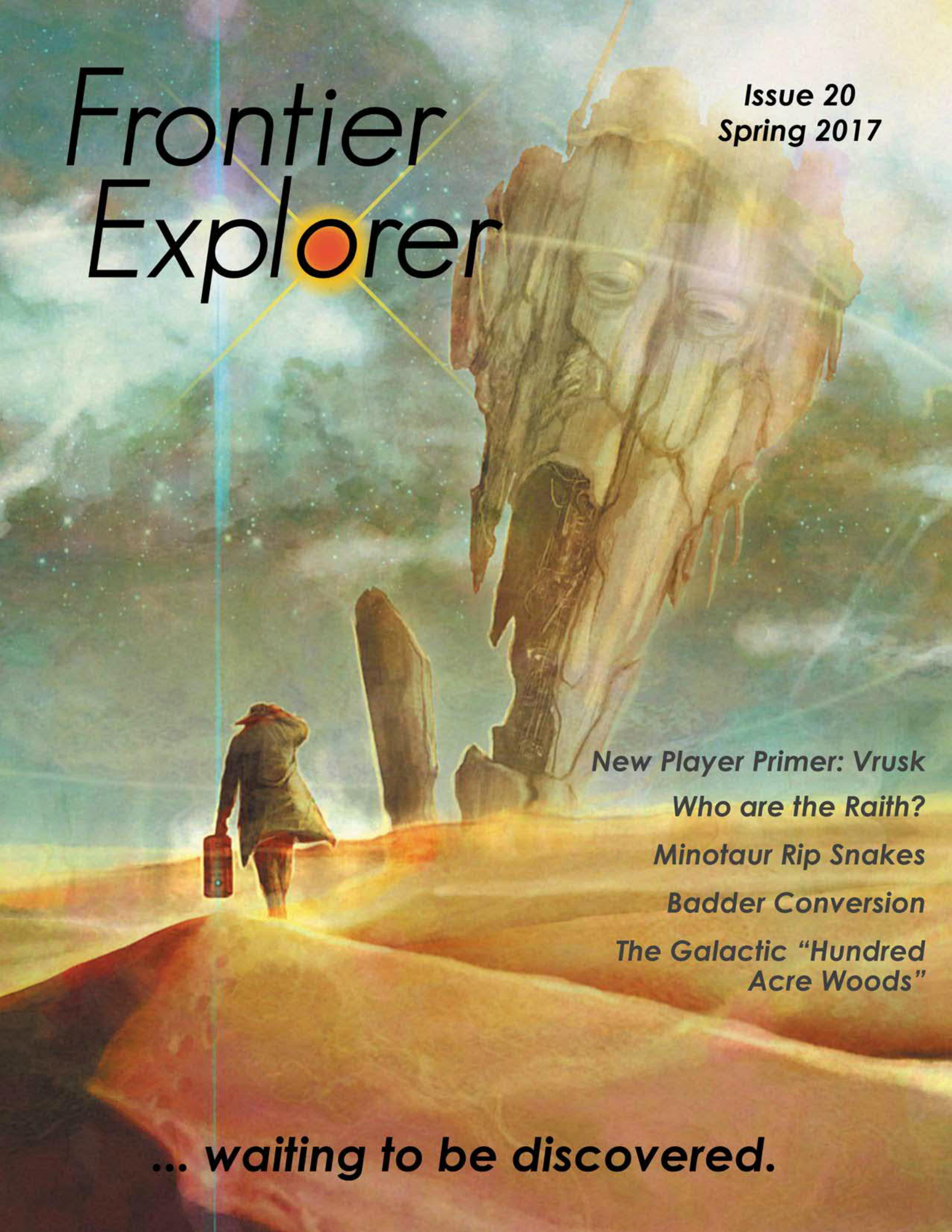


Frontier Explorer

The background of the cover is a surreal, painterly landscape. In the foreground, a lone explorer wearing a wide-brimmed hat and a long coat walks away from the viewer across a vast, rolling dune of reddish-orange sand. The explorer carries a small, dark, rectangular case or bag. In the distance, the sky is a vibrant, ethereal mix of blues, greens, and yellows, filled with soft, wispy clouds and faint, glowing light rays. Dominating the right side of the sky is a massive, ancient-looking tree whose trunk and branches form the shape of a giant, serene human face. The face has closed eyes and a peaceful expression. The overall mood is one of mystery and discovery.

Issue 20
Spring 2017

New Player Primer: Vrusk

Who are the Raith?

Minotaur Rip Snakes

Badder Conversion

**The Galactic "Hundred
Acre Woods"**

... waiting to be discovered.



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FROM THE EDITORS

Welcome back explorers!

And welcome it issue 20. This issue marks five years' worth of issues of the Frontier Explorer (I can't believe it's been five years). Together we've produced over 800 pages and over 400,000 words of content and by the looks of it we are still going strong. I just want to say thanks to all those who have contributed over the years to make this magazine as wonderful as it is.

This issue is primarily focused on creatures and races. What is a science fiction game without more races and creatures to play and discover? We have two race conversions and a large number of creatures (both new and converted from other systems) throughout the pages of this issue along with some of our staple columns.

Additionally we have an article that didn't quite fit in our last robot issue, a continuation of our "New Player Primer" series that got started way back in issue 6 & 7 but has been on hiatus, a d100 table to grab a random world from, and a few other odds and ends.

Looking forward to the next couple of issues, I'd like to put in a request to all of you for articles on a few topics. The first is spaceships and other "in space" activities. The plan for issue 21 is to focus on starships once again and so we'd like to see articles about ships, space equipment, interstellar trade and travel, etc. – whatever you have that you'd like to share.

The second is equipment and vehicles. That will be the focus of issue 22. If you have gadgets and gizmos that you've introduced into your games, write them up and send them in. The Pan Galactic catalog is a little bare and could use some more inventory.

Finally, I'm looking for adventures and/or locations. These can range from a single location with a brief write-up, to a full up adventure scenario spanning multiple locations and settings, and anything in between. As I've mentioned before, I want to revive the Star Frontiersman magazine as a place to publish these types of articles. I have some in the queue but need a few more to have enough to publish a full issue. If you've got something tucked away consider sharing.

As always, don't feel that submissions need to be limited to these categories. We accept submission on just about any topic as there is always room in an issue for a few more articles beyond the primary topic (if we even have one). So don't hesitate to share your creativity with the community. We'd love to see it.

Thanks again for your support over the last five years and as always, keep exploring.

- Tom Stephens
Senior Editor

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The world is always open, waiting to be discovered.
- Dejan Stojanovic

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NEW PLAYER PRIMER: VRUSK

Tom Verreault & Tom Stephens

Note: the following is a quick primer for a new player who is considering playing a vrusk but is unsure how to play this alien species. This document is not a replacement for the species description in the rulebook.

THE CANONICAL MATERIAL

THE SPECIES

Vrusk are a bug like species with an internal skeleton and hard external carapace. They are ambidextrous with two double jointed arms on an upright torso and eight legs on a lower, horizontal body. You can imagine them as an insectoid centaur but their upper body can bend low and horizontal to the ground if desired. They are somewhat shorter than humans but much wider and longer.

Due to their complex society, they have a special comprehension ability that allows them to pick up on social cues, read social interactions, and understand the social dynamics in a given situation.

SOCIETY

Most vrusk belong to independent corporations and view them as their family and nation such that they will give the company name before their personal name.

The more common vrusk corporation is the trade house which specializes in one type of business. The other is the conglomerate which will have business interests in many areas. Vrusk can spend their entire lives, from birth to death, living and working within a single corporation to which they are fiercely loyal.

As with any society, there are members who do not fit the standard molds. For vrusk, these are the independent business owners, adventurers, etc. They are often considered somewhat odd by more traditional vrusk.

Vrusk society is highly structured and complicated with various levels of connection, obligation, and relationship between the various corporations and the members within these corporations. The interactions are often subtle and complex and usually only a vrusk can fully understand it. This is what gives rise to their racial comprehension ability, compared to vrusk society, other races' interactions are relatively simple.



Editor's Note: This is the continuation of a series we started way back in issues 6 & 7 intended to provide a one page intro to the setting and each of the core races. For some reason, which I no longer remember, the series was interrupted. We are bringing it back to complete it.

Vrusk are great lovers of art and beauty and many aspire to become wealthy art collectors. Both natural and created beauty can captivate a vrusk for hours if given the opportunity to take the time to enjoy it. Vrusk often work to preserve and enhance the beauty they find in the world around them.

LANGUAGE

The vrusk language is unspeakable by the other species of the Frontier but the vrusk understand Pan-Gal. They use a polyvox to communicate.

NON-CANONICAL MATERIAL

VRUSK SINGING

Bradley McMillian developed ideas about vrusk singing via moving air through the spiracles on the underside of their abdomens. Latter discussions on the starfrontiers.us site developed that further to include "vrusk tai-chi" as human call it or the vrusk sodality or solidarity songs which were often a ritualized line dance performed by all the vrusk of a particular company as a means of bonding. Also developed by fans was the idea of flicking emotions with their antenna. See Frontier Explorer #5 "A Vrusk Life In Song". <http://frontierexplorer.org/book/vrusk-life-song>.

VRUSK EQUIPMENT

The other core races of the Frontier are basically humanoid (or can be in the case of dralasites) and can for the most part use the same gear and furniture. Vrusk, however, have a significantly different body shape and so require specialized equipment. They also take up more space when standing than the other races.

Your referee may ignore this for ease of play but you might want to check to see if that may be a source of role-play (or consternation) in your game.

Campaign Material

CREATING MID-LEVEL CHARACTERS IN STAR FRONTIERS

Tom Verreault

Originally, characters created with the Alpha Dawn box set had only two 1st level skills and very limited equipment. Characters of this sort were commonly called “beginning” characters and they were not very capable and a “party” of such characters needed to be large (4-6) in order to have all of the critical skills covered.

But what if you only have one or two players? Should you flesh out the party with robots and NPCs? While this is an option, another possibility would be to create mid-range characters capable of acting somewhat independently. These would be characters that may or may not qualify for the skills to operate star ship systems but they could certainly be on the cusp of that level of skill.

High level characters in Star Frontiers have traditionally been those with the Knight Hawks skills (those required for operating starships). The prerequisites for KH's skills were maxed out skills from the Alpha Dawn side of the game. This created a level system described as:

- low level PCs walking around doing stuff
- mid-level PCs driving around doing stuff
- high level PCs flying round doing stuff.

The maxed out Alpha Dawn skills tended to create situations that exacerbated the problem of “power creep”, particularly in Alpha Dawn style encounters. It also contributed to some player frustration where the expectation is that we're playing a science fiction game so why can't we use starships?

Things changed somewhat with publication of fan-created rules modifications in the Star Frontiersman magazine: “*A Skilled Frontier*” (issue #9) and “*Spacer Skills Revisited*” (issue #10)

With the “*A Skilled Frontier*” rule modifications, beginning characters had three 1st level starting skills from an expanded list of skills and primary skill areas (PSAs) and there was the possibility of even having a skill to operate some star ship systems. “*Spacer Skills Revisited*” didn't change the skill system but simply lowered the skill level requirements needed to get starting starship skills, thus making them accessible earlier in the characters career (although still not from the very beginning).

For myself I've been a fan of both rule mods although I like to tweak “*A Skilled Frontier*” a little to suit myself. However, even with “*A Skilled Frontier*” you still need a good sized party to ensure all the critical skills are covered.

Flash back to Dragon Magazine #91 (Nov 1984) and “*Careers in Star Law*” by Alex Curylo. The article presented a set of guidelines for creating a character that was entry level in Star Law but with some depth of ability. These characters were well suited to operate in pairs or even solo. They were elite in one skill (level 6) and had a smattering of other skills.

On the surface a Star Law PC could be created using either the Alpha Dawn rules or the “*A Skilled Frontier*” rules and both would be on the cusp of gaining KH's skills without inclusion of “*Spacer Skills Revisited*”. The “*Careers in Star Law*” character creation rules create a

well-rounded and capable mid-level character under either the official AD & KH's rules or the popular fan creations.

But there are a few omissions in that article like money and equipment since Star Law recruits are issued a certain amount of equipment.

What follows is an adaption of the “*Careers in Star Law*” material for generic mid-level game play.

MID-LEVEL CHARACTER CREATION PROCESS

OPTION 1 – FIXED SKILL LEVELS

The following process outlines the steps to be taken to create a general mid-level character. It provides your starting characters with comparable numbers and levels of skills regardless of their chosen area of emphasis.

STEP 1

Choose race, roll ability scores, and modify those ability scores as per Alpha Dawn Expanded rules on page 4 (Steps 1-5).

Then add 1d10+15 points to any ability scores with the caveat that if you add 2 points to one ability score you must also add a minimum of 1 point to the other ability score in the pair.



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Alternately, some or all of these extra points may be applied to racial abilities like Battle Rage, Lie Detection, or Comprehension.

STEP 2

Follow steps 6-9 Alpha Dawn Expanded rules page 4 to determine derived ability scores, racial abilities, gender, and handedness.

STEP 3A – STANDARD SKILL RULES

Choose the character's PSA. Next select one 5th and one 3rd level skill that must be in that PSA. Finally, select one 2nd level and one 1st level skills from any PSA.

STEP 3B – "A SKILLED FRONTIER" RULES

Choose the character's PSA and two Secondary Skill Areas (SSAs) as per the article. Choose one 5th level skill from the PSA, a 3rd level skill from one SSA and a 2nd level skill from the other SSA. Finally, select a 1st level skill from any skill area.

STEP 4

Give the character 1 free skisuit and 1 free tool kit (tool kit must be for a skill that he knows).

STEP 5

Determine the character's starting money. Roll $(1d10+1) \times 1000$ credits. This is a lot of starting money but it does allow for a character to start with a vehicle or own a robot which are big ticket items.

STEP 6 (OPTIONAL)

Determine the characters past service. The player may choose a government service, organization, cadre, or corporation that they have worked for in the past. During the game the character may be able to gain information or a small benefit or help from a contact still in that service or organization at the referee's discretion. Role playing may be required or a simple PER check. There may be even long term consequences for this aid like the contact holding a marker over the PC's head that he will seek to collect on.

OPTION 2 – FIXED EXPERIENCE POINTS

This option is similar to the above method but changes steps 1 and 3 slightly. All other steps stay the same. It is akin to the "point buy" system found in some other games. The starting characters created with this method will be a bit more variable in their starting levels but will have comparable experience as if they had been adventuring together to gain these skills.

Rather than giving a set number of skills at a fixed level and a few points with which to increase their stats and racial abilities, players are simply given a fixed number of experience points that they can spend on skills and increasing their abilities. This allows the characters to focus in on one or two skills at high level or spread their skills among many low level skills.

The skill levels in option one correspond to between 75 and 137 XP depending on the skill system used and the selected PSAs. Thus assigning a number of XP for purchasing skills and ability score increases between 95 and 155 will allow the players to create comparable characters to those generated with that method. If using the "A Skilled Frontier" rules, a value at the lower end is more comparable.

However, this method also allows the referee to vary the power level a bit more by assigning more or fewer XP at character generation time depending on the needs of the adventure or campaign.

FE

35TH ANNIVERSARY COMMEMORATIVE PATCH



The 35th Anniversary patches are in and available for order. We made 200 patches this time around and while most of them have already been mailed out to those that pre-ordered them, there are still a number of patches left if you didn't place a pre-order and would still like to get some of them.

If you are interested in ordering one or more patches you have two options. The easiest option is simply to go to <http://starfrontiers.info/patch2017.html> and hit the "Buy Now" button. This will take you to PayPal where you can select the quantity you want and place your order. If you don't want to order via PayPal, send an e-mail to patches@frontierexplorer.org and let us know how many you would be interested in and we'll work something out.

Order soon because once they're gone...

Races

WHO ARE THE RAITH?

Laura Mumma

“Raith? (Chuckling) They are nothing but a colonist boogey man. A story to make sure the kids don’t wander into the waste-lands. I can’t believe people believe they exist.” – Professor G’tan, University of Zebulon, Xenanthropology.

Until recently the Raith were considered nothing but a fantasy tale told by colonists on Laco or other desolate wilderness worlds to keep children from wandering off. Creatures of horror for the campfire tales or bar yarns spun by exploration teams and miners. Often described as a creature part Man or Vrusk and part Scorpion, scientists, law enforcement and colonial governments had ignored the occasional report of Raith often in conjunction with a missing persons report as a tale concocted from the bottom of bottle to cover up homicide.

