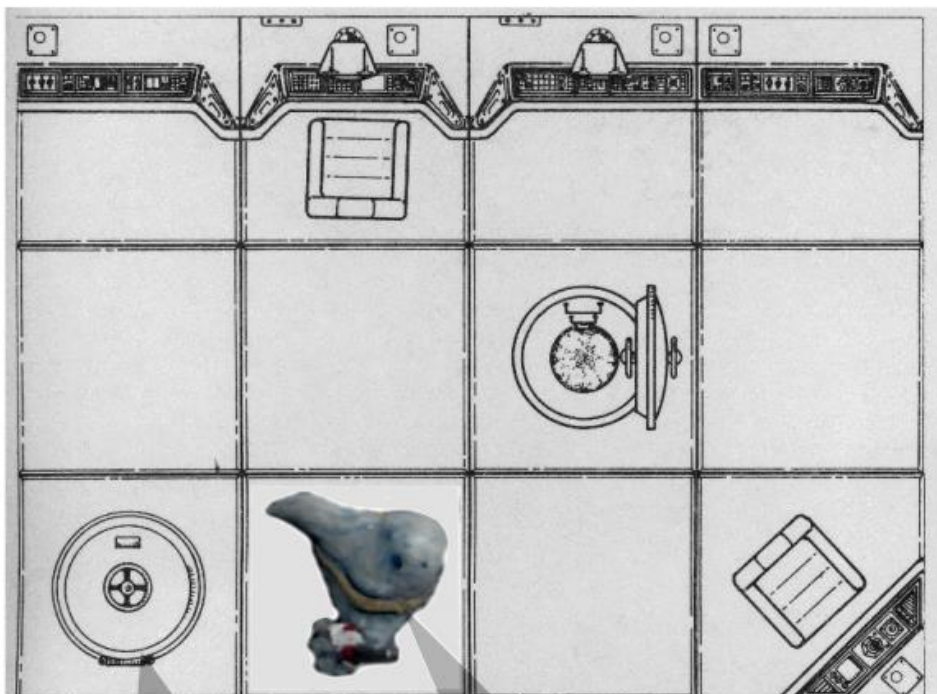
When the computer executes Rottweiler it starts erasing its files. For a skill check some data in a NuGen folder marked personal can be saved.

Video journal: Clatto bemoaning what they're doing is wrong and may involve illegal tech.

Holo image: Clatto/Canno with others in NuGen uniforms, jungle in background and domed building.

Shipping invoice receipt for Canno's personal gear to an undisclosed destination aboard the NuGen Sager Mores.

Video message from Canno: I've done what I can for the Sossos, he's a victim. The Nugen site is probably gone, Wainwright activated the Shiva protocols that I wrote. There should be nothing left.



You are Here



Trapped with TD 19 Detonates when the computer executes Rottweiler. Clatto will shield the PCs. The hatch will be lodged shut, Clatto dies, PCs take 1d10 damage.

Dralasite Known as Clatto Wad (R 30, M 30, PS 3, IM 5, RS 45, STA 30)  
 Laser Pistol 1 clip, RobCom kit  
 Clatto is recovering from bullet wounds

**Clatto will apologize to the PCs for what he must do and to protect them before ordering the computer to execute Rottweiler.**



## GAMMA SECTION: EPILOGUE

If the PCs manage to save Clatto/Clanno from death, he will be assassinated in the med bay by a combat robot that also self-destructs injuring medical personnel. At the same time any computer files recovered by the PCs will be destroyed in a computer hack. It maybe that the PCs have preserved the information elsewhere but if they were careless then they only have what they remember.

The hatch that Clatto's bomb damaged leads to a passage way that accesses the ship dock. Something that left fur behind has recently used it. Security video of the ship dock caught a glimpse of a hooded, upright biped with fur on its limbs. No identification can be made of the species and it disappeared leaving no trace.

Whoever employs the PCs may assign them the mission of finding out what Clatto felt guilty about and what the NuGen secret was. If they are contract security, they will be offered generous pay and bonuses to unravel the mystery.

## FURTHER INVESTIGATION

The following information can be generated by the PCs performing data searches or be a part of a briefing when they are assigned to unravel the mystery surrounding NuGen and Clatto's secret.

Clanno Wu was a dralasite computer tech that did work for NuGen. He specialized in computer security and facility defenses.

Scans of the bloody foot prints and hand print are inconclusive. They match no known species. Based on the limited holographic scans scientist estimate that it is a creature at 1.2-1.5 meters in height.

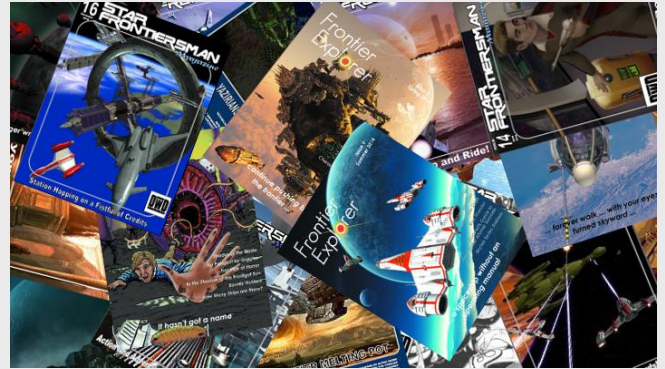
NuGen was a new start up corporation specializing in genetic engineering. It was well funded and in business for 15 years before the CEO was arrested by Star Law as a sathar agent. The company imploded at that time and its one major lab was closed on Laco. There were some other scattered holding and rumor had it there was yet a second major lab hidden somewhere. While Star Law tried to seize company records the lab on Laco was destroyed by a low yield nuke.

The Sager Mores was a corporate yacht owned by NuGen. It was seized by creditors and later sold. The registry documents and paper trail on the ship are not clear. It appears the ship now goes by the name Cerebus out of Theseus.

Perhaps the Cerebus/Sager Mores can lead to clues as to the mysterious missing NuGen lab...

**FE**

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# ESCORT DUTY

Tom Stephens

It's been a while since we had a Knight Hawks Encounters article and I felt that since this was a Knight Hawks themed issue, it would be an appropriate time to reboot the series.

While both of these scenarios can be played just using the Advanced Combat Table hit chances from the Tactical Operations Manual, players can add a bit of variety to the game by using the average crew skills from p. 54 of the Knight Hawks Campaign book or generating unique skill sets for the crews of each ship.

## BRING IN THE TROOPS

A quick mission to drop off and recover some marines for a covert operation.

## BACKGROUND

Star Law has located a known sathar agent and identified his hideout. The only problem? It's on Outer Reach. A pair of Pelican Troop Transports are dispatched to drop off a marine force to capture the sathar agent and retrieve the marines after the capture. However, he's been working for the Malthar and he has dispatched some pirate ships to protect his assets.

## ORDER OF BATTLE

### UPF SHIPS

- 2 Pelican Troop Transports
- 2 Pelican Troop Shuttles

### PIRATE SHIPS

- 1 Stiletto Class Assault Scout
- 1 Corvette

## SETUP

Place a planet marker in the center of the map. The pirate player sets up first and places his two ships in orbit around the planet.

The UPF player places the two troop transports on one of the short edges of the map. They can have any speed the player desires up to a 15 hexes per turn but they must both have the same speed. The shuttles are initially docked with their troop transport.

## SHIP STATISTICS

Here are the statistics for all the UPF and Pirate ships used in these scenarios.

