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## FROM THE EDITORS

Welcome back explorers!

And welcome to the fourth and final issue in Star Frontiers' 35<sup>th</sup> Anniversary year. This issue has a wide ranging variety of articles including new archetypes, new equipment, station construction rules, and more. This issue also introduces a new back cover comic, The Escape Plan, by our comic artist Scott Mulder. It will be fun to see where this new adventure takes us.

I'll have to admit that I was worried that this issue would not happen or at least not as fully packed as we normally try to provide. When I sat down to start editing it in early September I only had enough content to fill 20 pages. Which would have made it far and away the smallest issue we ever produced. However, once again, our community and authors are amazing and more material poured in to fill this issue up to its usual level.

We also got an absolutely amazing cover image that was produced by artist Chris Walton. He posted this as a work in progress earlier in the spring and said we could use it once it was done. A huge shout out to him for letting us use this amazing art. Check out some of his other work at his [web page](#) linked in the Production Credits to the right.

The other thing happening that I feel is a big deal is that the sci-fi RPG FrontierSpace finally launched at the end of September. Bill Logan, the creator of FrontierSpace is a friend and well known in the Star Frontiers community (as CleanCutRogue) for establishing both the Star Frontiers Revival site and the Star Frontiersman Magazine. FrontierSpace was inspired by Star Frontiers and we're excited to see it finally launch. You can read more about it and find links to the game on page 27. Watch for more FrontierSpace related materials in the coming issues.

I'm trying something new in this issue and leading off with a community news section. If you have any Star Frontiers (or FrontierSpace) news, either things that have happened or upcoming events, send them in and we'll try to print them in the coming issues. We'd like to help keep our readers aware of other events going in our community.

Finally, I'd like to put out a call once again for submissions. The Frontier Explorer only exists because our readers have materials that they are willing to share. We can't keep this going without you. If you have any sort of material that you've created for your games, consider sharing them with the community and publishing them here in the Frontier Explorer.

So sit back, start reading, and find the treasures waiting in this issue. And as always, keep exploring.

- Tom Stephens  
Senior Editor

## PRODUCTION CREDITS



**Cover Art:** Star Frontiers by [Chris Walton](#). Chris is a concept artist working out of Seattle and is old enough to remember cracking open his first Star Frontiers set with glee as a boy.

**Back cover comic:** Scott Mulder

**Banner Logo Image:** NASA

**Editors:** Tom Stephens, Tom Verreault, Eric Winsor

**Layout:** Tom Stephens

**Full Cover Quote:**

*"That's no moon, it's a Space Station!"*

- Obi-Wan Kenobi, Star Wars, A New Hope

<http://frontierexplorer.org>

<https://patreon.com/FrontierExplorer>

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# FRONTIER NEWS

Tom Stephens

I don't think we've ever done one of these before but it's something I'd like to see more of going forward. There have been a number of things related to the Star Frontiers community that have happened in the past few months that I thought would be nice to call attention to. If you have any community news that you would like to share, send it to us at [editors@frontierexplorer.org](mailto:editors@frontierexplorer.org) and we'll get it into future issues.

## ONLINE COMMUNITIES

It's been a bit of a wild ride the last few months as the [Star Frontiers: Alive & Well Facebook group](#) has exploded in its membership numbers. It has more than doubled membership in the last few months with membership sitting at 1,719 members as I write this. Most notably, one of our recent members is none other than Kimber Eastland, the author of Zebulon's Guide to Frontier Space. So if you're a Facebook user, consider joining the community there.

In addition to the Facebook, community, there is also a [Google Plus Star Frontiers community](#). It's not as large or as active (I seem to be the primary poster lately) but we have nearly 500 members there. If you're on Google Plus consider joining.

## ONLINE GAMES

There have been a number of on-line Star Frontiers games started up in the last couple of months. The first is a game being run by DM Bluddworth. It's called "Jet Cans and Creole" and per his description it will be set in the Cassadine System (Triad) and the PC group will be the new "Away Team" crew on the S.S. Zydeco (a modified light frigate) that operates as a deep space salvage ship. The game is played out on Discord and Google Hangouts. You can find updates in the previously mentioned Facebook group. I hope to get some play reports from him in the future.

The second game is one that I've started – "A New Can of Worms". Initially set on Pale, the PC's start as agents of Stree Corporation. The game is set against the backdrop of the Second Sathar War. Our first session was held on Oct. 13<sup>th</sup>. This game is run on Roll20 and Discord and is streamed live on [Twitch](#) on the StarFrontiersRPG channel. We will be play on the 2<sup>nd</sup> Friday of each month at 8pm Mountain time for the rest of the year and then switch to the 2<sup>nd</sup> & 4<sup>th</sup> Fridays starting in January. In addition to the

live streaming, the videocasts are released on my [YouTube channel under the "A New Can of Worms" playlist](#) and the audio only version is available as an actual play podcast which can be found on the Frontier Explorer website at (<http://frontierexplorer.org/podcasts>). Feel free to watch us live or listen later.