“In light of recent discoveries of the existence of the Raith on Laco, Susan Filla’s attorney has filed for appeal concerning her conviction for the murder of her 1 year old child Tilla Mark, whom she claimed was abducted by the Raith.” – Yuthan, Reporting for Laco FNN.

“A Raith took my baby! I didn’t kill me baby! It was a Raith!(sobbing)” – Susan Filla, Citizen of Laco during an interview by FNN prior to her conviction for murder of her own child.

RAITH BACKGROUND IN ROLEPLAYING GAMES AND CHANGES I MADE

The Raith in Star Frontiers first appeared in Star Frontiersman 03, Star Frontiers Locations Map page 25 & Raith Lair page 26. I have changed the Raith from a Medium Herbivore as it was presented in the original Star Frontiersman article to a Medium Carnivore as that is more in keeping with its ecological niche and body design than being a Herbivore for this article. The Raith seem to be based off the Scorpionfolk in D&D which are probably based off the Scorpion Men known as aqrabuamelu or girtablilu from ancient Akkadian Mythology.

Recent events on Laco near the city of Enderom and the ruins of Xinonus have now lent credence to these long ignored tales of Raith as being based on actual encounters with this elusive and dangerous life form. The rescue of two siblings from a Raith Lair and the bodies of Raith recovered has sparked controversy and diverse opinions across the Frontier.

“I heard the Raith and the Vrusk are related! It’s the bugs, those damn Vrusk are in league with the Raith. I heard the Raith are secret super Vrusk warriors who are trained to exterminate Humans.” – New Pale Citizen visiting Laco Mari Tomark

For the first time ever scientists were able to dissect the bodies of several Raith including several adults and several immature specimens that had been recovered by concerned citizens after an intense battle and a Human child was rescued. Though other reports of Raith have occurred, no bodies were ever recovered from such encounters. The lack of bodies from past encounters between colonists and the Raith had led to the belief they did not exist.

Now scientists are offering other reasons for the lack of bodies. Some scientists have suggested the Raith cannibalized their own dead, while others believe the removal of Raith bodies by the Raith may indicate burial practices. Xeno-biologists, Xeno-archeologists, Xeno-paleontologist and Xeno-anthropologists from several Universities were invited to Laco by Star Law after Raith bodies were delivered to Star Law as proof of the creatures existence. Star Law specifically wants to determine more about the nature of the Raith. The

RAITH	
Type:	Medium Carnivore
Number:	1-10 hunting, 50-500 lair.
Move:	Medium, 60 meters/turn, Climb 40 meters/turn, Burrows 40 meter/turn
IM/RS:	+4/40
Stamina:	30
Attack:	50% pinch/pinch or sting plus weapon
Damage:	pinchers 1d10, stinger 1d10 +S5/T5
Special Attack:	None
Special Defense:	hard shell as skeinsuit
Native World:	arid wastelands

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following is based on scientific reports to Star Law, the UPF Board of Inquiry, and the Laco Government.

"The Raith ancestor's evolved from an ocean creature similar to the "sea scorpion". These alien sea scorpions were formidable predators that thrived in warm shallow waters of their homeworld. It appears that they were well-adapted for maintaining a secure hold upon rocks or seaweed against the wash of waves. Gradually these primitive creatures began crawling out of the oceans and seas of their world and adapting to land. The climate of their world was changing and with it they adapted, they evolved. As the great seas dried and land masses moved gradually some of these creatures began becoming social hunters working together to hunt down their prey and in time they became sentient hunters of arid and desert regions of their homeworld." -- Professor Zen of the University of Port Loren, Xeno-biology.

THE BODY OF THE RAI TH

The body of a Raith is divided into two parts: the upper body area divided into the head which is fused to the chest and the lower body referred to as the abdomen, which is subdivided into a broad anterior, and a narrow tail-like posterior.

The upper body contains the head, one arm pair, which have hand-like appendages. The second pair of forearms with claws or pincers attaches at the base of the abdomen where the chest meets the abdomen and in addition the abdomen has three pairs of walking legs. The Raith is a stocky ten-limbed creature.

The Raith's exoskeleton is thick and durable, providing good protection from predators. The cuticle of the Raith contains fluorescent materials which have been discovered to glow a vibrant blue-green when exposed to certain wavelengths of ultraviolet light such as that produced by a black light. Raith exoskeltons are believed to come in a variety of colors varying from white like in the very young to light tans or sand colors to reds, blacks, and even blues based on eye witness accounts and the few bodies dissected. Scientist are unsure if this is normal biogenetic variation, the result of adapting to specific environments such as soil color or an indication of different races or species. Raith blood is blue due to the presence of hemocyanin which contains copper.

Raith have two eyes on the top of the head, and usually two to five pairs of eyes along the front corners of their head. Despite the fact that Raith have many eyes their vision is poor compared to other species. Raith are nocturnal by nature and find shelter during the day in the relative cool of underground lairs and cool cave complexes, emerging at night to hunt and feed. Raith exhibit photophobic behavior. They prefer caves, tunnels, and loose soils such as sand that they can burrow through. Though Raith prefer areas where the temperatures range



from 20 to 37 °C, they can survive temperatures ranging from well below freezing to desert heat and do live in temperatures varying from -31 to 50 °C. Raith can regulate their body temperature which is normally 23.9 °C, but in extreme cold they will enter a hibernation state.

A Raith does not have ears like Humans or antenna like the Vrusk. Instead, on close examination of the bodies, it was discovered they have a lot of fine "hairs". These hairs are actually not hairs but are sensory structures that allow the Raith to sense vibration. There are also small slits called slit sensilla that allow the Raith to detect mechanical strain, using these sensory components it is believed the Raith are adept at detecting vibrations coming through the ground. They can determine the direction by comparing wave timing among legs.

They are also sensitive to airborne vibrations (sound). Using the much longer sensory hairs concentrated on their pedipalps they can catch prey or objects in mid-flight by picking up on the airborne vibrations they cause. The best way to think of Raith hearing is that their inner ear is spread out across the outside of their body. Despite this exceptional hearing, Raith can adapt to constant loud background noise in that they can properly interrupt the sound for what it is and that it is to be ignored. However, such sounds interfere with the Raith's ability to hunt properly and severely inhibit its ability to navigate properly.

The abdomen is segmented, each covered dorsally by a sclerotized plate and also ventrally for segments 3 to 7. The first abdominal segment bears a pair of genital opercula covering the gonopore. Segment 2 consists of the upper forearms appendages which have a five fingered hand similar to the Vrusk's, and are used much in the same manner as Vrusk forelimbs making the Raith capable of the same fine motor manipulation as other species. It is surmised based on the eye witness reports that the Raith like the Vrusk is ambidextrous. The lower segmented clawed forearm appendages occur on segment 3 and are used for prey immobilization, defense, mating and sensory purposes. Segments 3 to 7 each have a pair of spiracles, the openings for the Raith's respiratory organs. The spiracle openings may be slits, circular, elliptical, or oval.

The Raith's tail is comprised of five segments (the first tail segment looks like a last segment of the body) and the sixth segment bears the stinger. The stinger, in turn, consists of a pair of venom glands, and the venom-injecting barb. On rare occasions, Raith can be born with two tails. Two-tailed Raith are not a different species, merely thought to be a genetic abnormality. In addition one body discovered lacked a stinger but instead had a tail fan indicating that not all Raith have stingers, how this specimen was able to survive is open to debate. Raith use their venom in moderation, it takes the Raith a lot of energy to produce venom. It is used for subduing prey, in self-defense and in mating.

HUNTING HABITS

Raith are opportunistic predators. The large pincers are studded with highly sensitive tactile hairs, as hunters they prefer to lay in wait under sand or in dark places and the moment prey animal touches these, they use their pincers to catch the prey. Raith will hunt this way as individuals or in groups. Witnesses have also reported seeing Raith at night run down prey often as a group and using weapons, though many people have called such claims into question. However tools recovered from the Raith Lair indicate that they do use spears as weapons.

Depending on the toxicity of their venom and size of their claws, they will then either crush the prey or inject it with neurotoxin venom. Even though Raith possess venom, as a general rule, they will kill their prey with brute force if they can, as opposed to using venom.

The venom is a mixture of compounds each not only causing a different effect but possibly also targeting a specific animal. Each compound is made and stored in a pair of glandular sacs and is released in a quantity regulated by the Raith itself. This will kill or paralyze the prey so the Raith can eat it.

Raith appear to prefer raw, freshly killed animal life as food. Raith have an unusual style of eating using their,

small claw-like structures that protrude from the mouth. This unusual mouth structure is very sharp, and is used to pull small amounts of food off the prey for digestion into a pre-oral cavity below the chelicerae and carapace.

Raith can ingest food only in a liquid form; they have external digestion. The digestive juices from the gut are egested onto the food and the digested food sucked in liquid form. Any solid indigestible matter (fur, exoskeleton, etc.) is trapped by setae in the pre-oral cavity, which is ejected by the Raith.

The Raith can consume huge amounts of food at one sitting. They have a very efficient food storage organ and a very low metabolic rate combined with a relatively inactive lifestyle. This enables Raith to survive long periods when deprived of food; some are able to survive 5 to 10 months of starvation. Raith excrete very little; their waste consists mostly of insoluble nitrogenous compounds.

REPRODUCTION

Raith reproduce sexually, having male and female individuals. However, some scientist speculate the species can reproduce through parthenogenesis, a process in which unfertilized eggs develop into living embryos. If so it is hypothesized the parthenogenic reproduction starts following the Raith's final molt to maturity and continues thereafter.

Sexual reproduction is accomplished by the transfer of a spermatophore from the male to the female; Raith possess a complex courtship and mating ritual to effect this transfer. Mating starts with the male and female locating and identifying each other using a mixture of pheromones and vibration communication. Once they have satisfied the other that they are of opposite sex, and not closely related mating can commence.

The courtship starts with the male grasping the female's pedipalps with his own; the pair then perform a "dance" called the "promenade à deux". In this "dance", the male leads the female around searching for a suitable place to deposit his spermatophore. The courtship ritual can involve several other behaviors, such as juddering and a cheliceral kiss, in which the male's chelicerae – pincers – grasp the female's in a smaller more intimate version of the male's grasping the female's pedipalps and in some cases injecting a small amount of his venom into her pedipalp or on the edge of her cephalothorax, probably as a means of pacifying the female.

When the male has identified a suitable location, he deposits the spermatophore and then guides the female over it. This allows the spermatophore to enter her genital opercula, which triggers release of the sperm, thus fertilizing the female. The mating process can take from 1 to 20+ hours and depends on the ability of the male to find a suitable place to deposit his spermatophore. If mating

continues too long, the female may lose interest, ending the process.

Once the mating is complete, the male and female will separate. The male will generally retreat quickly, most likely to avoid being cannibalized by the female, although sexual cannibalism is infrequent with the Raith.

RAITHLINGS

Raith seem to be universally ovoviviparous. The young are born one by one after hatching and expelling the embryonic membrane, if any, and the brood is carried about on its mother's back until the young have undergone at least one molt.

Before the first molt, Raithlings cannot survive naturally without the mother, since they depend on her for protection and to regulate their moisture levels. The young-mother association continues for an extended period of time. The size of the litter depends on environmental factors, and can range from two to over a hundred Raithlings. The average litter however, consists of around 8 Raithlings.

The young generally resemble their parents. Growth is accomplished by periodic shedding of the exoskeleton. A Raith's developmental progress is measured in how many molts it has undergone. Raiths typically require between five and seven molts to reach maturity. When Raiths molt the new exoskeleton is soft, making the Raith highly vulnerable to attack. The Raith must constantly stretch while the new exoskeleton hardens to ensure that it can move when the hardening is complete. The new exoskeleton does not fluoresce, but as hardening occurs the fluorescence gradually returns.

LIFESPAN

As not much is known about the Raith it is difficult for scientists to be sure how long the Raith may live in their current primitive state, estimates of 50 to 100 years have been suggested. Most scientists believe because of the harsh conditions that the Raith currently live in perhaps the average life span is around 30 years.

RAITH INTELLIGENCE AND SOCIETY

"The Raith are predators of the arid wastelands preying on the citizens of this good world! They are nothing but ravenous monsters of limited animal intelligence! There is absolutely no proof these creatures are sentient. As governor of this planet I will curb this menace to civilization! These creatures are a threat to the development of our world and a danger to our communities. For the safety of our children we must cull the Raith population. Better yet exterminate them!" – Governor Hath of Laco

Many citizens of the UPF who have believed in the existence of the Raith on Laco also believe that they are mindless monsters of the waste-lands. The discovery of a Raith Lair has however raised serious questions as to the possibility that the Raith are sapient beings. Little is actually known about Raith Society or intelligence but a thorough investigation led by Star Law with Xeno-anthropologists and Xeno-archeologist has revealed enough information to make the UPF Board of Inquiry concerned that this previously believed fantasy creature may actually be an intelligent life form.

Recovered from the Raith Lair's entrance (area 1 – map on following page) was a flat piece of wood with a rough-hewn image of unknown design or meaning, skulls impaled by two spears. The concerned citizens whom rescued the children from the Raith where interviewed and reported the two spears where originally crossed to block the entrance. The various scientists working with Star Law agree this shows a cognitive attempt to warn intruders and mark the Raith territory and possibly identify to other Raith which tribe or band they were from.

The interior entrance of the lair was covered in primitive art work of mostly unknown meaning, though it has been suggested perhaps to ward off evil. However, to everyone's shock and surprise in Pan-Gal was writing that clearly says "evil that walks on 2 legs". This has led to a debate as to how those words got on the wall, did the Raith do it and if so that means at least some of them can read, write and understand Pan-Gal and then how did they learn Pan-Gal, or is it the deranged writing of a lost soul who took refuge in the cave system before the Raith inhabited it? Why are those that walk on 2 legs evil if the Raith did write it? It is accepted by most that the only logical implication is that Humans are probably the 2 legs, so if the Raith wrote it why are Humans specifically evil?

The further discovery by the rescue team of a human body and latter recovery of said human body in the entrance area by Star Law has raised even more questions. The Raith are carnivores yet they clearly did not eat this Human. In addition, the Raith according to the rescuers had left the body armed indicating that they did not know how to use the weapons or perhaps viewed the weapons as evil as well.

The Ritual Chamber (area 2) where the little girl was rescued also has raised questions. According to the rescue team, the tribe of Raith clearly had an individual leading a ritual, this indicates to the scientists a structured and complex society with religion. In addition, the witnesses reported the tribal members present were chanting "Hazzen-Ka" which could be their god and indicates they have a spoken language.

The recovery from the pit of dozens of corpses indicate sacrificial rights and again indicates they are not killing

just for food which in the past was the assumed reason for the attacks. It was also reported by the witnesses that the “priest” or “shaman” attempted to flee and only became combative when cornered. Of the Raith bodies recovered from this site his lacked a stinger and had instead a fan-shaped tail.

The room now called the Audience Hall (area 3) appears to have been the area where the leader or the King (as the rescue party called him) of the Raith and a group of female Raith resided. The older sibling of the little girl was found here in chains by the rescue party and again his weapons had not been removed indicating a lack of understanding what has on the boy and that the Human boy’s devices were weapons. The layout of the room was such as to allow or facilitate meetings with other Raith and still provide a private area (area 3a) for the chief and his consorts.