### **PELICAN TROOP TRANSPORT**

HP: 50 ADF: 4 MR: 3 DCR: 70

Weapons: LC, LB, RB(x4)

Defenses: RH, MS(x2), ICM(x3)

### **PELICAN TROOP SHUTTLE**

HP: 10 ADF: 4 MR: 4 DCR: 40

Weapons: none

Defenses: RH

### **RESCUE SCOUT**

HP: 15 ADF: 5 MR: 4 DCR: 40

Weapons: none

Defenses: RH

### **ASSAULT SCOUT – STILETTO CLASS**

HP: 15 ADF: 5 MR: 4 DCR: 50

Weapons: LB, AR(x4)

Defenses: RH

### **ASSAULT SCOUT – SWIFT CLASS**

HP: 25 ADF: 5 MR: 4 DCR: 60

Weapons: LB, AR(x4)

Defenses: RH

### **CORVETTE**

HP: 15 ADF: 5 MR: 4 DCR: 50

Weapons: LB, AR(x4)

Defenses: RH

### **FRIGATE**

HP: 40 ADF: 4 MR: 3 DCR: 70

Weapons: LC, LB, RB(x4), T(x2), grapples

Defenses: RH, MS(x2), ICM(x4)

## SPECIAL RULES

### **THE SHUTTLES**

The shuttles have a total of 10 ADF points available to them. It takes 3 ADF to land and another 3 ADF to take off leaving them only 4 ADF for maneuvering around the planet.

In order to successfully drop off the troop shuttles, the transports must pass within one hex of the planet with a speed no greater than 2 hexes per turn. The shuttles will need to burn an additional number of ADF points equal to

the speed of the transport ships so the slower the better as that allows the shuttles to conserve fuel.

The shuttles will lift off 1d5+2 turns after they are dropped off. They can use any remaining ADF to maneuver away from the planet. When they lift off the UPF player randomly determines which shuttle has the captured agent.

In order to pick up a shuttle, a troop transport must end its turn with the same speed and facing as the shuttle and maintain that speed for the next turn. At that point the shuttle is docked and the transport ship can maneuver normally.

### **PIRATE REINFORCEMENTS**

After 10 turns, an additional pirate assault scout (Stiletto Class) arrives on the short edge of the map opposite where the UPF player started with an initial speed of 15 hexes per turn.

### **VICTORY CONDITIONS**

The Pirate player wins if the two transport ships are destroyed before the shuttles lift off from the planet. If the transports are destroyed after the shuttles lift off, it is a draw.

The UPF player wins if the the shuttle with the agent successfully docks with at troop transport and that transport makes it off the map.

## **GET THE MEDICINE THROUGH**

A rare and valuable medicine is being transported and the Star Devil wants it.

### **BACKGROUND**

The Medical Services Organization has discovered a new medicine that is potentially twice as effective as the current variation of biocort. Two new Swift Class Assault Scouts have been dispatched to escort the UPF Rescue Scout carrying the medicine from New Pale to Gran Quivera. While passing through the Dixon's Star system, they are set upon by Star Devil pirates attempting to capture the medicine.

### **ORDER OF BATTLE**

#### **UPF SHIPS**

- 1 UPF Rescue Scout
- 2 Swift Class Assault Scouts

#### **PIRATE SHIPS**

- 1 Stiletto Class Assault Scout
- 1 Frigate

### **SETUP**

The UPF player sets up first and places his ships within 3 hexes of one of the short ends of the map. All ships must

be moving at the same speed and can have an initial speed of up to 15 hexes per turn.

The Pirate player sets up his ships within 3 hexes of the opposite side of the map. Both pirate ships must be moving at the same speed and have an initial speed of no more than 15 hexes per turn.

### **SPECIAL RULES**

This is a running battle so use additional hex paper to extend the map or shift the counters on the map as needed as the Rescue Scout attempts to make its getaway.

### **VICTORY CONDITIONS**

The UPF player wins if the Rescue Scout can successfully travel across the map and out distance the pirate ships. The simplest way for this to occur is for the two pirate ships to be destroyed. Alternately, the UPF player can win if the Rescue Scout is traveling faster than the pirate ships and has an equal or higher ADF, has crossed the map, and is beyond their weapon range. In this case, the Rescue Scout has escape beyond their reach.

The Pirate player wins by successfully destroying the two UPF Assault Scouts and capturing the Rescue Scout. The Rescue Scout is considered captured if it is successfully grappled by the frigate or if once the UPF Assault Scouts are destroyed, at least one of the pirate ships has a higher ADF than the Rescue Scout.

If the Rescue Scout is destroyed, the game is a draw.

**FE**

### **SHARE YOUR WORK IN THE FRONTIER EXPLORER**

The Frontier Explorer is always looking for new sci-fi RPG material to publish whether related to the Star Frontiers game or not. It is only through contributions from the fan community that we have material to publish in each issue.

If you have material that you've developed for your game and would like to share with the larger community, consider submitting it the Frontier Explorer for publication. We accept articles on almost any topic from background material to new equipment, new races to starships, vehicles to optional rules. We'll work with you to get it developed and ready for publication. Or if you'd be interested in creating artwork for the magazine we'd love the help there as well. We can never have enough great art.

If you want to contribute material for the magazine, just head on over to the magazines website at <http://frontierexplorer.org> and hit the big gold "Submit New Content" button. That will take you to a form where you can upload your submission.

As always, thank you for your support and keep exploring!

Campaign Material

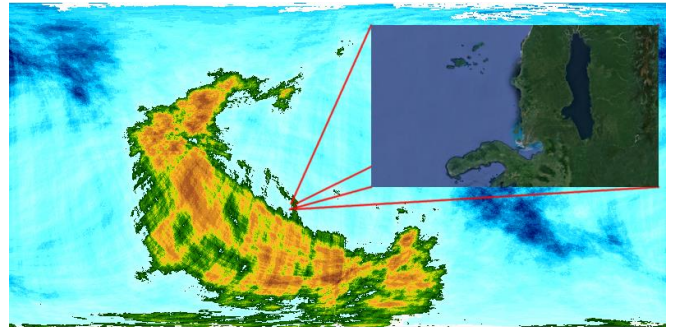
# THE JHF WILDLIFE PRESERVE

Eric Winsor

Joy and presentations follow beings. The Jurak Hangna Foundation is excited to announce the grand opening of our 7,643 square kilometer wildlife preserve and our enclosed habitat facilities to the public. We now offer daily tours of the *Habitats of the Frontier* compound and the *Menagerie*. Back country expeditions are also available for small groups. There are 2,000 square kilometers of wild land open and preserved with native Hakosoar wildlife. 800 more square kilometers are also open for traditional Yazirian hunts of Lask, Bogah, Lopah, and Plaata by special arrangement with our game warden office and the Hakosoar Department of Wild Game.