## FRONTIERSPACE

While not directly Star Frontiers, October also saw the release of the [Player's Handbook for FrontierSpace](#), a new Sci-Fi RPG that owes at least some of its spiritual roots to Star Frontiers. It's creator is Bill Logan, the original creator of the [Star Frontiersman magazine](#) and the <http://starfrontiers.us> fan site. In fact, if you go look in issue 10 of the Star Frontiersman (an issue I edited back in the day) we talked about the game when a number of the Star Frontiers community members were working on an early concept. It's been nearly a decade and the final game is wholly Bill's creation but several of us were involved in it's original ideas and it is exciting to see it finally be complete. The Referee's Handbook is expected to come out about the same time as this issue of the Frontier Explorer. We hope to start including content for FrontierSpace in future issues of the Frontier Explorer. You can find a bit more information about FrontierSpace on page 27.

## STAR FRONTIERS TRADEMARK

Some of you may have seen the flurry of commentary on-line about the recent application by Evil Hat, Inc for the trademark on the name Star Frontiers. There is a lot of speculation as to what is happening.

Trademark applications can take months to years so this is something that may go on for a while. Currently it is under review. At some point, the application will be published for opposition and anyone that thinks it should not be granted has 30 days to submit information related to the case. We'll see what happens when it reaches that point.

I spoke briefly with Fred Hick, owner of Evil Hat and while he didn't say anything relevant to what his plans/intentions were (and I didn't press) or about a potential license from WotC, the one thing he did stress was that they had no intentions of shutting down fan activities. We'll have to wait and see how that plays out if the trademark is granted. For now, we're just waiting. Stay tuned.

Adventures

# WARRIORS OF WHITE LIGHT CHALLENGE

Warriors of White Light, which is also known as SFKH 0 or WoWL, was the bundled module that came with the Knight Hawks box set and introduced us to the White Light system militia, the Royal Marines. It used a simple flexible format of short encounters that could be employed individually or strung together to form the basis of a militia campaign. The encounters could be used in any order or just a few of them and not others.

The Warriors of White Light Challenge was inspired by the realization that there is a lot of material out there that supports writing WoWL 2.0 adventure encounters. All the existing material from the module on the Royal Marines greatly facilitates this. The module already details the Royal Marines organization, life in the Royal Marines, their primary base: Clarion station, a White light system brief, and assault scout and freighter deck plans. Additionally, there is also a bonanza of material in the Star Frontiersman and the Frontier Explorer; from new deck plans to new equipment and new system briefs. With such a wealth of material out there, writing a WoWL 2.01 or 2.02 encounter or adventure would be greatly streamlined; only the bare bones of the encounter need be written. All you are going to need is an idea.

So the challenge to all our readers and contributors is to write a WoWL 2.0 encounter. Reference the existing

**Editor's Note:** Submissions can be made at the Frontier Explorer website (<http://frontierexplorer.org>) by clicking on the big gold "Submit new content" button or by going directly to <http://frontierexplorer.org/Submissions>.

material that is required for the encounter, work up some stats for the ships or NPCs involved and submit it to the magazine. Your submission can be Alpha Dawn or Knight Hawks styled encounters or contain both. The encounter can be a one-off campaign filler or as elaborate as you wish. It can be keyed to setting-specific material like the Royal Marines or presented as a generic militia encounter usable in any system.

There is so much material available this challenge should not even be challenging. Get your creative juices flowing and submit an encounter. Organize your submission into Alpha, Beta, Gamma, Delta, and etc. sections as needed for Background, The Situation, The Encounter, and Aftermath and Experience Points. The magazine staff will handle applying a "2.0" designation to each encounter as each encounter is published. All you need do is include WoWL 2.0 with your encounter name when submitting it.

FE



Warriors of White Light 2.01

# ASSAULT SCOUT STANDARD EQUIPMENT

Tom Verreault

With all of the published modules featuring the vaunted Star Frontiers assault scout it is surprising that the question never came up as to just what equipment might be handy or laying around on this starship. The issue was debated on the forums at <http://www.starfrontiers.us/> and a collaborative answer was developed by the participants of those forums.

Special thanks to the many contributors: jedion357, ratttraveller, Putraack, Tchklinxa, iggy, Sargonarhes, TerLObar, Dave the Lost, Shadow Shack, and JCab747. It is quite fitting that the first installment of the WoWL 2.0 challenge series should be a collaboration of the Star Frontiers community.

The general opinion on assault scouts is that mission matters. A SpaceFleet assault scout is likely to be sent into deep space as part of a patrol group of two assault scouts and a frigate and has a higher chance of landing on an uncharted planet than a militia assault scout. The SpaceFleet ship is a naval vessel that boldly goes forth to explore and seek out pirates and alien life while the militia ship is analogous to the Coast Guard, patrolling its home system, inspecting and aiding civilian shipping.