The area now identified as the Living Area (area 5) contained sufficient artifacts of Raith construction to identify that the Raith use staffs, poles, swords, and knives as weapons or tools. In addition items believed to be games, medical in nature, ritual items, and containers for storing various herbs, roots and supplies all indicate higher intelligence in this life form. Strangely marked pots, boards, and basket patterns have been surmised to indicate that the Raith have some form of symbol

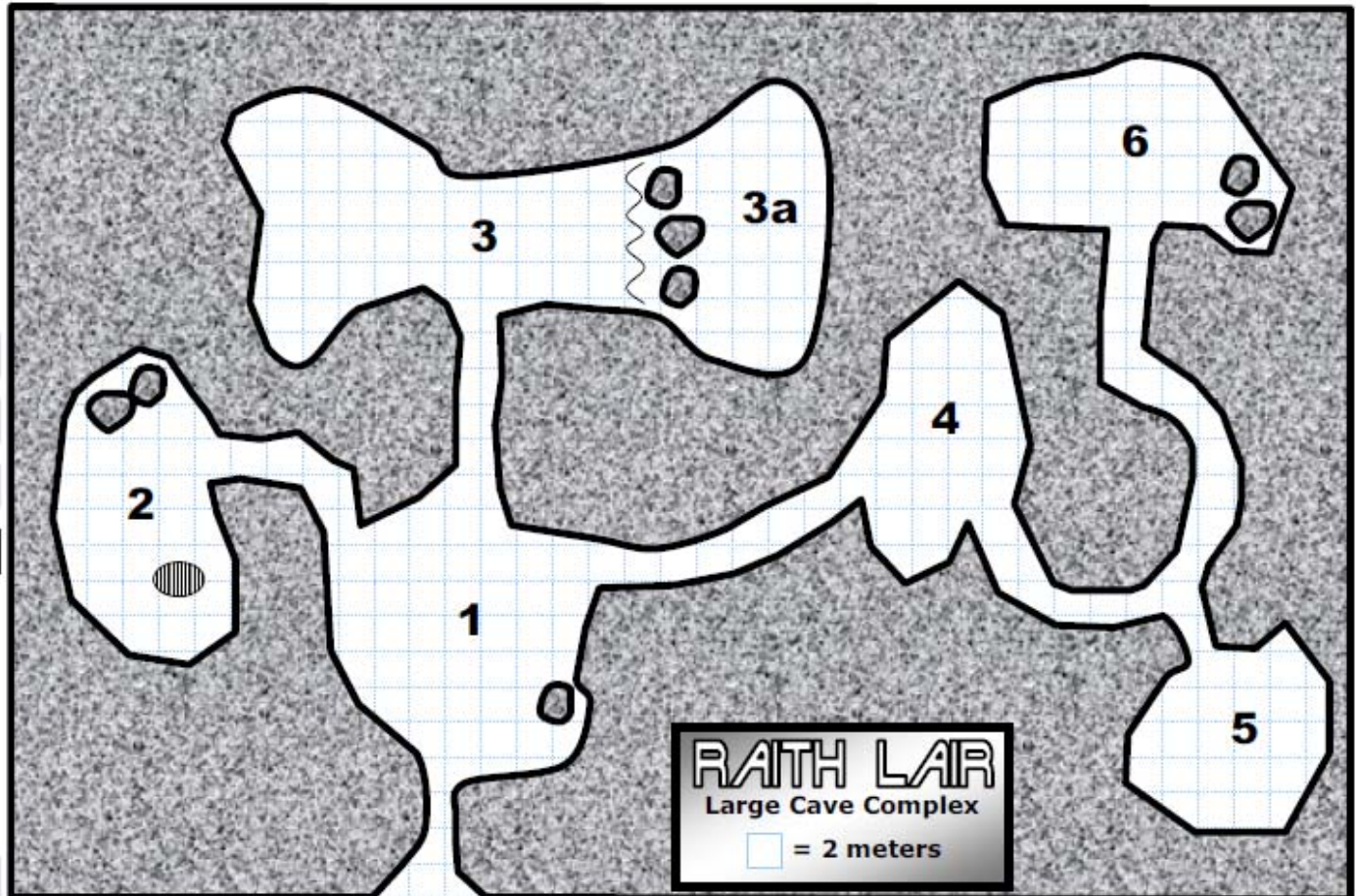
language.

The sleeping area (area 6) called the Inner Lair is where the families of the tribe sleep communally. The lack of privacy in this area was a surprise to the Xenanthropologists, which has led to some interesting theories on the nature of Raith society, family structure and their cooperative nature. Sufficient artifacts were recovered from the various living areas to conclude that the Raith are hunters and gathers, appear to have knowledge of pottery making, flint knapping, primitive copper metal working, basket weaving, rope, and other textiles such as fabrics for screens and what appear to be tents, nets and pillows.

In all some 78 Raith bodies were recovered for study by the research team and it is believed that no members of this Raith tribe survived. The research team has recommended further study and attempts to contact the Raith peacefully as they appear to be an intelligent primitive tool using species. However many local politicians and UPF citizens want them eradicated now that the existence of the species has been confirmed.

FITTING THE RAI TH IN THE FRONTIER

In this article I placed the city of Endrom on Laco as Laco



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seemed like an excellent location for the Raith to live. The original stats on the Raith seem to imply they maybe be an elusive but dangerous life form on several planets. If so than there are several possibilities that can be explored.

“The Raith are a Sathar bioform seeded amongst the arid worlds to hamper our colonization of our planets and harass our citizens. The Raith are a form of Sathar Terrorism. An insidious alien conspiracy!” – Laco Citizen Van Jon

They could be a Sathar bioform that the Sathar seeded on UPF worlds or even abandoned Sathar slave species. They could also have been left across the Frontier by other races such as the Clicks or a Precursor Race such as the Tetrarchs.

“The Raith are a genetic accident, clearly one of the mega-corporations created these monstrosities and the government no doubt backed this insane plan. Why you ask? Perhaps it was a misguided attempt to create a super warrior or perhaps they need to create a False Flag situation to keep the UPF races united out of fear and maintain their power over us! I tell you it’s a conspiracy of the rich and powerful to enslave the colonies!” – Vido from Outer Reach

The Raith could be a race released or escaped from a Mega-Corps lab or even a new race that has developed because of exposure to mutagens on a planet.

“We need to find a way to become one with this world and live in harmony with all of the ‘verse’s life forms. The Raith are just misunderstood creatures of the waste-lands. Misunderstood because of our own disharmony. We need to give peace and harmony a chance. The Raith are the voice of the ‘Verse on this world. Would you like this free literature on how to be one with the Voice?” – Brother Gwen of the Church of the Universal Voice.

“The Raith are the Wrathful Hand of the Divine! Lux 10:14 “The Hand shall rise in the wilderness, consume the unclean and destroy the infidel. Repent Sinners!” – Clarion Citizen Yang Song

The Raith could be native to a specific planet who has had nothing but bad experiences with colonists or they could even be surviving pocket populations of an ancient race that once dominated the stars and has been reduced to primitives on most of the worlds they colonized in ages past.

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FE

STARSHIP DICE TOWER



There are a lot of dice towers out there but they seem to all be based on castle towers. I went looking for a science fiction themed one and couldn't really find anything. And there definitely wasn't anything shaped like a spacecraft. So I decided to create my own.

The picture above shows the model, the unpainted prototype and the final painted version. If you'd be interested in owning your own starship dice tower, they can be ordered from the New Frontier Games website at the following links:

- 3D model files to print your own:

<http://newfrontiergames.com/node/10>

- 3D Printed dice towers:

<http://newfrontiergames.com/products/3d-objects>

The printed towers are available in two sizes: 8.6" and 12" tall, and two styles: the default style pictured above and an alternate style where the ship is poised on the side of the landing pad/dice tray. The ships and trays are available in a variety of colors and since they are individually printed, don't have to be the same color.

Miniatures

THE FRONTIER IN MINIATURE: SHRUBS, CACTUS, AND FLOWERING BUSHES

Tom Verreault

This is a simple project requiring suitable bases of various sizes (anywhere from 1 to 3 inches in diameter) wood and plastic discs work but my preference is metal washers.

High density house insulation foam that comes in pink or blue at the local big box hardware store is required but only a small amount. I would not recommend buying a ten foot sheet of the foam for this project. If you don't have any off cuts on hand you can often as not find some littering the ground or in a dumpster near a property where construction is going on. I've even found it washed up on shore.

Finally you will need plastic flowers from a craft store. However you must pick some where the very end of the flower stem looks like a passible double for bushes, cacti, or flowering plants on the same scale as your miniatures.



THE PROCEDURE

1. Glue the bases onto the pink foam with super glue and allow to dry.
2. Cut in a rough circle around the bases such that there is now a column of foam attached to each base.
3. Using a craft knife, and later an emery board, shape the foam into a nice smooth mound. Note the mound must be high enough to jam the handle of a paint brush into the foam and then glue the "stem" of the plastic flower into the foam.
4. Most glues like hot glue, white glue, wood glue or PVA glue adhere to high density foam better if you paint it first with acrylic paint. So paint the bases with their foam



mounds. Choose a dark shade of color you want to represent the ground.

5. Optional: water down white, wood, or PVA glue and brush onto the mound with an old paint brush then dip the base in sand. This added texture that would equate in scale to gravel or sand for the miniatures. It is not required and the base does not need complete coverage; experiment with patchworks of sand. Once this dries paint the base with watered down glue again to seal the sand onto the base. *Note: I obtained my sand at the beach and it was necessary to sift it to eliminate cigarette butts and pebbles.*

6. If you did step five paint the base again in acrylic paint. Now dry brush some lighter shades (1-2) onto the base.

7. Prepare your bushes. After finding appropriate plastic



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flowers at the local craft store, trim the ends off with a wire cutter. You will need a short stem to insert into the base so be mindful of this as you trim.

8. Poke a hole into the foam with a paint brush handle or similar slim tool that is close in diameter to the stem of the plastic flowers your procured. Glue the plastic flower stem into the hole created with hot glue.

9. Optional: Embellish bases with a model flocking material. If you don't have any on hand, open a used herbal tea bag and dry the tea grinds. This material will look like leaf clutter. Brush watered down white, wood, or PVA glue on to areas of the base and generously cover the base with the herbal tea flock for a few seconds then shake off the excess and allow to dry.



BONUS TERRAIN PIECE

The following pictures are of an ambush terrain piece that counts as soft cover. On a large base, the bushes were arranged to allow a figure to hide in the center and a second 1 inch base was made to occupy this spot so that it is not obvious an ambusher is present.



FE

CREATURE CONVERSIONS II

Laura Mumma

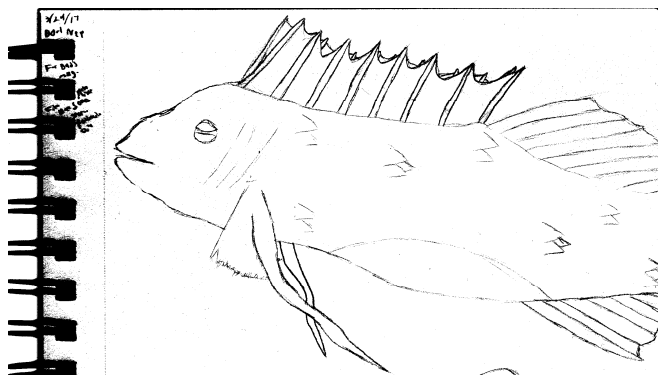
BARL NEP

TSR first introduced the Barl Nep in the 1978 Gamma World 1st edition by James M. Ward and Gary Jaquet.

Barl Nep	
Type:	Small (up to 1 meter)
# Appearing:	1
Move:	Medium (12 meters/60 meters)
IM/RS:	5/45
STA:	150
Attack:	80
Damage:	see Special Defenses
Special Attack / Defenses:	Radioactive Oil Slick & Natural Body Armor
Native Planet:	Gamma III
Habitat:	Fresh water lakes, ponds, swamps, large rivers.

The barl nep is a totally black fish that can attain a length of up to 1 meter. It is covered in plate-like scales that are extremely tough (a natural toughness similar to plastic armor plates) that allows it to survive most forms of attack unharmed including beam weapons.

If attacked, it will secrete a radioactive oil (-30/R10) that covers an area 10 meters in diameter. Victims of this oil slick must pass a STA check at the end of duration, Mutation chance is +6% per day not treated (+6% min to 60% max) This radioactive oil will last up to 10 minutes or 100 turns (in calm lake or pond water.)



Barl Nep sketch from the field notebook of xeno-biologist Aqua Veltlauffer (Danae Steohens)

If caught and killed, enough oil to make a 10 minute radioactive oil slick (-20/R10) may be extracted from its body. The mutation chance is +4% per day not treated (+4% min to +40% max).

BEASTER BUNNY

DESCRIPTION

The Beaster Bunny looks like a cross between a rabbit and a large lizard – rabbit eyes & body shape but covered in reptilian scales and fur. It has iguana like dorsal spikes, and the creature sheds much of its fur in summer months.

Beaster Bunny	
Type:	Medium Carnivore, 2-3 meters long
# Appearing:	2-200
Move:	Medium: NS: 25m/turn CS: 50m/turn MS: 125m/turn TS: 17m/turn, burrows: 25m/turn
IM/RS:	6/55
Stamina:	75
Attack:	75
No. Of Attacks:	1
Damage:	bite 2d10, claws 1d10
Special Attack:	poisonous bacterial infused bite S5/T10
Special Defense:	none
Native World:	Unknown
Habitat:	varied

This 2-3 meters long medium sized creature is carnivorous and lays clutches of large eggs of 20 to 200, which it incubates in warm mounds. Beaster Bunny eggs are white with blood red markings that are rather striking. The eggs are approximately 20 cm long, 15 cm wide, and weigh around 2 kilograms.

Once established on a planet the species migrates with the seasonal changes to breeding nesting areas in warmer climates and then to hunting territories. The yearly Beaster Bunny migration in spring are something akin to

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shark migrations in which 1000s of hungry carnivorous animals mass migrate towards their breeding and nesting areas from across the planet.



Beaster Bunnies form underground warren systems and are territorial of these lairs towards invading species.

Once the males mate with the females during the breeding period they disperse back across the planet, females often breed with multiple males, the female then create incubation mounds near their lair in usually a hot humid environment. The Sow Beaster Bunny guards the nest and her hunting territory. When the eggs hatch the fully formed offspring will continue to be guarded and protected by their mother who will begin teaching them to hunt and migrate the family pack in stages to new hunting territory as they mature.

Young Beaster Bunny hunting packs can be very dangerous. The bite of the adult creature does 2d10, claws do 1d10, and has a poisonous bacterial infused bite S5/T10. Baby Beaster Bunnies do 1d10, claws do 1d10/2 but the poison is full strength. Beaster Bunnies often bite prey and wait for it to die, tracking the poisoned prey animal until it dies.

Beaster Bunnies will eat fresh kill or act as scavengers. Beaster Bunnies can live and hunt in a variety of climates but require a warm climate for breeding and nesting. Once a Beaster Bunny is fully mature they generally become more solitary hunters working in much smaller groups of 1-5 animals.



BACKGROUND

The origin of the Beaster Bunny is hotly debated amongst scientists with some believing it is a Sathar bioform,

others believe it was a native alien life-form that became a problem only after it's predators became rare, while still others believe it is a mutant of the Terran Rabbit either accidentally created by a mutagenic exposure or a lab experiment that escaped into the wilderness. Regardless of how the Beaster Bunny came to be, they first were discovered on an outpost world that had been attacked by the Sathar in SWI. They have since spread to other planets.

HISTORY AND USE IN YOUR SETTING

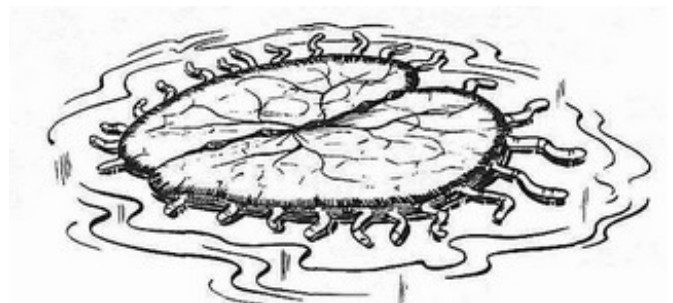
The Beaster Bunny is inspired by a really bad film called *Beaster Day* by Snygg Brothers. This creature is perfect for creating an ecological crisis to spring on a planet in your setting. Scenarios can vary including an animal rights group releasing the poor lab animals, a Sathar release of the critter as one of their creations of terror, the accidental release of the creatures from a colony's lab as the result of a Sathar, pirate, or competing corporation's raid. This creature could actually be a native alien life form of a world that has been accidentally spread or recently colonized. It could have evolved from mutagenic exposure on a Gamma Dawn type world.

Adventures could involve investigating a colony that has stopped transmitting, surviving the migration of these creatures, escaping a lab compound infested with them, hunting for the cause of disappearing colonists, hunting for the eggs, and stopping the eggs or specimens from being smuggled off world.

BER LEP: SWEET-PAD

TSR first introduced the Ber Lep in the 1978 *Gamma World* 1st edition by James M. Ward and Gary Jaquet.

The ber lep also called the Sweet-Pad is a large (two meter across) free-floating aquatic plant which grows (akin to the lily pad) as an enormous sheet on the surface of the water. A sweet smelling acid exuded by the plant serves to attract, kill, and then dissolve small animals and insects which land on it. The ber lep is thick enough to support the weight of a human and the acid is relatively slow acting. If injured, however, the plant will teleport itself to a point 5-30 meters distant.