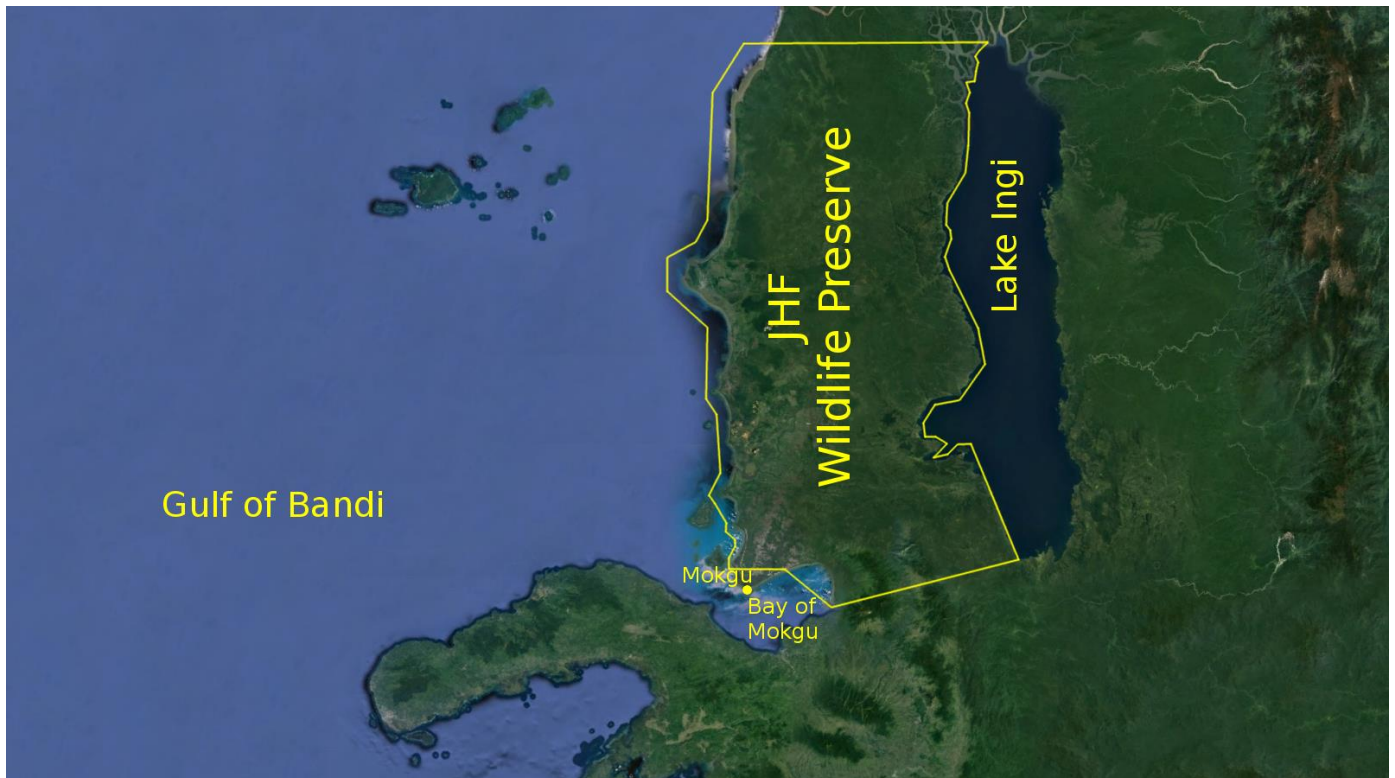
## OUR LOCATION AND HISTORY

The JHF Wildlife Preserve is located midway up the Durn Peninsula of Hakosoar along the eastern shore of Lake Ingi. All of the land west of the lake from the many rivers at the north end to the Gulf of Bandi in the north and from the southern point of the lake southwest to the Bay of Mokgu make up the 7,643 square kilometers of the preserve.



JHF Wildlife Preserve – (Hakosoar World Map by Danger SFman #4)

The JHF started as a small facility in the Hamlet of Mokgu on the Northern shore of the Bay of Mokgu. Dwain and I met on an expedition to Yast to capture a jambat for the Port Loren Zoo. Dwain had been working for the Zoo and I was hired as his Yazirian guide. We succeeded in capturing several jambats and I fancied taking a mated pair to my home in Mokgu. This got Dwain talking to me extensively about the responsibilities and facilities needed to properly tend creatures away from their native habitats on alien worlds. Dwain was impressed when I showed him





holos of the lask that I had breed and released into the wilds of Hakosoar along Lake Ingi ever since I was a glider. Dwain arranged to visit me on Hakosoar after he saw holos of my clan's lask corals and facilities in Mokgu. Dwain never returned to his job at the Port Loren Zoo after coming to visit me.

That first mated pair of jambats became the Jurak Hangna Foundation the next year when Dwain convinced me to visit his home world of Laco. Dwain had a small menagerie of creatures he had collected and housed there. Dwain's friend Tik had been studying them as part of his medical university education. The university offered a nice price to acquire the complete collection to bolster their xenological department. Dwain accepted the offer on condition that he be allowed to keep the pair of flying snakes. Somehow the pair of flying snakes included Tik.

Dwain proposed that we take the money from the sale of his menagerie and travel the Frontier collecting exotic creatures to bring back to Hakosoar. First we headed to Gran Quivera and collected several silver cats. This is when I realized why we needed Tik around. Dwain had a trio of silver cats tear up his leg and Tik was ready for the moment instantly to counter the bacterial infection from the silver cat bites. This is when I learned that Dwain and Tik had known each other since Dwain's senior year in college when Tik had come to Laco as a freshman and no one else would room with him because he was a "bug". Dwain however didn't mind and was fascinated by Tik, just like any of the other creatures in his growing menagerie. Tik took to joining Dwain's creature collection expeditions because it gave him hands-on medical experience in the field with Dwain and the other grad students in the xenology department.

The silver cats financed much of the trip to Gran Quivera because we were able to sell a few to the Port Loren Zoo and a pair to the Morgaine Zoo. The trio that tore up Dwain's leg became the first addition to join the jambats at the JHF. The name Jurak Hangna Foundation was set by Tik when he needed something to put on the shipping manifests for the silver cats. I learned the foundation name when we got back to Hakosoar three months and three more creatures later and I took our collection of freeze fields through customs.

Our trip home took us to Lossend, Genesis, and Hargut. Three months after that we had put much of the money from the menagerie sale into the start of our facilities in Mokgu. Our new little menagerie quickly became popular among the local hangers, climbers, and gliders in the clans near Mokgu. Tik and Dwain established some wonderful creature shows and caught the eyes of the clan elders. Speaker Greegk of Clan Mokgu granted us 0.35 square kilometers to display Lask, Bogah, Lopah, and Plaat to educate the local Yazirian youth about Yazirian wildlife beyond what they learn for their ceremonial hunts. He challenged us to breed our Lask, Bogah, Lopah, and Plaat

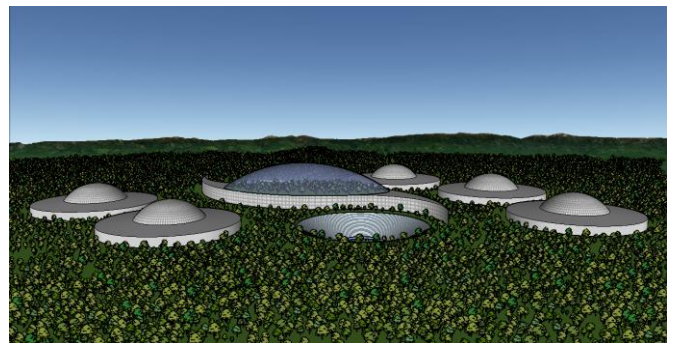
and revive traditional Yazirian hunts in the wild. Our success over many years has taken us from the seed gift of 0.35 square kilometers from Clan Mokgu to the 7,643square kilometers open today. Thank you Clan Mokgu and the Honored Speaker Greegk, may you forever hunt well in the home forests.

## HABITATS OF THE FRONTIER

Not all of life is crawling, wiggling, and other forms of moving creatures. All worlds have plants, fungi, molds, and other forms that make up the foundation of a living world. Often these life forms are the skin and lungs of a planet and the primary source of food for everything else that crawls, flies, and swims in the planetary biosphere. The *Habitats of the Frontier* compound is focused on the study and presentation of the many unique habitats that give the Frontier such variety.

Currently we have five Habitat buildings built with room and plans for many more. The current buildings are focused on Lossend, Minotaur, Moonworld, Kdikit, and Gorlia. Each serves dual purposes. Our scientists can model the real world habitats in microcosm and the habitats serve to produce the foods that are consumed by our creatures housed in the *Menagerie*. The JHF has long been forced to be self-reliant in producing everything that our creatures need to survive. The *Habitats of the Frontier* compound is a direct result of this need. The Habitats as a result have grown up surrounding the Menagerie.