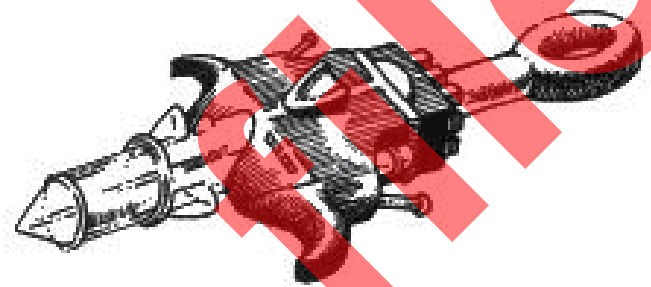
## STOCKED EQUIPMENT

### DAMAGE CONTROL

Equipment Item	Militia	SpaceFleet
Fire Extinguisher	1/deck	1/deck
Laser Power torch and power pack	1 ea	1 ea
Spare Engineer's tool kit	1	1

### EVA

Equipment Item	Militia	SpaceFleet
Rocket Packs	6	6
Rocket Pack fuel	8	12
Extra suit patches	10	20
Mag Boots	6	6
500m rope on powered spool	1	1
"Glad Bag" emergency space suits*	12	6
Suit LS	20	12



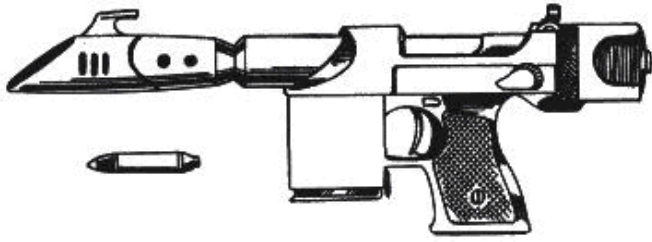
### EMERGENCY SUPPLIES

Equipment Item	Militia	SpaceFleet
Gas Mask	6	6
Spare Med Kit	1	1
O <sub>2</sub> tanks	6	10
Environmental Kit	0	1
Extra Freeze Fields	3	6
AETHOS tube*	1	1
Plastiseal*	2 packages	1 package
Flash lights	6	6

### NON-LETHAL WEAPON ARSENAL

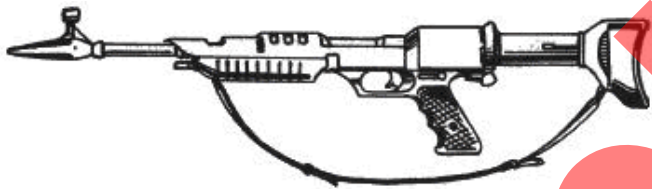
Equipment Item	Militia	SpaceFleet
Sonic Stunner	2	2
Electro Stunner	2	2
Needler rifle w/2 clips	2	2
Doze Grenades	6	10
Stun Sticks	6	6
Smoke Grenades	6	10
Tangler Grenades	6	10
Solva-way capsules	6	6
Electric Sword	6	6





### LETHAL WEAPONS ARSENAL

Equipment Item	Militia	SpaceFleet
Grenade Launcher	1	0
Rotary Grenade Launcher	0	1
Frag grenades	2	12
Grenade Bandolier	1	1
Laser Rifle	4	6
Automatic Rifle w/4 clips	2	4
Gyrojet Rifle w/4 clips	4	4
Rocket Launcher w/2 rockets	0	1



### POWER SUPPLIES

Equipment Item	Militia	SpaceFleet
20 SEU clip	20	30
Power Belts	2	6
Power Backpack	1	3

### DEFENSE SCREENS

Equipment Item	Militia	SpaceFleet
Inertia Screen	4	6
Albedo Screens	2	4

### EXPLOSIVES

If a ship has a demolition qualified crewmember (UPF) or if they have a demo expert and the mission calls for it (Militia):

- 3 Kg of TD-19
- 5 variable timers

### NEW EQUIPMENT

#### PLASTISEAL

This item comes from the engineer's toolkit in the Knight Hawks rules. It's the same item used for temporarily

sealing hull breaches but we've provided replacement costs: 1000 Cr for a package of 10.

### "GLAD BAG" EMERGENCY SPACE SUITS

The "glad bag" is so called because when you absolutely need one you are glad you have it. It is a large beach ball shaped "bag" that an individual lacking a vacuum suit can climb into and safely transverse the void between starships in an emergency. It has a 10-meter tether with a clip, a 50-cm diameter window, a strobe light, a radio beacon and a standard LS package for life support. Militia and Space Fleet crews are notorious for stealing the LS package out of these suits, either out of laziness or as a short cut to getting back into space: there is a 50% chance the LS package is missing. These are intended for rescuing victims of damaged ships when a regular space suit is unavailable.

Weight: 2kg Cost: 500 Cr

### AIRTIGHT EVACUATION TRAUMA OPERATIONS STRETCHER: AETHOS TUBE

The AETHOS tube is a stretcher for space. A victim in serious medical condition can be placed in the AETHOS tube and transported through vacuum. The tube incorporates the 10-meter tether, strobe light, radio beacon, and standard LS package but it also incorporates the med scanner and auto doc from the Medkit. The scanner and the auto doc allow a space suited medic to perform medical procedures on the victim being transported without opening the tube.

Weight: 15 kg Cost: 2000 Cr