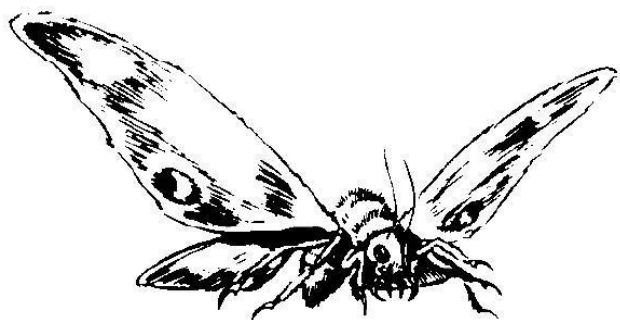
Ber Lep	
Type:	Carnivorous Plant
# Appearing:	1-8
Move:	N/A
IM/RS:	N/A
STA:	100
Attack:	N/A
Damage:	Acid 1d10/2 if not wearing shoes when stepping on it
Special Attack:	Acid 1d10/2 if not wearing shoes when stepping on it.
Special Defense:	Teleport
Native World:	Gamma III (or referee's choice)
Habitat:	Lakes, ponds, river basins, and bayous.

THE BLAASH

TSR first introduced the Blaash in the 1978 Gamma World 1st edition by James M. Ward and Gary Jaquet.

Blaash	
Type:	Medium Carnivore
# Appearing:	1-10
Move:	Slow (4/9 meters) (45 meters top flight speed)
IM/RS:	5/50
STA:	100
Attack:	80
Damage:	Bite 2d10
Special Attack:	Radiation
Native World/Habitat:	Gamma III

This mutated moth creature is often over 1 meter long with a wingspread of 2 meters. The blaash is fearless and quite carnivorous. It grows brightly when it attacks,



because of radiation intensity -30/R30! Death will result if player is not successfully treated and there is a +6% chance per day not treated of mutation (+6% min to 99% max)

The radiation it emits comes from its abdomen. This radiation is harmful within a 5 meter radius, but will not damage the blaash or others of its kind. Once the blaash has killed its prey, it stops and eats voraciously.

THE BLADDER RAT OR BRAT

This creature was inspired by a cartoon creature from the Ghostbusters Cartoon. It seems the species is called a "Brat" based on the 2 cartoon characters having the word "Brat" in their names. I decided to build on the cartoon idea and present a more Star Frontiers appropriate creature. Special thanks to jedion357 for his suggestions.

Bladder Rat	
Type:	Medium Herbivore
# Appearing:	1-60
Move:	Floating – slow – 15m/turn Jetting – fast – 90m/turn
IM/RS:	70/7
STA:	50
Attack:	50
Damage:	Claws - 1d10
Special Attack:	Quills – 2d10, Rock Drop – 1d10 per rock (up to 4), Detonation – 8d10 (see description)
Native World:	Alcazzar

DESCRIPTION

The Bladder Rat or Brat is native to the planet Alcazzar. This fascinating 1 meter long creature has a long snout, a narrow braincase, and a prominent sagittal crest. It has an unusually full mouth of strong teeth designed for consuming vegetation. It has big bat like ears and glassy black eyes.

Fur covers its head, with females possessing a long flowing mane and the males a stiff upright mane. The rest of its fat bladder like body is covered in reptile like scales and quills.

The Bladder Rat can puff itself up causing its quills, which normally lay flat, to stand stiff upright forming a formable defensive weapon. If captured in the mouth or hands of a predator the quills do 2d10 damage.

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The tail of the Bladder Rat is prehensile and they can hang from it if they choose or use it to carry items or latch around things.

The bladder rat has a unique metabolism that produces hydrogen that it stores in a bladder allowing it to float or fly without wings. The back of the creature has 3 natural vents from which excess hydrogen can be vented.

The creature has 6 grasping legs that it uses, often using 2 pairs to grip rocks or branches as ballast. Each limb ends in a 3-clawed foot.

Specimens have been observed to use the excess gas vented for limited jet propulsion. They will drop ballast to rise or vent gas to drop or jet in between trees. They often appear to be slow moving herbivores amongst forest trees unless threatened when they will suddenly propel themselves at surprising speeds (when floating or climbing about in a tree this creature only moves 15 meters per turn but when emergency jetting it can move up to 90 meters per turn).

Bladder Rat infested forests can pose a safety risk if the Bladder Rat drops ballast from above (1d10 damage per rock that hits target). Some xenobiologists claim Bladder Rats colonies have been observed to bomb threats in what appears to be corporative efforts to protect their nests.

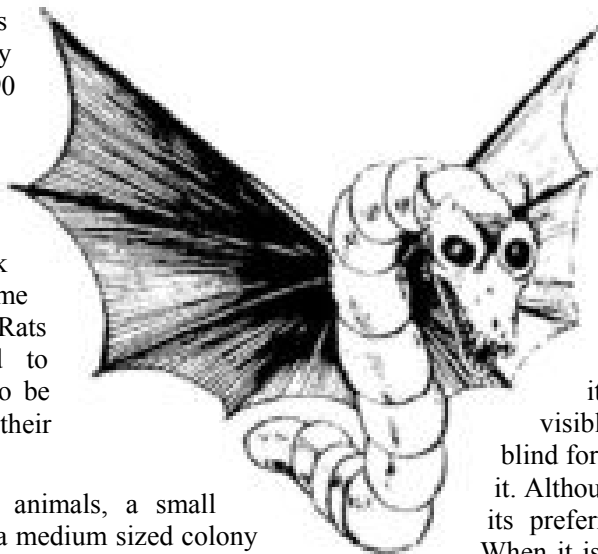
A nest usually contains 1d10 animals, a small colony will have 2d10 animals, a medium sized colony

will have 3-4d10 animals and a large colony 5-6d10 animals.

If the Bladder Rat is threatened they will drop 1 to 4 ballast rocks at the threat and rise higher to put distance between themselves and the PCs (to determine how many ballast rocks are being dropped multiply colony size times 1-4, 1d10: 1-3=1, 3-6=2, 7-9=3, 10=4).

These creatures form male female breeding pairs, and raises nests of young usually high in trees. The female gives live birth to 1d10 pups.

Shooting Bladder Rats causes the individual animal to explode like a grenade sending flaming Bladder Rat quill shrapnel in all directions doing 8d10 damage in the blast radius. Shooting a single Bladder Rat floating amongst a group of Bladder Rats can set off a very deadly chain reaction of exploding Bladder Rats.



BLIGHT

TSR first introduced the Blight in the 1978 Gamma World 1st edition by James M. Ward and Gary Jaquet.

This 3 meter long carnivorous winged worm can have a wing span of up to 10 meters. It may become invisible at will, and when it swoops down from the sky onto its prey, its first attack upon becoming visible will be a flash of light that will blind for 1d5 turns any creature who looked at it. Although it can bite, doing 2d10 of damage, its preferred mode of attack is constriction. When it is coiled around a victim it does 3d10 of damage per turn. The blight is completely resistant to radiation, heat, and sonic attacks.

Blight	
Type:	Large Carnivore
# Appearing:	1-4
Move:	Slow (1/6 meters) (5 max slither speed/30 meters top flight speed)
IM/RS:	4/40
STA:	60
Attack:	75
Damage:	Bite 2d10, Constriction 5d10 per turn.
Special Attack:	Flash of Light blinds for 1-5 (1d10/2)
Special Defense:	Resistant to radiation, heat and sonic attacks. Invisibility.
Native World:	Gamma III

BUGABEEZS

Bugabeezs were inspired by my grandson's name for bugs.

The Bugabeez is a small, ladybug-looking creature that is usually blue and marked with black stripes or dots. They build hives like bees.

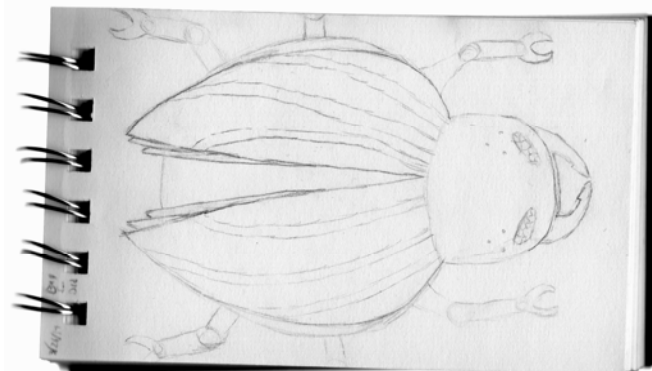
These creatures produce a very sweet blue glowing honey that is a delicacy to Insectoid and Satharoid species. The honey is made into various treats and glowing blue alcohols. Specific varieties of honey are produced by placing hives in fields of certain plants, which effect taste, scent, and stimulating effects.

The honey is toxic to races other than Insectoids and Satharoids. The raw honey has a highly hallucinating

effect on other races which lasts 1d10 turns doing 10 points of damage the same amount of time (S10/T1d10) and if the alcohol made from the honey is consumed the effects are worse (S20/T2d10). Effects of the honey on Insectoids and Satharoids are stimulating or enhancing but not toxic or overwhelming to their senses.

Bugabeez's honey, combs, products, and alcohols sell in the Frontier for extremely high prices. Some Frontier Governments forbid the import or export of Bugabeezs or any products made from them, while others have tight controls on such products because of the effects on other species. Several highly stimulating drugs, bio-medical drugs, or treatments and poisons are made from dried ground Bugabeezs, their honey, and combs.

The Vrusk were originally thought to have introduced these creatures to the Frontier but recent discoveries of unique wild populations on recently explored planets, often with evidence of a previous inhabitation, have xenobiologists now considering the possibility that an ancient race may have spread these creatures as part of their agriculture practices. The variety featured above is the common variety raised by the Vrusk.



Bugabeez sketch from the field notebook of xeno-biologist Aqua Veltlauffer (Danae Stephens)

GLUEY OR ADHERER

The Gluey first appeared in White Dwarf number 7 June/July 1978 edition created by Guy Shearer. From there it found its way into the 1979 Dungeons & Dragons Fiend Folio.

DESCRIPTION

At first glance this creature is vaguely reminiscent of a mummy, with folds of off-white skin resembling filthy bandages. The "bandages" act like limbs to reach out and grapple victims. In addition to the two arms and legs Glueys usually possess, they can in one turn send out a number of bandage like grappling limbs equal to their DEX divided by 10 rounded up. The average NPC Gluey has a DEX equal to their RS.

The creature has a sour, mucilaginous smell that accompanies it. The smell comes from the resin-like

secretion with adhesive properties that is constantly exuded through pores of the creature's skin. The only sound Glueys make are moans, groans, grunts and gurgles. Glueys appear to have no way to speak. Glueys are telepathic amongst each other.

Gluey	
Type:	Medium Carnivore
Size:	1.3 meters, 65 kgs
# Appearing:	anywhere from 1-4 to hundreds
Move:	Very Slow NS: 5m CS: TS: MS: 20m
IM/RS:	6/55
STA:	84
Logic:	Average or better.
Attack:	60%
No. of Attacks:	1
Damage:	Absorption 3d10, constrict/smother 1d10
Special Attack:	Adhesion & Grappling Limbs
Special Defense:	Adhesion
Native World:	N/A
Habitat:	Caves or Cement type bunkers
Genotype:	Dralasite
Genetic Stability:	Stable
Mutations:	Telepathy only to/from other Glueys, Adhesion

ORIGINS AND REPRODUCTION FOR THE STAR FRONTIERS SETTING

The Gluey is mutated species of the Dralasite race, caused by radiation and biochemical mutagens which created a new species. Glueys can produce more Glueys by splitting off another creature in the same way normal Dralasites do. In addition a normal Dralasite exposed to the right mutagenic and or radioactive conditions can be transformed into a Gluey. Such exposure could be accidental or purposeful (survivors of bio-chemical warfare weapon inflicted on them, lab experimentation, exposure to nuclear contamination).

The transformation accelerates the victims metabolism resulting in the Gluey reproducing at accelerated rates budding while in female stage 3 times a GSY, shortening their life spans, growing limbs more quickly, improving DEX and RS by +10, reducing STR -10, improving STA +10 and making them very hungry. Once a Dralasite transforms into a Gluey they will live for only 35 years more. Glueys that are born from Glueys have a life span

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of 35 years. The Gluey retains all knowledge they possessed before being transformed into a Gluey and can learn new information.

INCREASED METABOLISM

This defect forces the Gluey to spend great amounts of time feeding. In combat it must stop every 9 turns (54 seconds) and spend one turn eating, before returning to battle, or lose 2 stamina points each melee turn thereafter. NOTE: these losses are temporary.

HABITAT & HABITS

Glueys are territorial creatures that tend to live in shallow to deep caves, underground cities, bunker systems, etc. Though occurring and living in groups (probably related) the group does not seem to have a defined hierarchy, there is never a clear leader. Each creature acts on its own instincts.

Living spaces of the creature are usually clean. The creature can secrete a solvent for its resin at will, which allows it to voluntarily release items attached to it. Glueys do collect and hide things of use to them. The resin does not stick to stone (cement), Glueys however can live in other environments such as metal ships by excreting solvent.

This creature lays in wait for its victim, usually covering its body with items that help it blend in with the surroundings. They are very skilled at concealment, thus have an advantage to surprise, but because it relies on stealth attacks, if it is spotted before it can leap onto its victim it will flee 40% of the time.

When the creature leaps out onto the target (usually closest) it will attempt to attach itself by means of its adhesive resin which covers the whole creature's body. Once attached the creature will punch, kick, and if possible, suffocate the victim. If the creature is attacked by its victim's companions it will attempt to use the victim as a living shield between itself and the other attackers.

Damage for a generic NPC Gluey are:

- punch/kick 2 (Gluey NPC STR is 40)
- constrict-smother 1d10 per turn but can smother in 2-5 turns if the gluey successfully blocks air off
- absorb (eat victim alive) 3d10.

All edged or blunt weapons will stick to its body, doing only half damage. Piercing weapons do full damage but will require the next turn to pull free. The adhesive is very strong requiring a STR of 80 to break free.

Fire, boiling liquids, beam weapons, or the creature's own secretions can weaken the adhesive bond. Boiling liquids reduce the effects of the resin for one combat round only to the point that STR 49 can break free. After one round the resin returns to full strength.

The resin is flammable in nature, making it susceptible to beam weapons and fire based attacks. It will take full damage from normal fire, and any beam weapon requires a STA roll by the Gluey, success means the creature takes normal damage, failure means it takes double damage.

If a gluey is killed while attached to a player character and there is no way to remove the gluey, then the victim and the dead gluey will have to be carried by their mates to somewhere with the means of getting the gluey off, which involves heat and boiling liquids.

PHASE SPIDER

The Phase Spider to my knowledge first appeared in the original Greyhawk supplement of 1975 by Gary Gygax and Rob Kuntz. The Phase Spider has developed and evolved over the years and entered into many gaming systems. The Phase Spider was one of the creatures in the D&D module S3 Expedition to the Barrier Peaks by Gary Gygax published in 1980. The module was however originally a 1976 tournament scenario at Origins II. It was also featured in the original 1977 Monster Manual. The appearance of the Phase Spider as one of the many zoological specimens in a crashed spaceship in S3 Expedition to the Barrier Peaks establishes this creature as an alien life form opening up options for referees in Star Frontiers who need a real challenge for Player Characters. I have attempted to retain as much of the original flavor of this creature in this conversion. I acknowledge that the creature has evolved with time in the Dungeons & Dragons System. However, not all concepts from that system may work well in Star Frontiers therefore I have chosen to present this creature in its more basic concept form to allow for a different evolution to occur in this game setting and give referees greater creative license.

DESCRIPTION

These creatures appear as very great spiders. There are two varieties of these creatures: a dwarf variety about 2 meters long and a larger standard variety about 5 meters long. Both varieties are equally dangerous. The Phase Spider does make sounds that are likened to leaves rustling.

BACKGROUND

On some long forgotten and previously explored (by someone) or at least scouted world these creatures live, on the planet that ship later crashed on they could exist or have once existed. (In my setting Yazirians believe the Phase Spider to be a mythic creature, a Yazirian boogeyman to frighten children with, and no one believes in the modern Frontier they are real.) If extinct in the Frontier some over eager scientist (say at GODco) could accidentally resurrect the species from some carcass part that was an ancient clan relic the Family of One had

acquired or perhaps they are on a drifting ship in the Out Black waiting for new prey and a chance to colonize better hunting grounds.