Inside any habitat visitors will enjoy the replicated weather conditions of the world they model. Be prepared for baking heat in a portion of the Minotaur habitat and flooding tides and rain in the Moonworld habitat. Appropriate clothing is required for whichever habitat you are interesting in visiting. A particular favorite of mine is the dome room of the Lossend habitat. Lossodragons range from the high altitudes of Mount Spire to the delta planes. Our two lossodragons are housed here and the room has been constructed so that the air pressure can be decreased as the dragons climb Mount Minispire. This simulates the pressure change that lossodragons experience naturally and keeps the lungs healthy and well developed in our two dragons. The room also has fully simulated weather with high altitude winds artificially generated to allow our dragons to soar for hours upon end. Time spent in the



The Five Habitats and The Menagerie of the JHF

observation cages with oxygen breathers and a nice environment suit to keep you warm while watching these majestic creatures soar meters away from you is a true life experience.

## THE MENAGERIE

Over the past five years Dwain, Tik, and I have introduced a creature or two each quarter here in Frontier Explorer. The menagerie is where some of these creatures end up. We say some because there is no way we are taking a Ravenous Cave Creature of Terledrom anywhere. Here is the list of creatures we have presented in Frontier Explorer with notes as to which ones can be seen in the Menagerie. If you're lucky, Dwain may be there to personally bring out some of the more adventurous creatures to one of the two stage arenas.

The stage arenas, North and South, are connected to the Menagerie by underground tunnels. The habitats are also connected to the Menagerie and each other through these underground tunnels. This is done so that no creature is ever moved from one location to another under less than ideal conditions of safety and control.

## NATIVE HAKOSOAR WILDLANDS

The lands north of the *Habitats of the Frontier* compound are dedicated to preserving native Hakosoar lands and creatures. Hakosoar is actively being yaziraformed, a process that started very soon after colonization. However, the Hakosoar Council of Clans has come to recognize the hypocrisy of destroying the existing life of a living world to replace them with the life of a dead world. The result is little wildlife preserves popping up in each clan's lands.

Speaker Greegk of Clan Mokgu spent his last years working with Dwain, Tik, and I. He traveled extensively with Dwain to the other clan preserves and even took a personally arduous trip to Clarion to see first-hand the Royal Game Preserve and discover for himself what Dwain had been raving about. The JHF Wildlife Preserve has, as a result, a very long term set of goals to assure that Hakosoar will not die as bits of Yazia are reborn.

## TRADITIONAL YAZIRIAN HUNTS

Our initial goal after Speaker Greegk granted us 0.35 square kilometers to breed Lask, Bogah, Lopah, and Plaat was to educate the new generation of Yazirians about the beasts of the hunt and preserve the dying traditions. We knew that we would never truly succeed in this goal if we did not have enough Lask, Bogah, Lopah, and Plaat for actual hunts. Our troubles were mended when a talented cloning expert arrived from Hentz seeking a new life enemy after defeating her first life enemy. She saw in our little breeding operation an opportunity to bring life where her previous life enemy had been all about death. Her cloning expertise increased the breeding program by ten-fold.

Frontier Explorer Creatures			
Home World	Creature	FE	Habitat
Alcazzar	Alzof	5	M-21
Dral	Mubobp	19	M-80
Gorlia	Wom	3	M-1
Hakosoar	Nugkta Tail Pincer Bug	16	M-3
Hakosoar	Scorpion Tail Dragon Fly	16	M-3
Homewolrd	Infita	4	M-2
Kdikit	Buckerbeisser	15	M-42
Lossend	Lossodragon	1	M-10
Lossend	Whitefooted Storch	13	H2
Lossend	Miniature Lossodragon	18	H2
Minotaur	Sealion	9	M-4
Monitaur	Rake	20	M-85
Moonworld	Shworms	2	M-5
Moonworld	Skads	8	M-6
New Pale	Cybernuke	6	NA
New Pale	Sea Dragon	14	NA
Osaka	Sac-laang	7	NA
Osaka	Flinthopper	17	M-60
Satharis	Sathar Parasite	12	NA
Terledrom	Ravenous Cave Creature	10	NA
Vruskhom	Tok'Vzz	11	M-9

Any Yazirian who wishes a traditional hunt in the wild may apply for tags with the Hakosoar Department of Game and then schedule a hunt with our game warden. The hunts are guided and the game live wild in the 800 square kilometer hunting preserve. You will not be hunting an animal that was raised in captivity and released ignorant into the wild to be hunted. The game you hunt at the JHF Hunting Preserve are wild and will need to be properly stalked. Our plaat will fight back.

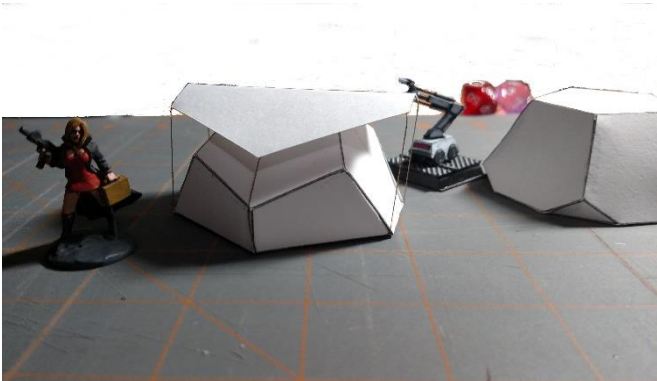
## GM NOTES

The Hakosoar government has supported Clan Mokgu in supporting the JHF. The desire of the Hakosoar Council of Clans is to be free of the Hentz monopoly on yazirian home world flora and fauna. Hakosoar also has the distinction of being the only planet where yazirian clan trees have been able to grow naturally. The few clan trees growing on Hentz require constant care and supplements. Seven clan trees are now growing on Hakosoar naturally without any yazirian intervention. The tallest of these and two others are growing in the JHF Wildlife Preserve. Because of political risks with the Family of One and Hentz, Hakosoar has only revealed the existence of one clan tree, the one growing in the city of Hyyay.

Miniatures

# THE FRONTIER IN MINIATURE – TENTS

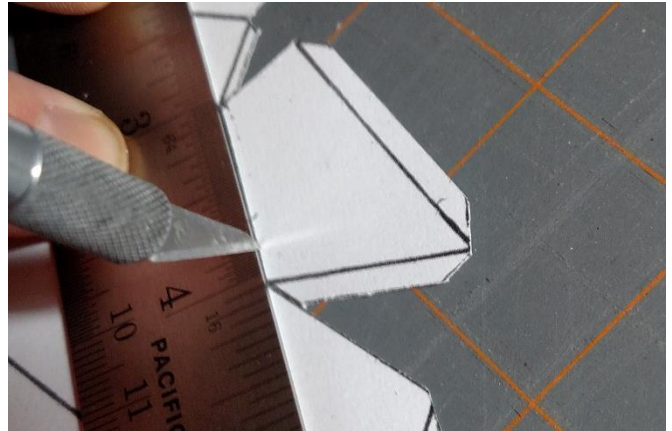
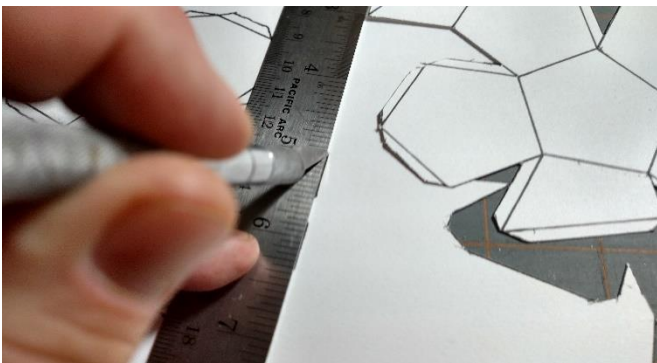
Tom Verreault