Phase Spider	
Type:	Standard is Large, Dwarf is Medium, Carnivore
# Appearing:	1- 4
Move:	Slow NS: 5 meters CS: 10 meters TS: 3 meters MS: 25 meters Speed In Web: 2 meters
IM/RS:	4/40
STAMINA:	65
Logic:	Poor
Attack:	60
No. Of Attacks:	1
Damage:	1d10 bite
Special Attack:	Poison see below
Special Defense:	Phasing see below
Native World:	Unknown, Transdimensional Species
Habitat:	All habitats accept frigid, found above and below ground.

ATTACK & DEFENSE

When attacking or being attacked, the Phase Spider is able to shift out of phase with its surroundings, bringing itself back only when it is ready to deliver its poisonous bite (usually from behind). When out of phase Phase Spiders are impervious to nearly all forms of attack unless player's can figure out a way to prevent its teleportation ability or get weapons to work across dimensions they are at a great disadvantage. Phase spiders will seek to evade encounters which are unfavorable.

It is believed the Phase Spider teleports itself between Normal Space and another dimension just slightly out of phase or closest to Normal Space. The Phase Spider moves between Normal Space and the other dimension to hunt. It is unknown at this time exactly how this natural teleportation mechanism works. The few scientists who have studied these creatures are all believed to have become victims of them.

It is unknown if this other dimension is the same as Void Space. What has been determined is that though people in Normal Space cannot see the Phase Spider the Phase Spider can see or detect its prey in Normal Space from this other dimension. The Phase Spider is equally at home in both dimensions of space.

The Phase Spider sits in the alternate dimension where it is 100% silent and invisible to its prey waiting for the

right moment to attack. They can shift from one dimension to the other as a free action and back again as a move. The Phase Spider will appear, strike and phase away, allowing his poison to do its work. As this is going on the creature will move on to the next party member and do the same.

THE POISON

Victims are injected with a S30/T∞! toxin which immediately paralysis them. The poison of a Phase Spider is a terrifying thing. A Phase Spider's poison will drain 30 points of STA per turn until medical intervention occurs.

SURVIVING THE POISON

Few adventurers survive the poison of the Phase Spider but those that do lose 30 points of STA permanently.

MUTATION

There is a 10% chance that those survivors of the Phase Spider's poison will mutate and develop the ability to Phase Shift.

PHASE SHIFT

Mental; Activated, SL

The character can phase shift himself. He can phase shift and stay up to one hour in the other dimension before returning and then an additional 30 minutes per skill level. The character can shift 4 times per level per day. The character can see into their normal dimension from the phase dimension, but cannot hear the normal dimension, the phase shifted character like the spider cannot be seen or heard by characters in the normal dimension.

THE WEB

These creatures are web builders. They will construct their sticky traps horizontally or vertically so as to entrap any creature which touches the web. Some will lurk above a path or a water or food source for other creatures in order to drop upon prey.

The web is tough and clinging. Any creature with a STR stat of 70 or greater strength can break free in 1 turn, a 65 strength requires 2 turns, etc. Webs are quite inflammable.

The Phase Spider's Web does possess other unique and difficult to explain properties. It has been observed that prey (usually an unlucky explorer) once bitten and bundled in the Phase Spider's silk will often vanish from this dimension. It is believed that the Phase Spider can weave its webbing or activate the webbing in such a way that the webbing teleports to the alternate dimension.

As survivors of Phase Spider encounters are rare, scientists are unsure as to the reliability of these reports. When a web is encountered there is a 75% chance the Phase Spider is present observing from its other realm.

TITAN RISING: 2299

EPISODE #13.0: "ENTANGLED"

V2.0

DEPARTING VENUS ORBIT
THE INTREPID PROCEEDS
ON TO THE JUMP POINT.



MEANWHILE, INSIDE THE
RESTLESS CREW AWAITS
ENTERING HYPERSPACE.



UHHH...
HEY WAIT UP.

HELLO THERE,
I'M LIEUTENANT
GOLDMAN

...THE INTREPID'S
MISSION LIAISON AND
COMM' SPECIALIST.

I DIDN'T GET
A CHANCE TO
MEET YOU BEFORE
THE BRIEFING.



HELLO
LIEUTENANT.

ARE YOU
NEW TO THE
EXCHANGE
PROGRAM?

...I CAN'T
RECALL SEEING
YOU BEFORE ON
ANCHORAGE.



WHAT'S
YOUR NAME?



I AM CALLED
NE'SPIR.

PLEASD
TO MEET YA'
NE'SPIR.

WE HAVEN'T
SEEN A FEMALE
XIN BEFORE.



GOLDMAN

THERE ARE
NOT MANY OF US
AMONG MY KIND
LIEUTENANT
GOLDMAN.

YOU HAVE
A FLARE FOR
EUPHEMISM.

GOOD DAY,
LIEUTENANT.



LOOK
AT THAT!

GOLDMAN,
WHAT THE HELL
IS THAT?



OH... THAT OLD
THING IS THE WRECK
OF THE COLONY SHIP
STELLAR TRIUMPH.

SHOULDN'T WE
TRY TO HELP THEM?



POOR BASTARDS,
THAT FIRE HAS BEEN
BURNING TEN YEARS.

WHAT
HAPPENED?

THEY HAD A
JUMP DRIVE FAILURE
WHILE TRYING TO ENTER
HYPERSPACE AT THE
SOL JUMP POINT.

OVER FIVE
HUNDRED COLONISTS
ON THAT SHIP WERE
ENTANGLED BETWEEN
JUMP POINTS.

THEIR REACTOR
RUPTURED AND
HAS BEEN ON
FIRE SINCE.

THE SPACE
AROUND THE SHIP
IS TOO UNSTABLE
TO ATTEMPT A
RESCUE.



TO BE CONTINUED...

MINOTAUR RIP SNAKE

Eric Winsor

Greetings fellow beings. A few years ago we received a Minotaur Sealion for our menagerie here at the Jurak Hangna Foundation. It has become a favored attraction of visitors here at the JHF. However, Merek is showing the signs of isolation from his kind and his need for a mate. Fortunately our years of seeking a mate for Merek have finally paid off. The Minotaur Wildlife Administration has granted us a female sealion named Laka that was captured living a solitary life near the city of Maze and had to be relocated or euthanized. We owe a great debt to the children of the Apollo Preparatory School of Maza for saving Laka by matching her up with the JHF and Merek. Laka just arrived from Minotaur in freeze field in great health and with a little something extra.

EXTRA TROUBLES

Dwain and I prepared Merek's habitat with a divider to keep him separate from Laka and control his introduction to her in the weeks leading up to Laka's arrival. The day Laka arrived she was taken in her freeze field into her half of the habitat. We opened the cage around the freeze field and Dwain went inside to deactivate the field. The bottom of the cage was covered with dried silt from her capture. Dwain deactivated the field and began taking biometric readings of Laka's health as she slowly woke up. About fifteen minutes into the process as I was hauling a piece of the cage out of the habitat when Dwain scared the life enemy in me with a holler of, "Rake!" and he jumped back out of the cage and knocked me over. There in the bottom of the cage stirring to life was a 2m rake.



Rake by Eric Winsor

The exportation of Rakes is illegal on Minotaur. Rakes are venomous and their bites result in rapid blood loss, inhibition of clotting, paralysis, and extreme pain. Without immediate treatment victims die within four to five hours. Rakes are also very scent driven and carrying

the wrong scent is a great way to get oneself attacked. There are unsolved suspected murder cases where the victims have been strangled and bitten by rakes that have mysteriously made their way across interstellar space to cities like Port Loren and New Hope.

Current theories on these suspected murder cases are that the victim is first marked with an attractive scent by tampering with a cosmetic or hygiene product used by the victim. Then the rake is secretly introduced to the victims home or other environment and the scent draws the rake to the victim. Rakes are ambush predators and will wait for their prey to rest or become motionless for a long period of time before slowly and gently wrapping around an appendage or portion of the body with a diameter about an eighth of their length so they can get multiple wraps before they start constricting and ripping with their jaws.

A startled rake will jab and strike with its head as an attack. A rake's head is hard and boney allowing it to pierce flesh and imbed itself in and stay attached to its victim while it draws its body around to constrict and rip its victim. The many spiny legs of the rake are painfully adept at grabbing onto the flesh of a victim. Once a rake gets around a body part these spiny legs contribute to the ripping effect lead by the mouths on the underbelly of the rake. The rake will use its spiny legs to pinch and pull at the flesh as the mouths rip and bite into the victim.



Rake Head by Eric Winsor

The coloration of rakes is white or light gray with red splotches at intervals along their backs. The head is red at the crown and yellow on the sides. This is a coloration that screams to humans and yazirians alike that the rake is dangerous. Hence Dwain's instinctive response and my equally yazirian response. I tumbled head over foot and came rolling into a defensive crouch then caught sight of the rake and jumped for high ground.

The reputation and history of rakes is well known in the exotic xenological sciences and to see one first hand and

so unexpectedly is frightening. The fact that Dwain accurately identified it on first sight is credit to his expertise and professional knowledge, and it heightened the sudden rush of fear in me. That knowledge then quickly jolted our brains to our new problem for the JHF.

PAPERWORK AND POLICE

Dwain and I never took our eyes off of the slowly stirring rake as we stuck to our instinctive defensive positions. Simultaneously we addressed each other by name and said, “We have a problem!” I touched my chronocom and summoned security. The conversation went like so:

“Security, are you recording the incident that just started in habitat 312?”, said I.

“Yes! Honorable Jurak.”, replied the young hunter of a yazirain at the security desk. “I put you in the main screen as soon as you jumped to the tree. What is happening?”

I replied, “You have a good eye. Mark the incident start at five minutes before my jump and put a second camera on the floor of the cage just below Laka’s head. Zoom the camera in and you will see another creature stirring there. Record that feed in reference to the main screen feed.”

Within seconds the security guard had the second camera on the creature and replied, “I have the creature in good view and have set the camera to track it. What is it?”

“That!”, I replied, “Is a rake! A dangerous and illegal venomous snake-like creature from Minotaur and it shouldn’t be here. Get Inspector Giran over here, fast dive, to see this and take statements from Dwain and I.”

“Understood!”, he replied and cut the call.

Dwain then called up Tik on his chronocom and asked him to bring down the snake handling kit and three doses of antitox, three doses of antivenom, and three doses of biocort. Then he told Tik to put security camera 312C on his chronocom and that got Tik moving fast.

Dwain and I then took to watching the rake slowly beginning to move and hoping that Tik would arrive before the rake wrapped itself around some part of the still slumbering Laka. Our exercises in hope were distracted by the gathering collection of staff that were creeping into the habitat to help and just view the unknown creature. We put one of the staff in charge of keeping the others from coming any closer and kept our eyes fixed on the rake.

A few minutes later Tik pushed through and produced the snake kit for Dwain. This is where Dwain does what Dwain does best. Dwain took two extended claw hooks from the kit and assembled them to full length (3m). Tik assembled the catch bag on the end of another extended pole and passed it to me. Dwain gripped the head of the rake with the claws of one of the poles while the other

held the rake down about 10cm down its length. The rake began to stir but fortunately it was not fully awake and lazily wrapped itself around the second pole without constricting. I brought the catch bag over then Dwain picked the rake up and put it into the bag and shook it off of the second pole. I closed the bag.

I then tapped security back on my chronocom and asked if the camera had stayed on the rake the entire time. He responded that he had and I told him to keep the camera focused on the bag as I placed it on the ground a few meters away from Laka.

Laka was going to wake up and we needed to clear the cage away and have Inspector Giran present for as much of the removal as possible. Now we needed to stall for time. I kept control of the catch bag pole and Dwain stayed ready with the claw hooks as Tik directed the other staff to remove the rest of the cage from the habitat. A rake has a strong strike and the snake bag is not thick enough to prevent a rake from punching through it or tearing through. Unlike snakes, rakes get agitated and fight when confined. Dwain dispatched another staff member to get a large cage made of transparent polyplate. We wanted a cage that the creature could only touch one or two sides and a time and tall enough that it could not climb to the top.

They were just rolling the enclosure down the hall when another security guard escorted Inspector Giran and two other officers to the door of the habitat. Dwain and I were about to empty the bag into the enclosure and paused to respond to the Inspectors question of what was all the excitement about to drag him down from the trees in a hurry. I replied that we had received an unexpected gift with Laka from Minotaur and indicated the bag.

Inspector Giran nodded understanding and instructed his officers to quickly scan the scene and make their recordings as quickly as possible. The hurried up when we pointed out that the creature in the bag was beginning to push and fight with the capture bag. Dwain also pointed out how Laka was starting to twitch her tail and how her eyes were creeping open. Scans were taken very quickly and efficiently.

We then backed everyone out of the habitat and brought the catch bag out into the maintenance hall behind the habitats. Tik sealed Laka’s habitat and our staff pushed the transparent polyplate enclosure up against the habitat door. Everyone backed behind Dwain and I and pushed back several meters. Tik checked with security to make sure that cameras were recording the room and one was zoomed and tracing the rake. The police had their own cameras hovering over the scene.

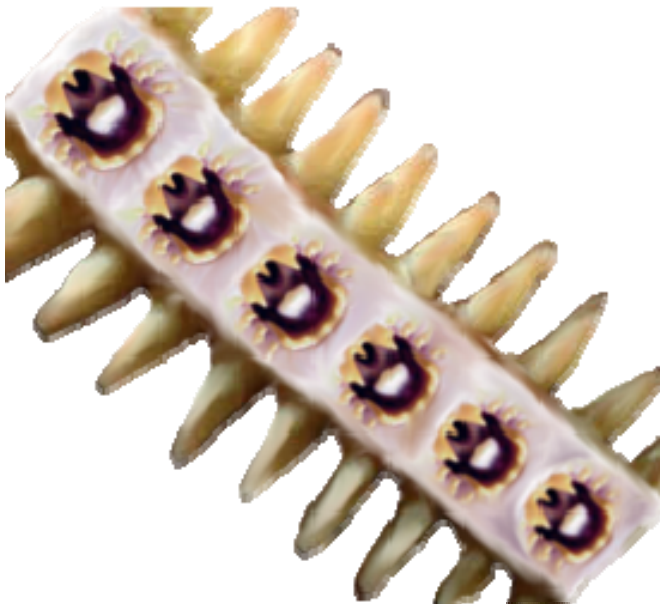
The bag was by now getting punched quite rapidly. Dwain deftly opened the top of the enclosure with the claw hooks. I slid the wiggling jolting catch bag into the enclosure and Dwain closed the lid on my pole. I rotated

the catch bag and eyed Dwain and he nodded. Quickly I opened the catch bag dropping the angry rake onto the enclosure floor. As soon as the rake started darting across the bottom I pulled the catch bag up and Dwain opened the lid just fast enough for me to get the bag free before slamming it shut.

DANGER BEHIND GLASS

All the precautions turned out to be well served. The rake spent the next hour violently darting about the cage looking for a gap in the invisible barrier of the polyplate. We were given a good view after that of the underside of the rake and the danger the mouths present to anyone that gets caught by a Minotaur Rip Snake.

The mouths of a rake are a fifth of the way down from the head on the underside of the body where they can chew, suck and swallow while the strong body and claws saw into the flesh of its victim. Each of the six mouths has a pair of fangs to inject venom. The venom inhibits blood clotting and blocks muscle contractions in the victim causing placid paralysis. This allows the rake to consume its victim without struggle. Rakes will feed on a carcass for months after downing it.



Rake Mouths by Eric Winsor

Inspector Giran enjoyed the xenobiology lecture but was very aware of the precarious legal situation of the JHF with having a live rake on the premises. Granted we had properly documented every moment from the discovery of the rake but there was still lacking evidence of how the rake had gotten past the bioscans in customs and immigration. Hours and heaps of data later we had finished all of our depositions to the police and they turned their attention to the shipping agency.

This kicked off a heated debate about what to do with the quarantined creature at JHF that made planet wide news.

Politicians got involved and we took the legal climb of protecting the JHF, defending our innocence, coming to the aid of an embattled customs, and exonerating the shipping company. Minotaur customs got involved as the darts of accusation got hurled in their direction. They got rescued by a university professor from the Maze Institute of Xenology who discovered that rakes go into stasis faster than sealions and demonstrated that the rake's biosignatures were effectively masked by the high metal content of the silt it settled into while Laka's cage was still submerged after her capture.

The end result was more policies and procedures. But the rake remained in quarantine with the JHF paying the bills.

COMPENSATION FOR SERVICES RENDERED

Dwain found the politics and investigations very frustrating as it prevented him from doing anything other than feeding and confining the rake 24 hours a day. Then one day when he was sitting with one of my hangers while she watched the rake eat she mentioned that it was great that the children of Apollo Preparatory School had saved Laka. So, Dwain invited a few school classes to see the rake and somehow a little local campaign spring up to save Laka's Rake. End result, due to the costs incurred maintaining the quarantine, the JHF has been granted license to make Laka's Rake a public exhibit for our paying customers to the JHF Menagerie. Laka's Rake is now the only rake held in captivity off world of Minotaur.

There is a competition among the schools of Scree Fron to name Laka's Rake.

Rake (Rip Snake)	
TYPE:	Carnivore
SIZE:	Small : 1-2m
NUMBER:	1-2
MOVE:	15 m/turn
IM/RS:	7/72
STAMINA:	10-20
ATTACK:	70
DAMAGE:	1d10 stab
SPECIAL ATTACK:	Constrictive ripping (2d10) Venom (2d10)
SPECIAL DEFENSE:	None
NATIVE WORLD:	Minotaur, Theseus

GM NOTES

There are rakes secretly bread captive on Outer Reach.

Equipment

TRANSLATOR MICROBES

Laura Mumma

This new little microbe was inspired by the FarScape television series. I have adapted it for Star Frontiers. I have attempted to make it less of a plot device to explain why all the aliens can always understand each other.

FITTING THEM INTO THE SF BACKGROUND

The origins of the Translator Microbe is open to debate. They were first encountered as a rare alien enhancement for sale in the Minzii Marketplace. They have since been identified in the remains of dead Sathar. It is not known if the Sathar developed them or if they acquired them from another race. It is not known how the microbes are grown outside of the host body prior to injection as this is very alien bio-technology and there are some fears concerning the idea of brain farms someplace out in space.

Laws: Some governments may be resistant to the use of these microbes for a variety of reasons or view them as a biological threat and react as they see fit upon discovering an individual possessing them.

Cost: 1000 Credits (as this is not a common commodity in the Frontier or the Rim).

WHAT THEY DO

Translator Microbes are injected at the base of the brain where they proceed to multiply quickly with no known negative side effects. They bestow upon their host the ability to understand the spoken language of alien races. In some alien races that regularly employ the microbes it is rumored that they are injected into the host at birth.

HOW THEY WORK

Once the microbes are injected they almost instantly go to work. Roll a 1d10 to determine how many turns it will take before the host can understand others. The microbes work by creating a psionic telepathic field that is always automatic as long as the microbes are alive.

LIMITATIONS

- The microbes cannot help an individual read written language.
- The microbes cannot translate recordings or broadcast language.
- The microbes only work when speakers are within the physical presence of each other.

- The range of the microbes is 2 meters per individual.
- These telepathic microbes only allows a conversation to be understood not the reading of private thoughts.
- The microbes must be possessed by both speakers to have a functional two-way conversation. However, the host of the microbes will understand someone who does not possess the microbes but will not be able to communicate back and be understood.
- The microbes cannot translate machine languages.
- Individuals or species with Mind Shield, Shield, Mental Reflection, Telepathic Block, or similar type psionic abilities cannot have their languages translated.
- It is up to the referee if any natural phenomena, drug, or other outside influence can kill, harm, or interfere with these microbes and what side effects will be appropriate to assess on the host.

MODIFIERS

The microbes sometimes fail to translate all conversations 100% correctly. This occurs 20% of the time when only one party has the microbes. If both parties speaking possess the microbes, there is usually no translation errors though this does not mean the parties will have 100% comprehension, they may not understand an alien species' metaphors or unique concepts unless explained to them.

The microbes can be somewhat literal when translating creating baffling phrases for another language speaker. In rare cases an alien species' language maybe too complex for the microbes. Such languages should be impossible for mechanical translators as well, and in all cases the alien species in question must learn to communicate slowly and with simple sentences for the microbes to understand them or a mechanical translator device to work if that is even possible for that race to do so.

FACILITATING LEARNING OF ANOTHER LANGUAGE

An individual with these microbes requires less time to actually master a new spoken language. Thus an individual with these microbes can accelerate learning the "conversational" version of a language, if the individual is formally studying the whole language (reading/writing) then this increase in verbal conversation will accelerate the ability to read and write as well. The learning time for each new skill level is decreased by 25%.

FE

Equipment

VAMBRACES FROM THE MINZII MARKETPLACE

Tom Verreault

A vambrace is a piece of armor worn on the arm; especially the forearm.

The negotiations were going poorly. The intel on Jade Diablo Corporation being a pirate front was likely true. The corporate executive's "assistants" who really looked like mercenary enforcers in boardroom suits were cocky. And why wouldn't they be since they had insisted that Hazred's party come disarmed. Even though they clearly had the bulges of concealed weapons within their corporate looking suits.

Hazred was careful to keep his Yazirian Poker Mussel from showing his satisfaction at their cockiness. They had clearly overlooked the concealed weapons he had obtained for this very negotiation on his last trip to the Minzii Marketplace. His captain was outfitted with Needler Bracers and he had a Gladius Bracer that he was excited to try out on these mooks. Hazred, as his captain's security chief had planned for concealed weapons that would give them the edge in initiative if things went sour. These dumb mooks would be slowed by their weapons being holstered under their suit coats but they'd find out soon enough that you don't mess with a Capellan Free Merchant and not come out unscathed.

There was a twitchy sideways glance by the "executive" toward his assistants but Hazred and his party read the tell and responded with swift action. The combat was over in seconds. They DUCT taped the executive to a chair administered StimDose to counteract the sleep toxin from the needler ammo and recommenced negotiations but with the arrogance and bravado taken out of the Jade Diablo exec's sails.

EXPLORER'S VAMBRACE

This item is of polyplate construction and worn on a forearm. It incorporates a compass, flashlight, and toxy-rad gauge into a single item. The toxy-rad gauge can be set for audio or vibration alerts. The flashlight shines out over the back of the hand. There is a "secret" compartment that is suitable for hiding vitasalt pills or solvaway but the vambrace does not come with these.

Cost: 20 Cr

DEFENDER'S VAMBRACES

Sparing vambraces were developed for training in unarmed combat but because they are bulky padding they don't look very cool or dangerous. The defender's

vambraces are made of polyplate, come in cool colors like black and red, and are designed to aid in defense. A character wearing either sparing or defender's vambraces and declaring that he is defending in combat gains an additional 5% bonus to defense (example: melee attacks against a defending opponent are -15% but with sparing or defender's vambraces the modifier is -20%).

A character with melee weapon or martial arts skill and wearing defender's vambraces and declaring that he is defending may inflict his punching score on his attacker every time an attack is made against him whether that attack hits or not. By making a successful skill check (melee weapons or martial arts skill) the wearer may inflict his punching score on the attacker. Note: Defender's Vambraces are compatible with partial and full polyplate armor but using them with full polyplate armor carries a -5% modifier to the skill check to do damage while defending.

Padded Sparring vambraces: 25 Cr

Defender's vambraces: 60 Cr

NEEDLER VAMBRACE

This item is sometimes bought and worn in pairs. It is made of lightweight polyplate construction and designed to look like the Explorer's vambrace. Each one conceals a needler weapon usually loaded with sleep ammo (INT check to spot that it is a concealed weapon although a character wearing 2 explorer's vambraces should also be a giveaway that something is up). The weapon conforms to the stats for a needler pistol with only three shots of ammo and no extreme range. All rules for range weapons apply including off hand shooting. Note these vambraces are compatible with partial and full polyplate armor.

Cost: 200 Cr

THE GLADIUS VAMBRACE

This item is of polyplate construction and must be rigidly strapped to the forearm. It carries a spring-loaded, retractable short sword concealed within the vambrace. The virtue of this weapon is that it adds +1 to a character's initiative modifier and there is no penalty for initiating combat without a drawn weapon. It functions as a sword in combat and may double as a machete in the wilderness. INT check to spot that this is a concealed weapon.

Cost: 60 Cr

Races

BADDER CONVERSION

Laura Mumma

TSR first introduced the Badder in the 1978 Gamma World 1st edition by James M. Ward and Gary Jaquet. In the original setting of Gamma World, the Badder is one of the many dangerous intelligent species. As Gamma World developed and changed, many folks have actually used them as a player race option. Like the Ark there are several possibilities for this creature being in a Star Frontiers setting. In my setting they are native to Gamma III in the Gamma System.

They could be a mutated life form from the human home world's fauna introduced on a Frontier planet and could have equally come into existence on one of the quarantined planets, the mutated descendents of zoological specimens. It is possible that the colony ships the Morden or the Warden is their origin in space. The Gamma World timeline that includes these Metamorphous Alpha ships was published in Dragon 88 (August 1984) "Before the Dark Years" by James Ward. Finally perhaps they are an alien species that just happens to look like badgers. I have fleshed out their basic culture and biology.

DESCRIPTION

BADGER-LIKE MUTANTS AVERAGE STATS FROM GAMMA DAWN

STR/STA: 40/30

DEX/RS: 35/35

Two claw attacks for 2d10/2d10 damage. Has a speed of 5m (even if bipedal). Has night vision as the mutation. Can burrow at a speed of 1 meter per minute.

BADDER: BADGEROIDS: DIGGER-FOLK

Also called the "Digger-folk", these highly intelligent bipedal badgeroid species prefer to inhabit cool temperate zones. They are approximately 1.5 meters tall. The badder is a mammal with a somewhat flat or wide body, with short stout legs and arms. They have manipulative forepaws with long, sharp front claws and walk erect. They have a thick muscular neck.

Their face is triangular with a long, pointed, tipped-up nose. Their lower jaws are articulated to the upper by means of transverse condyles firmly locked into long cavities of the skull, so dislocation of the jaw is all but impossible. This enables the badder to maintain their hold

with the utmost tenacity, but limits jaw movement to hinging open and shut, or sliding from side to side without the twisting movement possible for the jaws of most mammals. It has small ears on the side of its head.

Badders in a post-apocalyptic setting commonly employ simple armor, shields, and all sorts of weapons (each is only 10% likely to have an Artifact weapon or advanced weapon). Thus there is no reason they could not employ advanced weapons in a fight. They can also deliver a vicious bite for 1d10 of damage.

Badders are hard of hearing, but have a keen sense of smell and Night Vision. They have a LOG of 65 for mental resistance and possess empathy. Can burrow at a speed of 1 meter per minute.

Badders have thick reddish, brown, grey, or black fur (or a mix of said colors) with stripes on its cheeks and one stripe running from its nose to the back of its head. Albino badders are rare. Individual badders are easily recognized by the width and shape of their facial stripes, scars from fights and how much of their ears are left – the conspicuous white tufts are often lost in skirmishes making it possible for other races to identify individuals by sight.

Badder	
Type:	Omnivore (Small 1.5 meters tall)
# Appearing:	2-18 for a cete, cetecetes can be much larger.
Move:	Slow (5 meters/25 meters)
IM/RS:	4/35
STA:	30
Attack:	65
Number of Attacks:	2
Damage:	Bite 1d10, Two Claw attacks 2d10
Special Attack/Defense:	Locking Jaw, Empathy, Keen Sense of Smell, Night Vision.
Native World:	Gamma III (or referee's choice)
Habitat:	Mountain and Forests, Clear or Deserts, Ruins or Radioactive Zones

Frontier Explorer

Badders have two sexes: male (boar) and female (sow). Males can generally be distinguished from females by their broader, more domed heads, fuller cheeks and thicker necks. Tails are a less reliable guide – males typically have thinner, whiter tails; females shorter, broader ones.

RACIAL ABILITIES

NIGHT VISION

Physical, Automatic, no skill level (SL)

Is able to see well in low light conditions. With a full moon shining, a creature with night vision can see as well as other creatures can see during the day. On a night with no moon, they can see as well as if it were a full moon. The creatures's daytime, or bright light vision, is unaffected.

HARD OF HEARING

Is deaf to everything outside of a 3-meter radius and, if alone, the creature is surprised on a roll of 1-5 on a d10.

KEEN SENSE OF SMELL

Physical, Permanent, no SL

This ability allows badders to identify separate odors from a great distance (60 meters), and, because of this, they cannot be ambushed (this is different from being surprised) by non-plant creatures from upwind. A badder can follow any trail less than a day old over any surface but water. After contact with another being, they will subsequently be able to identify objects and places associated with that being, such as campsite or possessions. The badder can identify and distinguish individuals by smell. He can track creatures up to a kilometer away by smell alone. He can detect faint traces of materials or gas

EMPATHY

Mental; 10% base ability

The character is able to read the emotions and emotional intensity of another creature. He can also try and force an emotion upon a creature. Both of these powers require a successful mental attack (a LOG contest between the character and his intended victim, with a bonus based on the ability level). The Referee may apply modifiers to take into account how radically the character tries to shift his opponent's emotions. Remember, an intelligent creature is influenced by his emotions, but not ruled by them. Thus a creature could force a pack of wild dogs away in terror, or entice a food animal closer for the kill. Range: 30 meters.

LANGUAGE

Badders communicate in their own form of snarling, growling, hisses, squeals, screams, purrs, yelps, snorts,



chitters and jaw snapping language but they can approximate some limited Pan-Gal or Tradespeech.

ATTITUDES TOWARDS OTHER RACES & CULTURES

Badders are basically aggressive, tenacious, impatient, argumentative, belligerent with a xenophobic disposition, and are prone to attack first. Culturally Badders always speak their mind, often start a conversation with an insult, complaint, or an accusation. Badders take pride in their ability to insult and argue and as a result other races often view them as rude, prideful, foul-tempered, or just evil. To badders, insults and arguing are an art form and somewhat ritualized.

The badder culture values strength of body, will, and spirit. Speaking without hesitation is a sign of honesty, courage and strength to a badder. Badders have a disdain for useless words of polite phrases like please and thank you. Badders do have a sense of humor, usually expressed through insults or playful arguing. When a badder challenges another sentient being (without the intent to kill) they expect an equal or better response. If they are satisfied with the response, they may respond in a very friendly, jovial manner. Badders are warriors and hunters by nature and their culture revolves around the ideals of the warrior.

ARCHITECTURE

Badders live in earth burrow complexes, although they will sometimes be found inhabiting a ruined town of the Ancients. This underground housing is called a sett, with large communities referred to as a settsett. Badder communities are extensive den and burrow complexes that serve specialized functions for individuals and the community, such as sleeping, hunting, combat training or expedition, religious purposes, storing food, giving birth, and nurseries to name just a few.

FOUR TYPES OF COMMON SETTS FOR A CETE

MAIN SETT

There is usually only one main sett per social group. This is used continuously and may have well-used paths leading to it. It will have a number of entrances, either used or in disuse. Occasionally, where conditions are relatively poor, badders may have a large territory with a scattering of smaller setts.

ANNEX SETT

This is usually around 150m from the main sett (although it can be closer or further away). The annex sett will also have well used entrances and paths connecting it to the main sett, but may not be in use all of the time.

SUBSIDIARY SETT

These are not obviously connected to a main sett and may be some distance away. Although they may have up to five or six holes, they are, again, not always in use.

OUTLYING SETT

These have only one or two holes with no obvious paths connecting them to other setts.

SOCIETY

Badders live in complex social groups. Some Badders are solitary, moving from home to home (these badders are believed to have been banished or sole survivors of wiped out clans), while others belong to families called cetes.

Cete size is variable from two to eighteen; the average is usually five adults per cete. These cetes are often organized into a larger feudal clan group called a Cetecete.

The badders are organized into a society similar to that of the medieval period in human history. If a burrow is discovered, there will be 10% more females in number to the males, and young equal to 50% of the females. There is usually a slight preponderance of females because of the higher mortality of males in fights. The burrow will be ruled by a very large male and 1-4 “nobles” – who make-up 5% of a Badder community.

There is frequent social grooming between cete members. They also engage in scent-marking, particularly ‘bum-pressing’, where one badder presses the scent gland under its tail onto another badder, so that the group shares a common odor. Badders also enjoy using variety of scented oils. Badder Aromatherapy as a healing method is an ancient and still honored medical practice amongst them. Their scent mixers are supposed to be some of the best. They are experts at making essential oils and perfumes.

In spring and summer, badders dig out their setts. Setts can be used by many generations of badders. Badders are actually very clean conscious. Bedding collection as a community activity is very common, especially in spring and to a lesser extent after harvest time.

AVERAGE LIFESPAN

In civilized settings with access to good medical care, badders can live into their 80s or 90s. In more primitive settings badders usually die in their 20s or 30s. It is exceptional for a primitive badder to make it their 40s or 50s.

LIFE CYCLE

Badder females (Sow) sexually mature quicker at 10 years than the males (Boars) at 15 years.