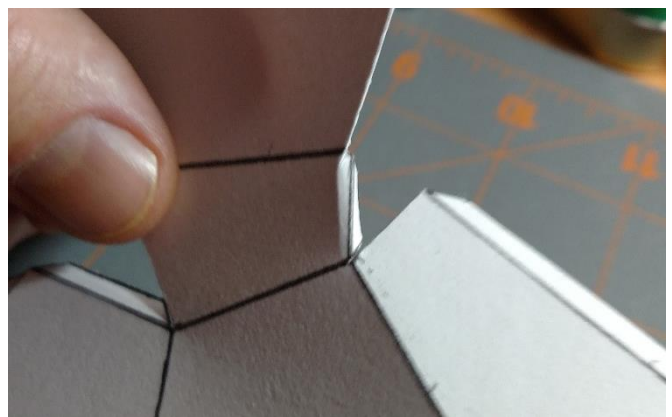
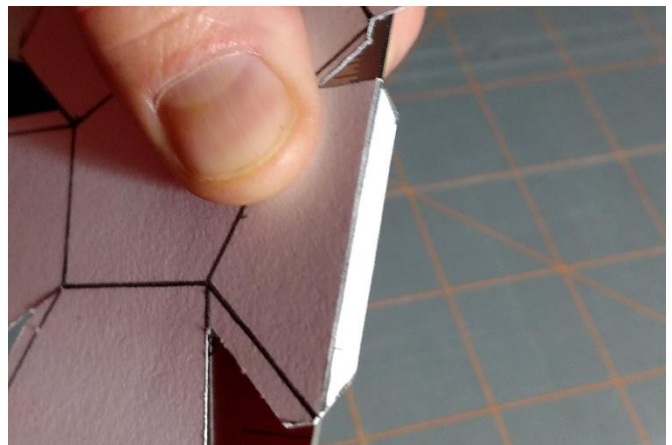
*"In a well ordered universe...camping would take place indoors."* -Morgan Matson

Unlike Ms. Matson, explorers, adventurers and mercenaries (your typical player characters in a sci-fi RPG) will be braving the elements as they explore brave new worlds. This article has two paper models that will double as tents or small sci-fi themed structures. I've left the template blank to facilitate versatility of use so you'll have to draw a thin dotted line down a panel to delineate the zippered flap on a tent. Print the accompanying sheet of templates on card stock. You will also need an exacto knife, a metal edged ruler, toothpicks, some thread, white glue and possibly a fine tip marker.

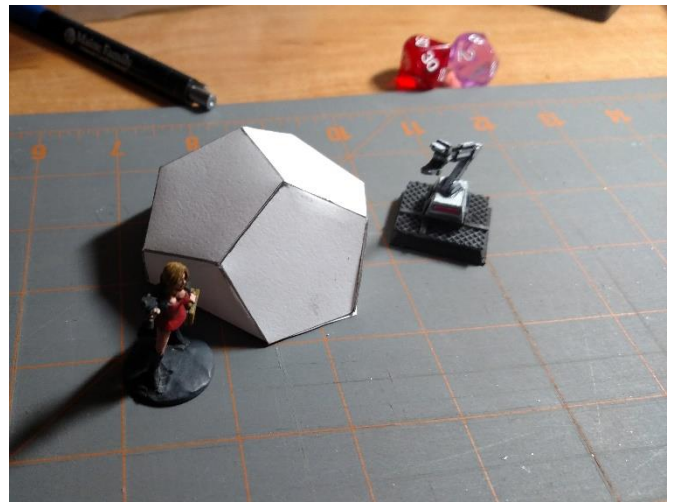
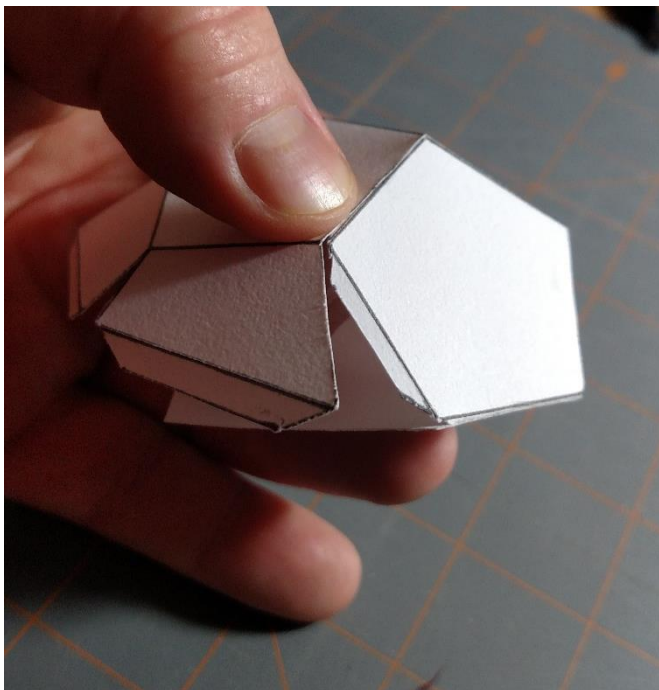
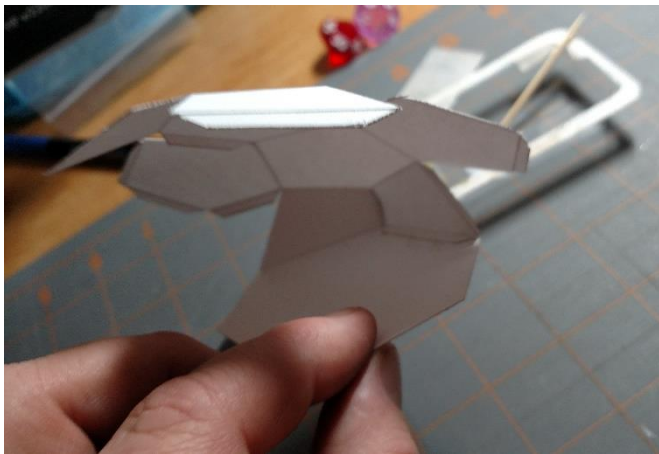
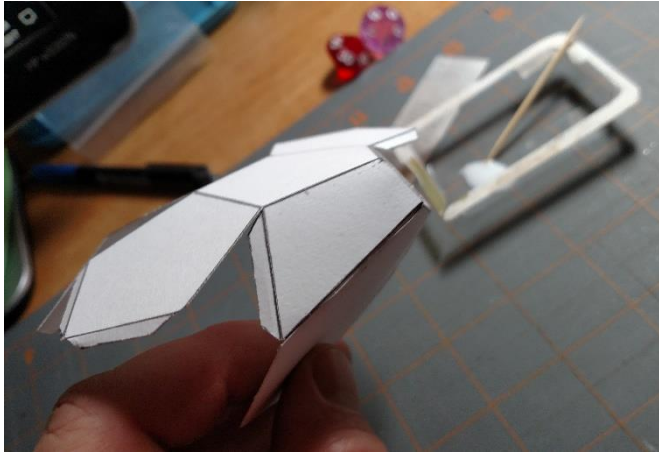
The first rule of paper models is to not cut them out with scissors. Instead use an exacto knife and a metal edge, it can feel tedious but the process yeilds the best results. Next, using the exacto knife and metal edge make a cut on the surface of the paper on all lines that will need to be folded. Use light pressure as you do not want to cut all the way through. This will let you get a good fold.