REPRODUCTION

Only some sexual mature females breed in a cete. Those that are fertile but do not breed are generally smaller and more likely to carry scars on their rumps from fights. Other non-breeders are past the age of combat and breeding and often act as judges in combats.

It is known that the females engage in some sort of unarmed ceremonial fighting amongst each other that determines who can breed. It is debated on whether the breeding status of the female is determined by only female nobles or if the male lords have some say on the suitability of a female for breeding. During these ceremonial fights, female badders often bite and claw each other's rumps, tearing off chunks of skin and flesh.

Cubs of subordinate sows who have not earned the right to breed may be killed soon after birth by dominant sows and left outside the sett either dead or left to die. It is believed by some xeno-sociologists that even subordinate females that have earned the right to breed may still have their cubs killed by a more dominate female. Reasons for infanticide can include but are not limited to cubs failing to meet a noble's standards (size and vitality or has a defect), mother died in birth, some cetes only keep one or two cubs per birth (usually the most aggressive and large cubs), insufficient resources, or mother challenged to combat by another mother and only the winner's cubs are allowed to live.

Males fight each other ceremonially in late summer, when they are mating (during the Churr), females throughout the year.

THE CHURR

The badder normally mate during a specific period yearly around the 5th Galactic Month. They call this the Churr. During the Churr adult males and females may mate with more than one partner. The Churr is a cultural practice in which the participants declare their lust and intention to mate to produce viable offspring.

During this time period the females and males can and often do mate outside of their cetes. However, it is important to note that Badders can mate at other times of the year but usually do not. During the Churr males will attempt to copulate with as many females as possible, fertile females may reject males by demanding the Right of Mother's Combat.

The Right of Mother's Combat requires the rejected male, if he accepts the challenge; to fight the female and dominate her into submission. Per the rules of combat, the male may not kill the female and such combats are regulated by other badders. If the female dominates the male, he may not breed.

Males can invoke the Right to Challenge against other males during the Churr to interrupt a breeding either to stop it (prevent outside males breeding to his cete's females) or win the right to breed to a particular female outside his cete. Even if a male wins the right to breed, the female still has the right to challenge the winner. Churr combat is steeped in customs some of which clearly are to prevent too much mortality, but it is not unknown for deaths to occur during Churr.

During the rest of the year, fertile females and males usually do not breed except for the following reasons:

- Order of a noble (the female can challenge the order by declaring Right of Mother's Combat or another male can interfere with Right to Challenge).
- Right of Conquest: a male that kills or dominates and drives out all males over the age of 2 of a cete gains immediate breeding rights to all fertile females of the conquered cete as they are now part of his cete. This Conquest Churr period lasts 1 Galactic month from the time of conquest. During this month period males of the victorious cete may breed with the females of the conquered cete, the males may challenge each other but only to non-lethal combat. The conquered cete females can still challenge the males to ceremonial combat via Right of Mother's Combat, if she wins he may not breed with that female and any surviving cubs of hers under 2 years may not be killed until next community Churr (where they would usually be killed by dominate cete female not the victorious males). If

she continues to win at each Churr, after they reach 2 years of age her cubs may not be touched and must be adopted by the cete. A mother who succeeds at protecting her cubs in such a manner is considered to bring honor to the victorious cete. Females from the victorious cete cannot interfere with male breeding rights during this 1-month period. After the 1-month breeding period the victorious cete females may test the new females per badder traditions to determine if they may breed next Churr.

- Right to the Brothers - A female or group of females from a cete that has had all its males killed in honorable combat with non-badders, during a hunt, or because of battle on behalf of the Cetecete or the Settsett may declare Right to the Brothers. In this scenario fellow male hunter/warriors of the larger community are expected to mate with the females so the cete can continue. This last scenerio is extremely sacred and considered an act of honor to all cetes involved. The surviving males of the greater community will hold ceremonial battles and tests (meant not to be lethal) to determine the best of the male warriors. It is a huge honor to the other cetes to have one of their young males chosen. The young males that are thus volunteered to the cete that has lost their males cannot be challenged with Right of Mother's Combat but the male-less cete gains community protection, including assistance with basic needs until their males cubs from this mating have



become old enough to join the hunt. During the time period it takes for a male to mature, no cete group is allowed to attack the cete. Cetes and Cetecete power structure is a complex interchange between the males and females and it is probably unwise to view it as male or female dominated.

BIRTH AND CHILD REARING

Badder cubs are nearly always born in or around the 3rd Galactic Month regardless of the time of mating. This is made possible by an unusual feature of the badder's reproductive system called delayed implantation. Once the badder's eggs are fertilized they develop into tiny balls of cells called a blastocysts. These remain suspended in the womb or uterus until something in the Badders metabolism causes them to implant onto the wall of the uterus, when they continue their development normally. No matter when the eggs were fertilized, implantation nearly always occurs in the last month of the Galactic year. After a further three months of 'normal' gestation, most births then occur around the same time for the community around the end of the third month. This allows the community to raise the cubs in a very organized manner.

The female gives birth to 1-5 babies with 2 to 3 being the average litter size, all possibly by different fathers. Birthing is an all-female affair occurring deep in sacred underground nests lined with grasses and plants of sacred significance. The non-breeding females of the cete assist and stand guard, usually heavily armed. The babies are blind and covered with a thin coat of fur at birth. Their eyes open when they are 1 Galactic month old, and they are weaned by the time they are 2 Galactic months old. The young males at 2 years leave their mother's cete to begin their training in the larger Cetecete system. Males and females children are trained in gender specific groups by their own gender and kept separated.

Juveniles often play around the sett – particularly leap-frog and king-of-the-castle.

DIET

Badders are omnivores and enjoy alcohol. They do have some underground domestic livestock and food products, as well as cultivate above ground crops and beehives. They are also usually excellent gathers. They prefer hunting in underground burrows and caves, but some are expert above ground hunters as well. They are actually known to create environments for the underground game they enjoy hunting. These burrow/cave hunting grounds are carefully maintained, even to the point of having game creatures bred and released. The scents of badder cooked food are often described as especially floral, fruity, or pungent. They enjoy the scent of their food as much as the taste, from subtle to strong.

FE

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Equipment

MALFUNCTIONING MASSEUSE BOT

Tom Verreault

One of the most common masseuse bots in the Frontier is the Therapeutic Anatomical Massage Bot or "TAMmy" B series. Manufactured by Tachton Instruments for the Starplay subsidiary Therubotics LLC.

Therubotics developed Starplay's line of sports therapy robots for maintaining the good physical condition of athletes competing in Starplay's various sports leagues. The development of the masseuse bot expanded Therubotics' business branching into a wider market with its Theru-spas franchise.

Theru-spas franchises have opened across the Frontier on numerous worlds and space stations. Their initial marketing push involved digital coupons sent to chronocoms and they routinely buy lists of crew and passenger names for new arrivals to the local station or star port as part of this marketing strategy. The spas offer a host of relaxing therapies: mud baths, saunas, hot tubs, aroma therapy, vacuum enemas, and therapeutic massage. The day spa rate is 40 Cr, the weekly rate is 100 Cr, and the monthly rate is 300 Cr.

The layout of a typical Theru-spa franchise is shown on the following page.

Urban and spacer legend routinely gossips about a story of a berserk masseuse bot breaking someone's neck but such stories are usually thin on detail and impossible to document. Not surprisingly Starplay does suppress such stories where it controls the infotainment outlets.

What is certain is the documented therapeutic results of a 20 Cr massage:

1. If a character is suffering from pain penalties associated with the condition of 1/2 STA the pain penalty goes away for 5 hours.
2. If a character is not suffering from pain penalties then they receive a temporary boost to either STA or DEX (player's choice) that will last for 5 hours. Example: Jim Starkiller has a current STA of 53 though his normal STA is 55. After having a massage he opts to take the 5 point boost to STA making his current STA 58 for 5 hours. When the time limit expires he loses the 5 point boost.

STANDARD PROGRAMMING

The B series bots are all level 2 or 3 anthropomorphic robots equipped with pneumatic hands covered in durable

poly-vynaltex rubber. The bot conforms to the dominant species type of the local population though the human body type is a common default for areas with mixed populations. The B1 & B2 models were level 2 and never spoke but the B3 model is level 3 and does in soft soothing tones. All masseuse bots use a 300 Cr robotics program that tells it how to manipulate a client in anatomically correct ways to induce pain relief and not cause injury, this includes the famed Yazirian "Bent Sapling" Chiropractic procedures and the Dralasite Rolled Dough Massage.

Mission: to alleviate pain and stress of clients through therapeutic massage and proper anatomic limb manipulation.

Function 1 would define a client as anyone who has paid for a massage, has a spa membership, or a coupon, and asks for a massage.

COMMON HACKS AND MALFUNCTIONS

A common malfunction is the corruption of the mission language to read "inflict pain" or "through improper limb manipulation." This means the masseuse bot will inflict STA damage to the client every turn. A less common malfunction is the corruption of the language in Function 1 to be a client is anyone. This means the masseuse bot will try to give a massage to everyone it meets regardless of whether they want it or not. Should the corruption of the mission and the function occur in the same bot then a very dangerous situation will develop.

Hacked masseuse robots may also have their mission amended to also include a command word that triggers the robot to switch from therapy to damage. The command word or phrase can be anything but "that's good," "aaaahhhhh" and "a little lower" are common.

Hacked Mission Example: To alleviate pain through therapeutic massage until command phrase is given then inflict pain through improper anatomical manipulation.

Use of the hacked mission above will also require writing a function to define the command phrase.

Another hacking tactic would be to amend the mission to provide therapy as usual but attack a specific individual, the "target." This tactic will require a function to define the target and may include a file of identifying

information. Since the bot is being used as a robotic assassin the roboticist hacker will also want to install an attack/defense robotics program.

THE MALFUNCTIONING MASSEUSE BOT IN COMBAT

A masseuse bot lacks the attack/defense robotic program which would normally prevent it from attacking anyone but it does have an anatomy program which illustrates painful and improper anatomical movement. Through this program it can inflict pain and damage on a victim. It does not know how to defend itself so attacks against it are at +20%. It only attacks by melee combat.

THE ROBOT

The robot is a basic service robot of level 2 or 3 costing 2500 or 3000 Cr respectively. It uses an anthropomorphic body, a type 2 parabattery, and a therapeutic anatomy program. All masseuse bots have a lock out to prevent tampering. A hacker will have to disable this lock but the therapy bot will not usually resist.

TAMMY B SERIES MODELS 1 & 2

(STA 100, RW n/a, Melee 50%, IM 4, Damage 2d10 & 2d10) 150 kg 6000Cr.

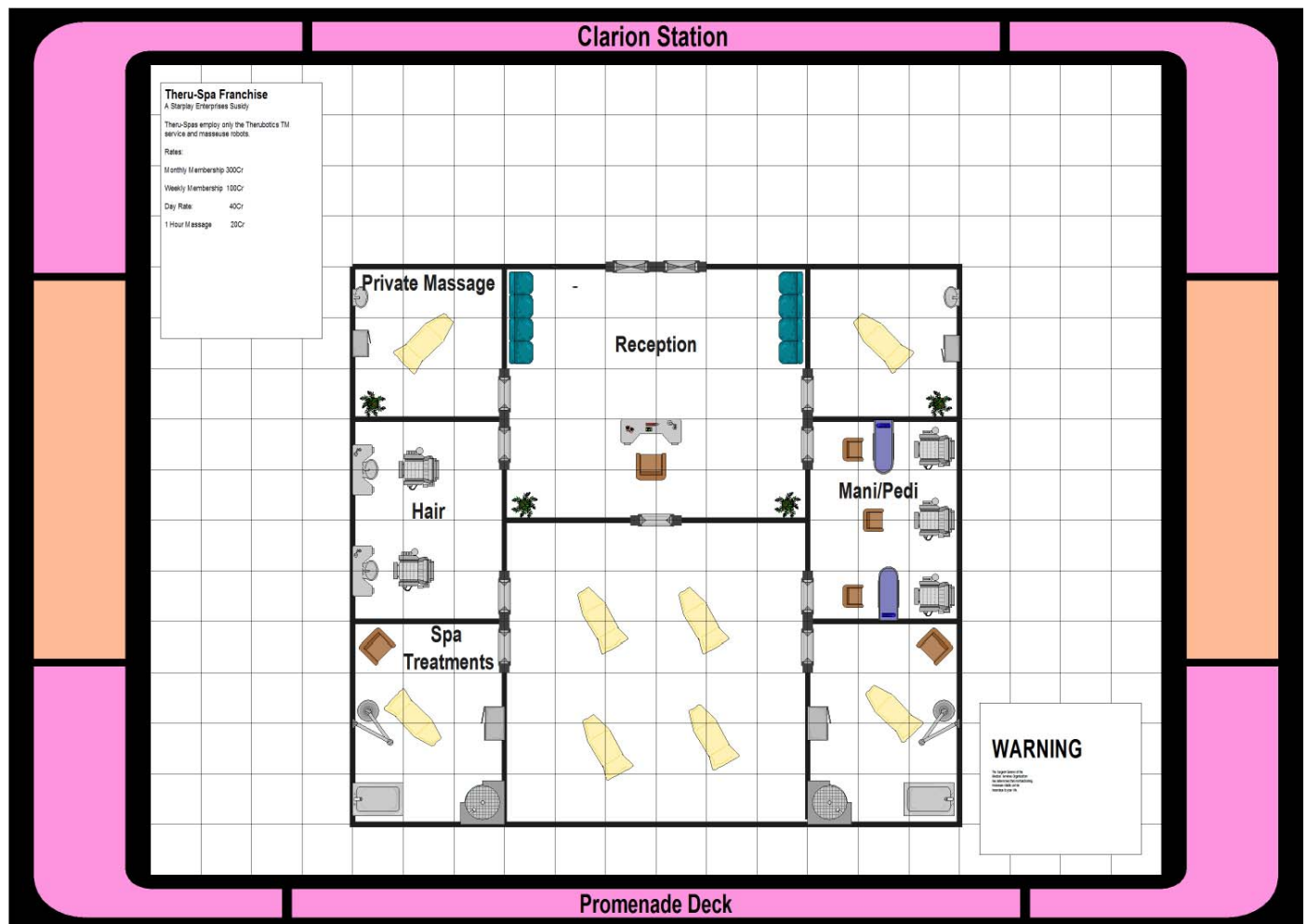
TAMMY B SERIES MODEL 3

(STA 100, RW n/a, Melee 60%, IM 5, Damage 2d10 & 2d10) 150 kg 6500 Cr.

PLOT HOOKS

1. PCs are newly arrived in system and receive a digital coupon on their chronocom for a free massage at the local Thera-spa.
2. PCs are hired for a job and when they go to meet with their boss they find that his masseuse bot was hacked and that it killed him. Incidentally it also wants to give them a massage whether they want it or not.

FE



Campaign Material

THE GALACTIC "HUNDRED ACRE WOODS"

Scott Mulder

ONE HUNDRED RANDOM WORLDS FOR STARSHIPS & SPACEMEN 2E

Presented here are one hundred factual and fictional inspired worlds and their star systems for use in the Goblinoid Games' Starships and Spacemen 2nd Edition role playing game. The planets and their star systems can easily be converted for use in other games such as Star Frontiers or Traveller. To randomly generate a planet roll

d100 to find a world to use in your adventure setting or interstellar map. You can use the surrounding planets listed in the same star system to populate the whole system or mix and match them to create a new one as needed. The two classification tables listed below are an abbreviated version of those found in the Goblinoid Games Starships and Spacemen 2nd Edition rules. These tables briefly describe the characteristics of each kind of world and its star system.