The second rule of paper models is to make folds on a metal straight edge. The following two pictures demonstrate what happens when you do (top image) and don't use the metal edge (bottom image).

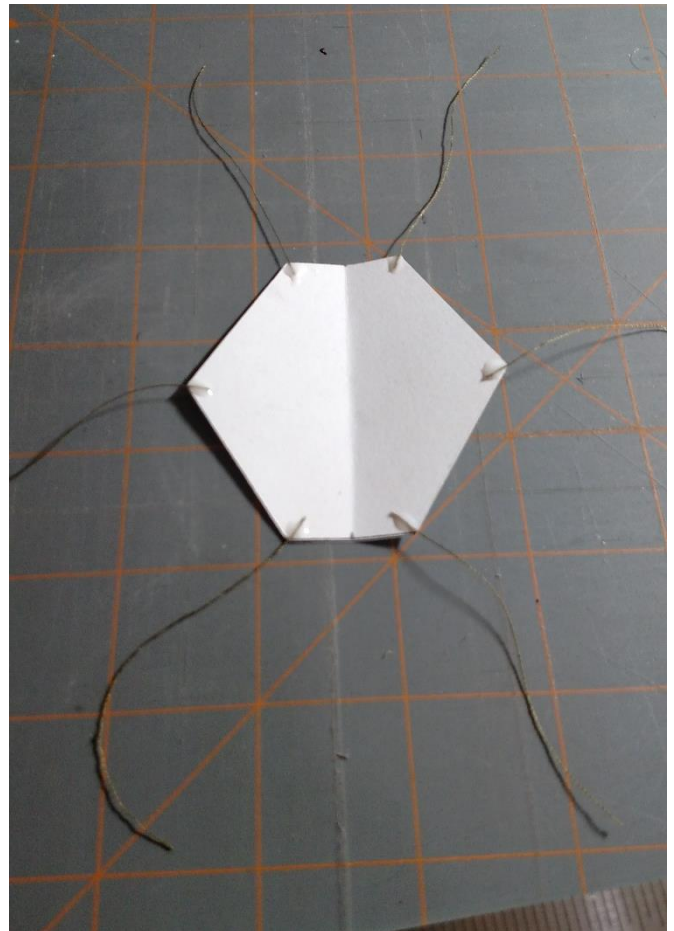


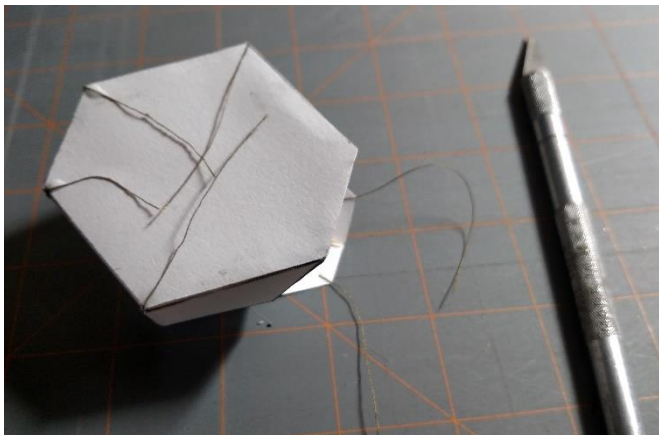
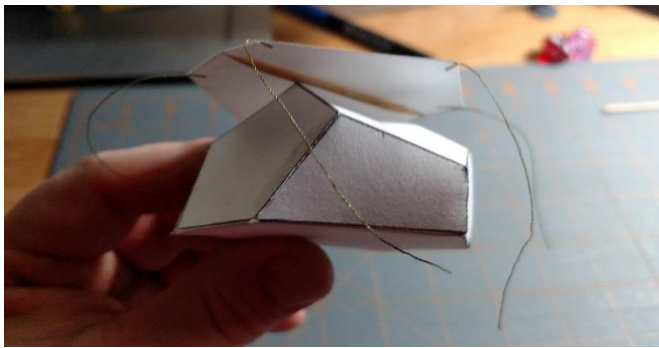
Next begin gluing the model one or two flaps at a time. Use a toothpick to apply white glue. The thinly applied white glue will bond the paper in 10 seconds. Work your way around the model till its fully glued together. At this point you have a generic looking sci-fi structure and you could stop here.



To finish the tent draw a dotted line with a very fine marker or pen down one panel to simulate a door zipper.

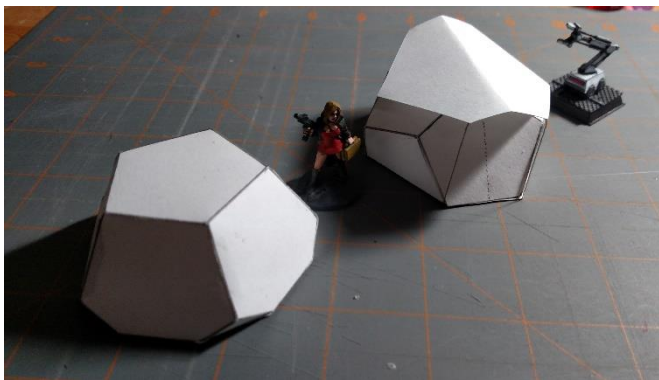
Next cut the rain fly from the template and create a slight crease down the middle without cutting the surface as for other folds. Then glue a tooth pick as a ridge pole on the ridge of the tent. Cut six 2" threads and glue the ends to the corners of the rain fly then glue the rain fly onto the ridge pole on the tent ensuring the fly is balanced as the glue dries. Turn the tent over and apply a dot of glue one corner at a time and pull the adjacent thread into the glue and hold it taut till it dries.





Use tents and dome shapes to obstruct line of sight and spring surprises in tactical encounter. A tent will be destroyed with 1-5 points of damage particularly by slashing weapons or animal claws. Bullets should pass through, lasers could light them on fire, and sonic weapons would cause them to collapse.

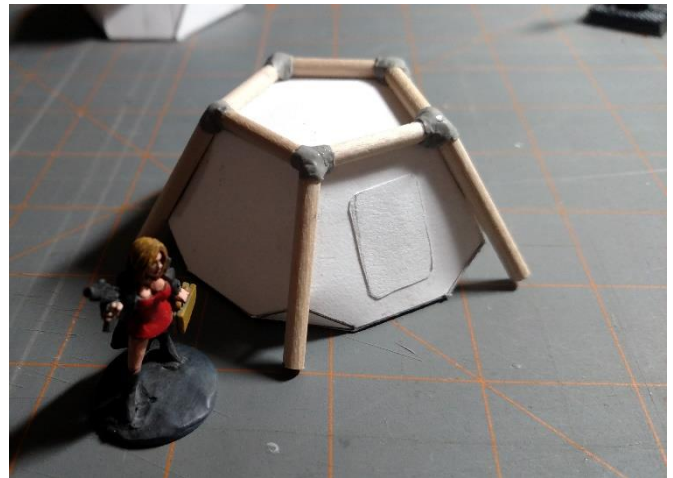
The small tent depicted can hold 2-3 beings, is light weight (.5 kg) and only costs 25 Cr. It will not stand up to severe winds but will otherwise protect characters from rain and elements. Characters who wish to cannibalize the tent will have plastic or metal tent pegs, some light weight cordage, plasti-glass poles and the rain fly that could be used for other things.



**POST SCRIPT**

I was going to leave the larger structure plain and just use it as a generic sci fi shape but sometimes you can't help yourself but keep playing with stuff. I added 3/8th inch dowel to all the joints; the upright dowels are 1 3/8th inch

long and the ring around the top are 7/8th inch long. I hand drew a door, cut it out and glued it to the side of the structure. Next I used two part sculpting epoxy to do the joints in the dowels/pipes. The piece was finished with white primer.



I'll need to print and assemble another sheet of paper models to function as generic sci-fi shapes as these now have definite purposes. The second structure is now a sci-fi dungeon entrance.

**TENT TEMPLATES**

The templates for the two different structures are presented on the following page. You can scale them as needed for your use.

**FE**

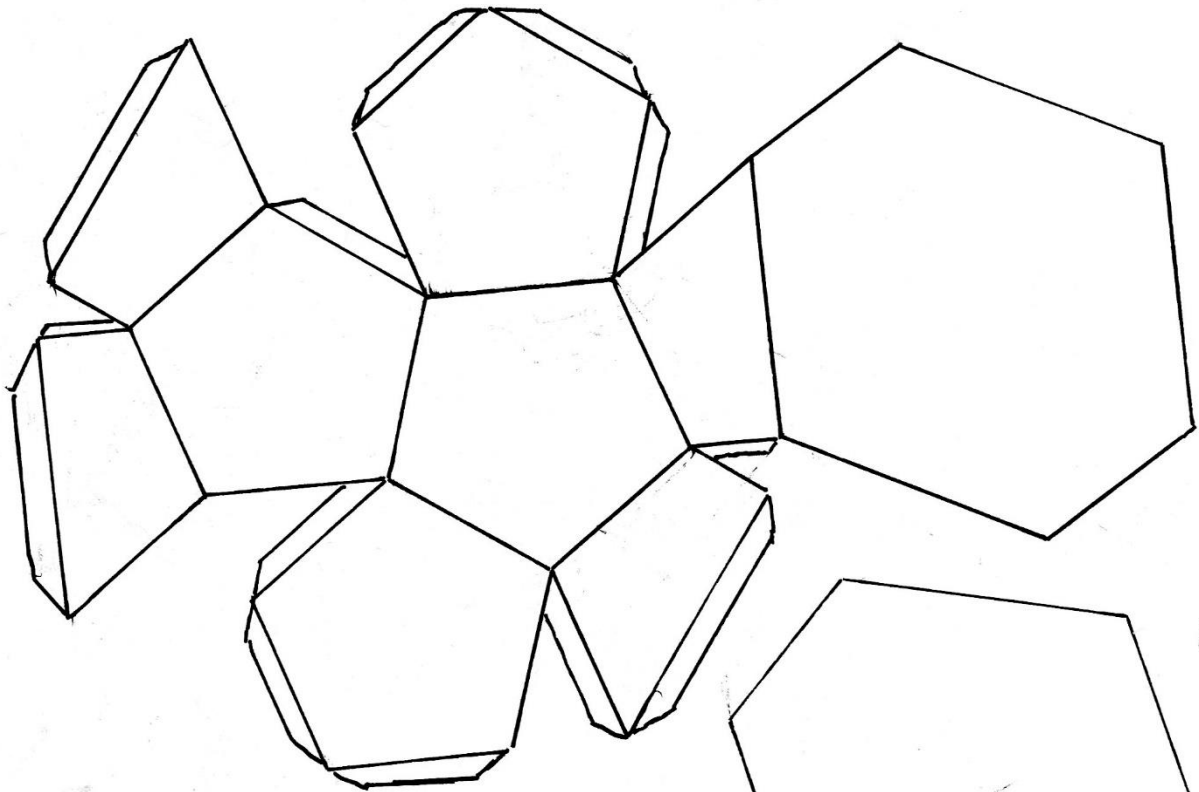
**SOLAR ECLIPSE GLASSES**

This issue is coming out just a month before the total solar eclipse that will be traversing the continental United States on August 21, 2017. While total solar eclipses happen every year, having one this accessible only happens once every few decades. If you want to know the times when the eclipse begins and ends, the length of totality, or amount of coverage (if off the track) for any location, check out NASA's great interactive map of the eclipse path at [https://eclipse2017.nasa.gov/sites/default/files/interactive\\_map/index.html](https://eclipse2017.nasa.gov/sites/default/files/interactive_map/index.html).

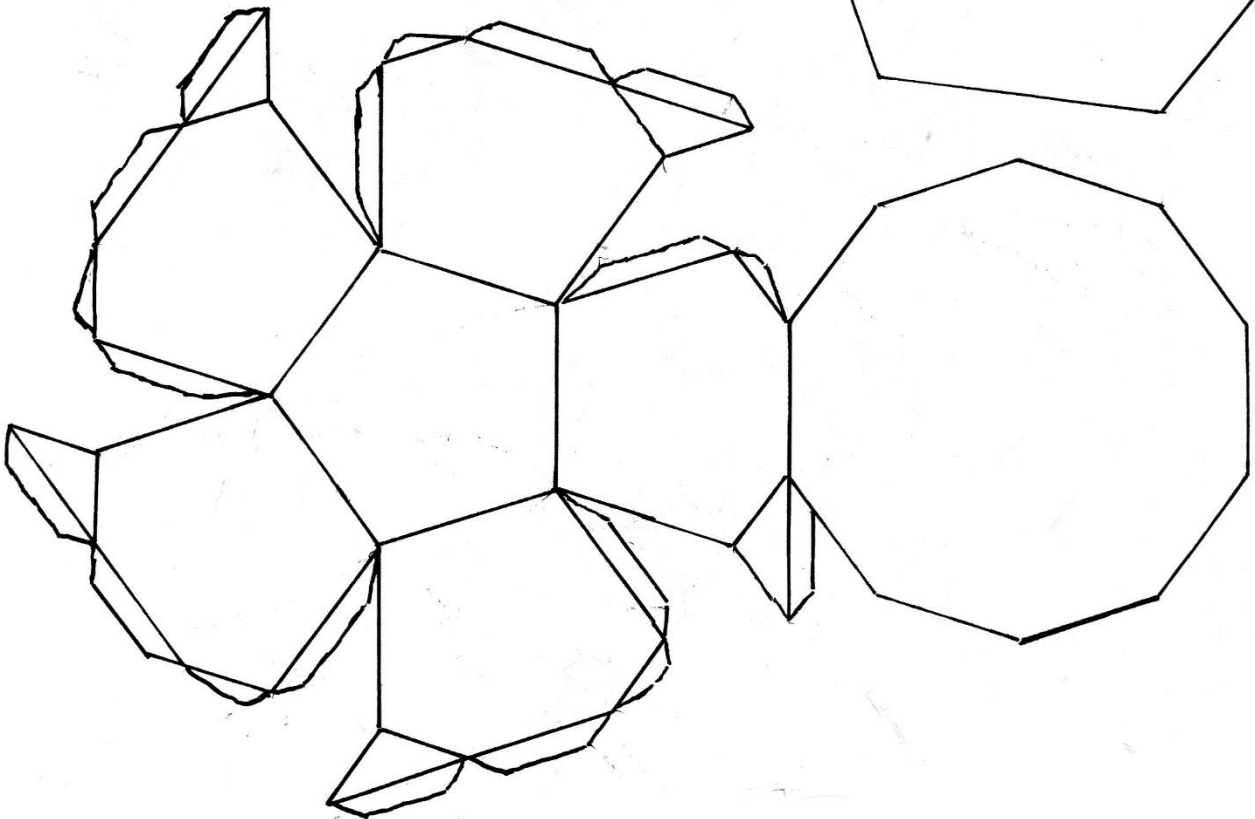
If you are planning on watching the eclipse (whether in the path of totality or not) it's important to have proper safety glasses when viewing the sun. If you need to still acquire solar viewing glasses, you should probably get them sooner rather than later as supplies are already starting to dwindle and prices will be going up. I have ordered a supply of them and am providing them fairly inexpensively on my web site until I run out of the supply that I ordered. Go to <http://newfrontiergames.com/products/eclipseglasses> and order them while supplies last.