CLASS	PLANETARY CLASSIFICATION DESCRIPTION
A/B/C	Young Worlds: Planets with planetary core stability ranked in ascending order (A-C).
D	Dead Worlds: Lifeless planets that may, or may not, have atmospheres.
E	Early Worlds: Primitive planets in a primal state of development with early lifeforms.
F	Desert Worlds: Rocky, sandy and dusty planets with scarce water or lifeforms.
G	Water Worlds: Planets with water covering the majority of their surface.
H	Habitable Worlds: Planets with conditions similar to Earth and abundant lifeforms.
I	Super Worlds: High gravity planets that are three to thirty times the size of Earth.
J/K/L/M	Gaseous Worlds: Gas planets categorized in ascending size from Dwarf (J) to Giant (M).
N	Nomad Worlds: Cold rogue planets expelled from orbit or without a solar system.
O	Wild Worlds: Planets with chaotically changing seasons and temperature extremes.
P	Wild Worlds: Planets with chaotically changing geological instability and volcanic activity.
Q	Wild Worlds: Planets with chaotically evolving mutant lifeforms with accelerated life spans.
R	Restricted Worlds: Forbidden planets restricted to travel for classified reasons.
S	Silicon Worlds: Rare high pressure planets with silicon based lifeforms.
T	Ice Worlds: Planets covered entirely in ice and glaciers with little or no liquid water.
U	Uninhabitable Worlds: Former H planets that have been ravaged by catastrophe or war.
V	Unusual Worlds: Planets existing outside of time or partially on the psionic plane.
W	Planetoids: Small rock or ice planets with little or no native lifeforms.
X	Hell Worlds: Exotic planets with dangerously inhospitable environments or lifeforms.
Y/Z	Open Classification: Planetary classification that has not yet been identified or assigned.

CLASS	STAR CLASSIFICATION DESCRIPTION
A	Small bright blue colored stars that produce bright light, high heat, and high radiation.
B	Large bright blue colored stars that produce bright light, high heat, and high radiation.
F	Small blue to white colored stars that produce medium light and heat.
G	Small white to yellow colored stars that produce medium light and heat.
K	Small orange to red colored stars that produce medium light and heat.
M	Small red colored stars that produce faint light and low heat.
O	Large bright blue colored stars that produce bright light, high heat, and high radiation.

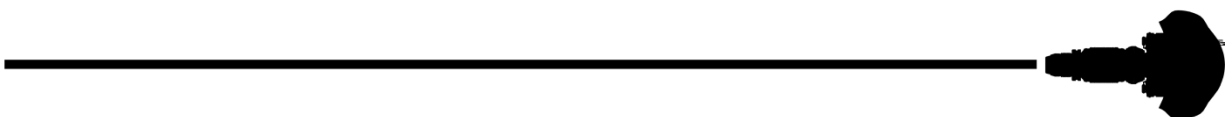
SOL STAR SYSTEM (01)							
ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
01	MERCURY	SOL I	W	SOL	ALPHA	SOL	G
02	VENUS	SOL II	X	SOL	ALPHA	SOL	G
03	EARTH	SOL III	H	SOL	ALPHA	SOL	G
04	LUNA (MOON)	SOL III-A	W	SOL	ALPHA	SOL	G
05	MARS	SOL IV	D	SOL	ALPHA	SOL	G
06	SATURN	SOL V	L	SOL	ALPHA	SOL	G
07	JUPITER	SOL VI	K	SOL	ALPHA	SOL	G
08	NEPTUNE	SOL VII	T/J	SOL	ALPHA	SOL	G
09	URANUS	SOL VIII	T/J	SOL	ALPHA	SOL	G
10	PLUTO	SOL IX	W	SOL	ALPHA	SOL	G
11	NIBIRU	SOL X	V	SOL	ALPHA	SOL	G

ALPHA CENTAURI STAR SYSTEM (02)							
ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
12	CENTAURUS	ALPHA-C I	H	SOL	ALPHA	ALPHA-C	G
13	MYRA	ALPHA-C II	F	SOL	ALPHA	ALPHA-C	G
14	TOBYN	ALPHA-C III	V	SOL	ALPHA	ALPHA-C	G
15	JERICHO	ALPHA-C IV	W	SOL	ALPHA	ALPHA-C	G

PROXIMA CENTAURI STAR SYSTEM (03)							
ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
16	ACHILLES (M121)	PROXIMA-C I	W	SOL	ALPHA	PROXIMA-C	M
17	TRINITY	PROXIMA-C II	H	SOL	ALPHA	PROXIMA-C	M

SIRIUS STAR SYSTEM (04)							
ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
18	ALTAIR	SIRIUS I	W	SOL	ALPHA	SIRIUS	F
19	SIRENE	SIRIUS II	T	SOL	ALPHA	SIRIUS	F
20	DENEK	SIRIUS III	H	SOL	ALPHA	SIRIUS	F

EPSILON ERIDANI (RAN) STAR SYSTEM (05)							
ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
21	ARKONA	EPSILON-E I	P	SOL	ALPHA	EPSILON-E	G
22	TAURA	EPSILON-E II	H	SOL	ALPHA	EPSILON-E	G
23	TELLAS	EPSILON-E III	E	SOL	ALPHA	EPSILON-E	G
24	VESTA	EPSILON-E IV	E	SOL	ALPHA	EPSILON-E	G



TAU CETI STAR SYSTEM (06)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
24	TAU CETI I	TAU CETI I	T	SOL	ALPHA	TAU CETI	G
25	TAU CETI II	TAU CETI II	H	SOL	ALPHA	TAU CETI	G
26	TAU CETI III	TAU CETI III	H	SOL	ALPHA	TAU CETI	G
27	TAU CETI IV	TAU CETI IV	E	SOL	ALPHA	TAU CETI	G
28	TAU CETI V	TAU CETI V	O	SOL	ALPHA	TAU CETI	G

VEGA STAR SYSTEM (07)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
29	HALON	VEGA I	S	SOL	ALPHA	VEGA	G
30	BLACK ROCK	VEGA II	W	SOL	ALPHA	VEGA	G
31	GIDEON	VEGA III	F	SOL	ALPHA	VEGA	G
32	RIGEL	VEGA IV	H	SOL	ALPHA	VEGA	G
33	ANTARUS	VEGA V	H	SOL	ALPHA	VEGA	G
34	HYDRA	VEGA VI	G	SOL	ALPHA	VEGA	G
35	GEMINORA	VEGA VII	H	SOL	ALPHA	VEGA	G
36	THYOPH	VEGA VIII	E	SOL	ALPHA	VEGA	G
37	ASTERILLS	VEGA IX	V	SOL	ALPHA	VEGA	G
38	REMUAN	VEGA X	T	SOL	ALPHA	VEGA	G
39	ROHINA	VEGA XI	W	SOL	ALPHA	VEGA	G

40 ERIDANI-A STAR SYSTEM (08)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
40	RYADEN	ERIDANI-A I	U/R	SOL	ALPHA	SOLACE	F
41	SKARANIS	ERIDANI-A II	U/R	SOL	ALPHA	SOLACE	F
42	SOLACE	ERIDANI-A III	K	SOL	ALPHA	SOLACE	F
43	VOLTANIS	ERIDANI-A IV	I	SOL	ALPHA	SOLACE	F
44	LAMENT	ERIDANI-A V	F	SOL	ALPHA	SOLACE	F

DEMAI STAR SYSTEM (09)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
45	SEAR	DEMAI I	F	SOL	ALPHA	DEMAI	K
46	SOLARIA	DEMAI II	I	SOL	ALPHA	DEMAI	K
47	FARLIGHT	DEMAI III	H	SOL	ALPHA	DEMAI	K
48	DOMINION	DEMAI IV	M	SOL	ALPHA	DEMAI	K
49	HAVEN *	ROGUE	N	SOL	ALPHA	(ROGUE)	K



ZETA HERCULI STAR SYSTEM (10)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
50	BRAX	ZETA-H I	E	SOL	ALPHA	Z-HERCULI	G
51	T'GANIS	ZETA-H II	W	SOL	ALPHA	Z-HERCULI	G
52	ERABAN	ZETA-H III	J	SOL	ALPHA	Z-HERCULI	G
53	HERCULI	ZETA-H IV	H	SOL	ALPHA	Z-HERCULI	G
54	NENTONGA	ZETA-H V	V	SOL	ALPHA	Z-HERCULI	G
55	SERRADIS	ZETA-H VI	M	SOL	ALPHA	Z-HERCULI	G
56	VENATAVA	ZETA-H VII	L	SOL	ALPHA	Z-HERCULI	G

XOTH STAR SYSTEM (11)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
57	MARAGA	XOTH I	X	XOTH	BETA	XOTH	M
58	ASH	XOTH II	U	XOTH	BETA	XOTH	M
59	FURY	XOTH III	F	XOTH	BETA	XOTH	M
60	AGOTHA	XOTH IV	G	XOTH	BETA	XOTH	M
61	ZONOS	XOTH V	H	XOTH	BETA	XOTH	M
62	RO'CHIN	XOTH VI	H	XOTH	BETA	XOTH	M
63	CERION	XOTH VII	W	XOTH	BETA	XOTH	M

MARKAR STAR SYSTEM (12)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
64	ASHOTUN	MARKAR I	S	XOTH	BETA	MARKAR	G
65	NAKARA	MARKAR II	X	XOTH	BETA	MARKAR	G
66	SOG'NA	MARKAR III	E	XOTH	BETA	MARKAR	G
67	AZARGON	MARKAR IV	H	XOTH	BETA	MARKAR	G
68	MIZAR	MARKAR V	G	XOTH	BETA	MARKAR	G
69	AMOTHEP	MARKAR VI	F	XOTH	BETA	MARKAR	G
70	QAARK	MARKAR VII	H	XOTH	BETA	MARKAR	G
71	CHO'RIN	MARKAR VIII	E	XOTH	BETA	MARKAR	G
72	DORADIS	MARKAR IX	J	XOTH	BETA	MARKAR	G
73	BOME	MARKAR X	T	XOTH	BETA	MARKAR	G
74	ORMENA	MARKAR XI	W	XOTH	BETA	MARKAR	G

ORKUS STAR SYSTEM (13)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
75	KATELK	ORKUS I	C	XOTH	BETA	ORKUS	K
76	ONIS	ORKUS II	E	XOTH	BETA	ORKUS	K
77	SHIGSIN	ORKUS III	G	XOTH	BETA	ORKUS	K
78	NAKOTH	ORKUS IV	J	XOTH	BETA	ORKUS	K
79	MEMNAAN	ORKUS V	T	XOTH	BETA	ORKUS	K
80	AMERATH	ORKUS VI	T	XOTH	BETA	ORKUS	K

YXIA STAR SYSTEM (14)

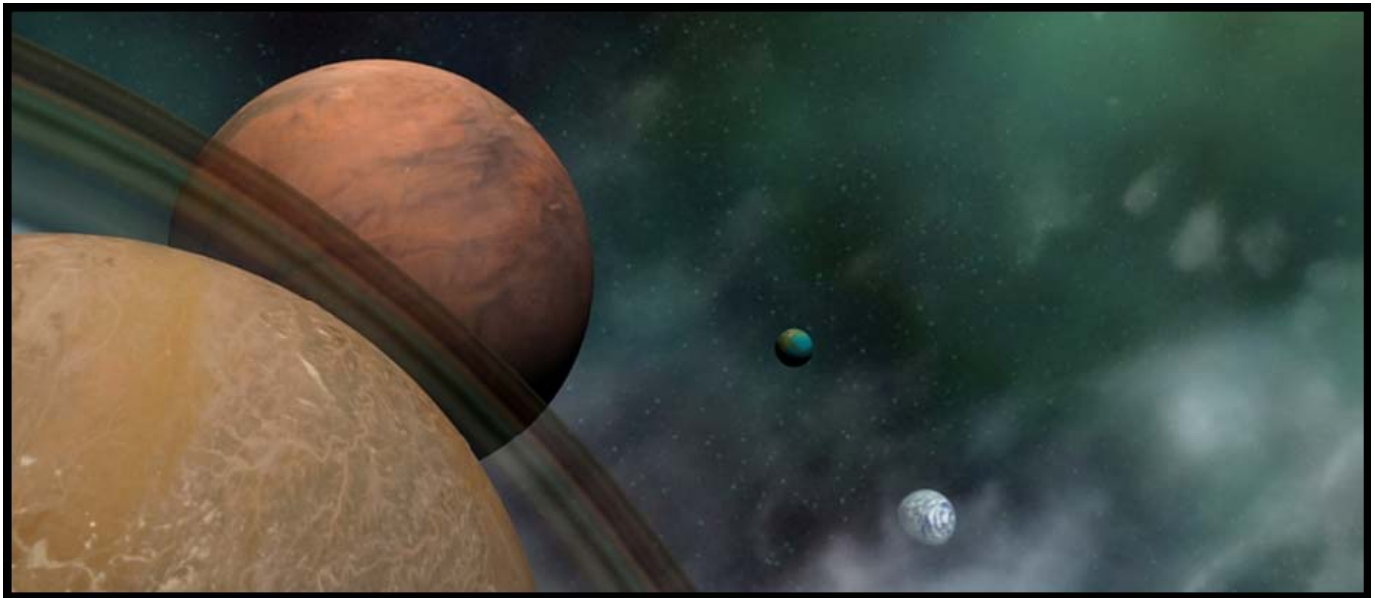
ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
81	IZZAR	YXIA I	S	XOTH	BETA	YXIA	F
82	KORIVRYN	YXIA II	E	XOTH	BETA	YXIA	F
83	OKULI	YXIA III	I	XOTH	BETA	YXIA	F
84	GORGANOS	YXIA IV	G	XOTH	BETA	YXIA	F
85	THESULIA	YXIA V	E	XOTH	BETA	YXIA	F
86	TELU	YXIA VI	H	XOTH	BETA	YXIA	F
87	DAVAX	YXIA VII	X	XOTH	BETA	YXIA	F
88	VALISSIA	YXIA VIII	W	XOTH	BETA	YXIA	F

VIDEN STAR SYSTEM (15)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
89	LUMA	VIDEN I	F	XOTH	BETA	VIDEN	K
90	VIDEN PRIME	VIDEN II	H	XOTH	BETA	VIDEN	K
91	MINARIA	VIDEN III	H	XOTH	BETA	VIDEN	K

ALTERIA STAR SYSTEM (16)

ROLL:	PLANET NAME:	DESIGNATION:	CLASS:	SECTOR:	QUAD:	SYSTEM:	STAR:
94	JYGAR	ALTERIA I	X	XOTH	BETA	ATERIA	A
95	OKASYS	ALTERIA II	P	XOTH	BETA	ATERIA	A
96	NARAFON	ALTERIA III	Q	XOTH	BETA	ATERIA	A
97	BYDELVA	ALTERIA IV	V	XOTH	BETA	ATERIA	A
98	TANKOR	ALTERIA V	E	XOTH	BETA	ATERIA	A
99	JONAR	ALTERIA VI	O	XOTH	BETA	ATERIA	A
100	SOLEK	ALTERIA VII	F	XOTH	BETA	ATERIA	A





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GUIDE TO INTERGALACTIC CONQUEST



LESSON #20: THE END

PART ONE

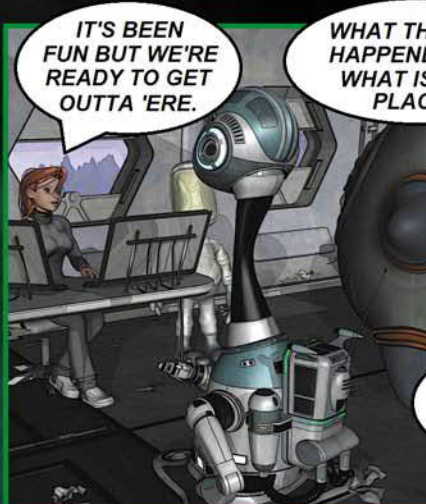
LATER ON...



GRYMZ!...

TANHAUSER!...

'BOUT DAMN TIME FOR A RESCUE...



IT'S BEEN FUN BUT WE'RE READY TO GET OUTTA 'ERE.

WHAT THE HELL HAPPENED AND WHAT IS THIS PLACE?



WELL THAT'S A REALLY LONG AND BIZZARE STORY...



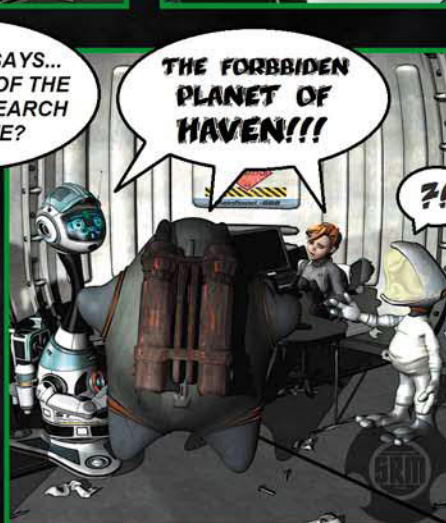
I'M NOT SURE WHAT THIS PLACE IS, BUT IT....

HEY!

...THERE'S A CLUE IMPRINTED ON THAT METAL THINGY!



HMMM, IT SAYS... PROPERTY OF THE HAVEN RESEARCH INSTITUTE?



THE FORBBIDEN PLANET OF HAVEN!!!

?!

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