- Tom Stephens

Small Tent/structure



Rain Fly  
Small  
Tent.



Frontier Fiction

# VECTOR OF REGRETS

Edwin Cintron

I am not one to have regrets or live in the past, especially when I am fighting for my life in the present. Facing me were three pirates that had jumped my one-man courier ship at the edge of the system. A fourth lay sprawled at my feet, compliments of a well-placed toss of a half filled beer bottle.

Usually pirates leave courier ships alone, as the only cargo they carried are terabytes of encrypted files, which would require a quantum super computer and weeks to crack. No profit there, just target practice if the ship is unarmed, or a potential expensive repair job if it happened to carry an assault rocket or two as parting gift.

My ship was the latter, but it was no match for their pinnacle, luckily. I bailed in an inflatable rescue pod as my ship fell apart around me. They left me for dead as they fought to gain control of their damaged craft. Seems one of my rockets had scored a hit on their maneuvering jets, causing them to fire wildly.

Lucky for me that a Spacer mining vessel came to check out the debris field and found me cocooned safely in my rescue bubble. The Spacer family that ran the ship offered me a ride to the nearest station and, low and behold, cradled in one of the docking bays was the scarred pinnacle that jumped me.

It took no great effort to trace down the crew to one of the worst dives on the station, and I found them sitting, downing drinks and laughing as if they just won the Dixon's star's sweepstakes. What they did win was one free ass whopping courtesy of Rodworth Shimout.

I shimmied up to the bar and ordered two bottles of beer with my last credits. I opened one of the bottles and as I slowly sipped the brew, I realized from the horrendous taste that the remaining brew would serve better as ballast. Not



Scott Mulder

**Author's Note:** This story is the original tale that was inspiration for the story "[Love and Atomic Rockets](#)" which ran in [Frontier Explorer issue 4](#).

one of the hardest shots to make, the bottle sailed through the air and connected with the meanest looking of the group and he went down like a two legged Vrusk.

The space rats made a common mistake and rushed me. Armed with just a beer bottle to their vibroknives, they seemed to have the advantage but they found that they had no room to swing without nicking one of their own. They should have come one at a time, and waited for an opening while I was hors de combat with one of their pals.

Two more of the pirates joined their comrade on the deck and as I unarmed the final one a voice rang out.

"Okay everyone let stay were you are. No one move."

I turned and that's when I saw him for the first time, Sam Morgaine. The Holoivid shows always portrait him as tall, slightly graying, middle-age man in the height of health. Apparently they never bother looking at the stock photos. Morgaine looked more like a dwarf from a children novel, his hair was white and balding. His body slightly bowed from years spent in zero G's, the most impressive of his features were his eyes, they seem to glow with a red tint that seem to pin whoever his gaze fell on. As it stood it was the band of heavily armed deck apes who stood behind him that caught my attention.

"Okay you space scum, most of you know me. Heck a lot of you have been chased from one system to the next by me. I could order my men here to open fire and then collect the bounties." Morgaine made his living as a privateer, hunting down pirates with his ship "The Starry Vengeance", a converted colony ship, a megaton of iron and lead, with enough armament to level a planet.

I was amazed as he and his ship were persona non gratis in Outer Reach, with their policy of sheltering pirates. And even his ship could not content with the local militia. Yet here he was in the middle of the biggest den of thieves and killers in the Frontier.

"But I won't. I'm here because a threat has arose that endangers all the races and planets of the Frontier. Little over two days ago an alien armada attacked Truane's Star and ravaged Pale and New Pale. All the remaining planets

of the Frontier have mustered their fleets to meet the aliens' fleet before the whole Frontier is overrun. So here's the offer, any captain and crew who join up get a full pardon for all crimes performed in the past. Any that refuses, good luck getting past fifty warships orbiting the station." With that the bar became silent.

At that moment the standing pirate that I had disarms spoke up. "What the heck, why not? Me and my boys are in." And then the room filled with the clamor of voices shouting out in agreement."

"Good then, everyone be ready in six hours to jet out, we will join up with the Inner Reach's militia and make way to Dixon's Star to meet the enemy," Morgaine answered to the crowd of cutthroats.

"Wait a minute, I'm not finish with these space rats!" I said as I pointed to four that I just was tussling with.

"That going have to wait, son. These boys have been drafted and under my protection. If you have a beef with them, you need to go through my boys here." Morgaine said pointing to his heavily armed backup.

Morgaine squinted and looked me up and down. "Wait you look familiar, kid. Hey you're that mad man from the Holonews. You barrel through the Asteroid Field of Dixon's Star at four gee to deliver some medicines to some Spacer colony. That took balls son. I'm looking for a pilot want the job?"

I had nothing better to do, just having lost my ship and if there was going to be space battle there was no way I was going to sit out on the side line. That not the Shimout way. "Sure gramps you got yourself a pilot."

"Good. My shuttle leaves in four hours, be on it!" he muttered and turned away, headed toward the bar with his marines following close behind. "Bartender drinks on me," he shouted causing a stamped as everyone rush to down a final round of drinks. Me? I headed to the small hotel room to gather my few belongings.

"The green fields of earth" was the rat trap that the station claimed as a four-star hotel. It was more like what a four meteor collision. It was a wonder that the walls did not leak out to the vacuum. Thats when I saw her standing in a outfit that left little to the imagination, Alice Heart. She turned and saw me, her mouth opening up in astonishment. I had to admit I was a little amazed myself. Last time I saw her, she was stranded on a small asteroid with twelve hours of air and a broken radio.

"You! You left me to die you bastard!" she screamed as she attempted to scratch out my eyes.

"As I see it sweetheart, I saved your life. The crew wanted to eject you out the air lock naked. Seems they did not take kindly to you relaying information to the Red Devil pirates. That and most of them would not have minded seeing you naked to begin with." With that she went limp.

"Roddy I didn't mean to betray you. The pirates threatened my mom. What I could do?" she muttered, batting her baby blue eyes and looking at me with an expression that would have melted a comet.

Not that I was taken in, Alice's mom was an old holo-porn actress that had a planet full of patrons and contacts in the underworld. If anyone needed protection it would have been the pirates.

"Look babe, stay away from me. You're poison wrapped in an angel's body and I got to jet. There's a war sweetheart." I tried pulling away, but she held on.

"Roddy, please give me a chance to explain." she pulled close and next thing I knew I was rising naked from my hotel room bed scrambling to gather my stuff to catch Morgaine's shuttle. She looked up from the covers with a smile that belongs to the cat who just ate the canary.

"Alice, you never did tell me how you got off that asteroid."

She turned to retrieve a cigarette from her purse. "Well damn thing after you left me on that rock, the biggest ship I ever saw came into view. I did not have a radio but I found the flare gun you left behind. I knew then that you were still sweet on me.

"I fired the flare and they sent out a ship's shuttle and rescued me. Ever since then I have been sailing on with captain Morgaine. Heck he even asked me to marry him and I did." She held out her left hand that had a wedding ring with a diamond the size of egg. Apparently her near brush with death had not change her, she still had the morals of an alley cat.

I threw on my skin suit and grabbed my space armor, with that I had my first and last moment of regret. Why the heck didn't I listen to my shipmates? Why did I ever leave her the flare gun? Maybe I was getting soft. I turned and walked out the door and did not look back. **FE**







# GRYMZ

GUIDE TO INTERGALACTIC CONQUEST



## LESSON #20: THE END

**PART TWO**

