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The story so far...

One year ago, ASF ships along the outer rim of the Spaceways started falling under attack by the tyrant called Rancor. His army moved slowly down the Spaceways in his massive traveling home world, hijacking, killing, and invading member planets all in an attempt to strong-arm the ASF into submission.

Meanwhile, another mystery has emerged in Goldenrod City. A young man was discovered with no memory and no clues to his past except a collar with the name "Sam" inscribed on the tag. Is Sam simply an unfortunate victim of amnesia? Or is his sudden appearance during these troubled times more than a coincidence?

In Our Last Issue...

Sam narrowly escaped a crowd of religious fanatics who were convinced that he was a gift from someone called 'The Protector.' After a timely rescue by Bronto, Sam got a guided tour of ASF Headquarters where he learned a lot about the ASF's struggle



against Rancor, Later, Dr. Regal, Feefee and Damon Castle's experiment to study Sam's powers nearly destroyed the entire lab, but there were no casualties. After a long training session. Sam got to join the servicemen at a pre-launch party at Chachi's Bar and Grill. However, an unknown saboteur put something funny in the Pengue Ale, and it can only mean bad news for the ASF at the unveiling ceremonu.

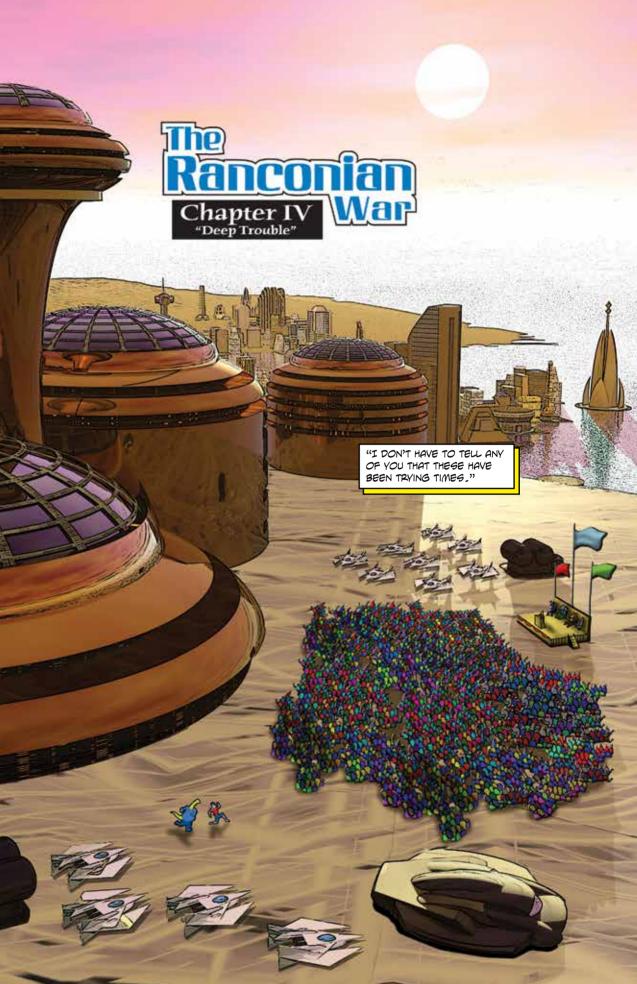






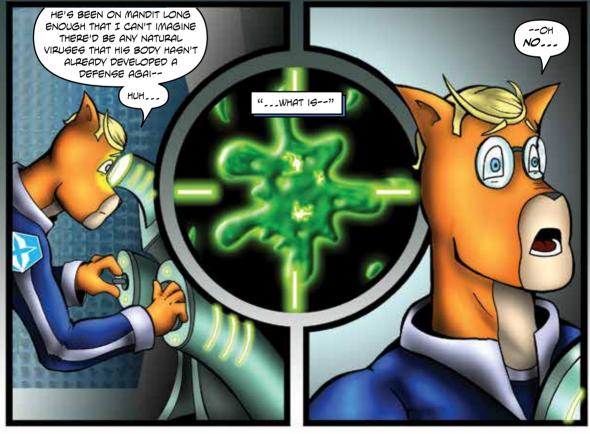






















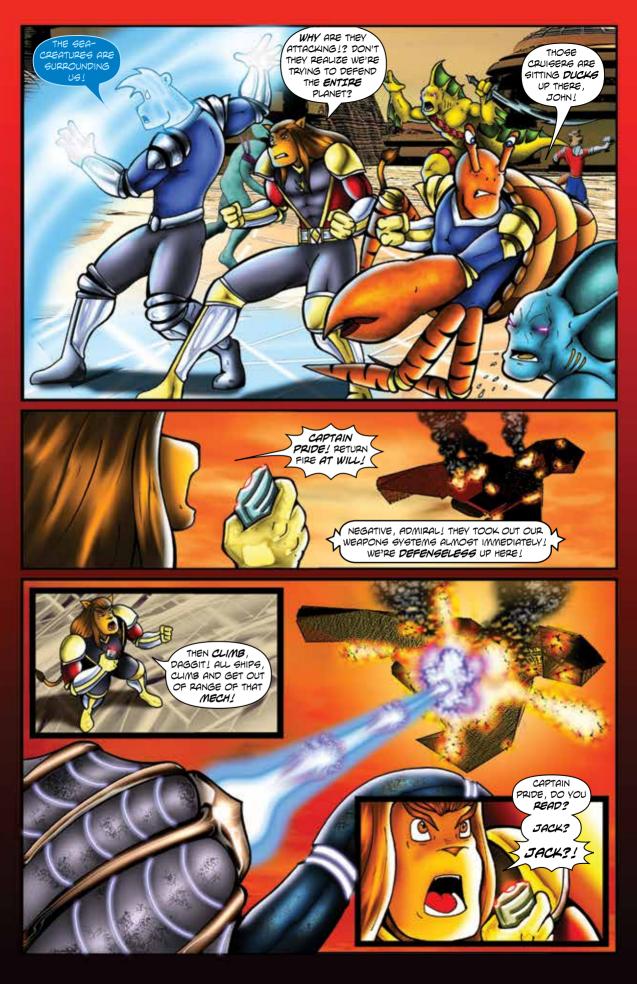


































































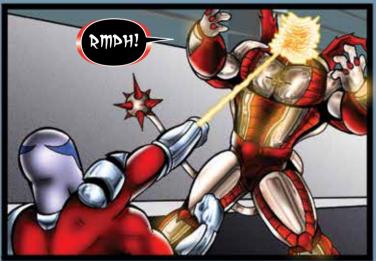










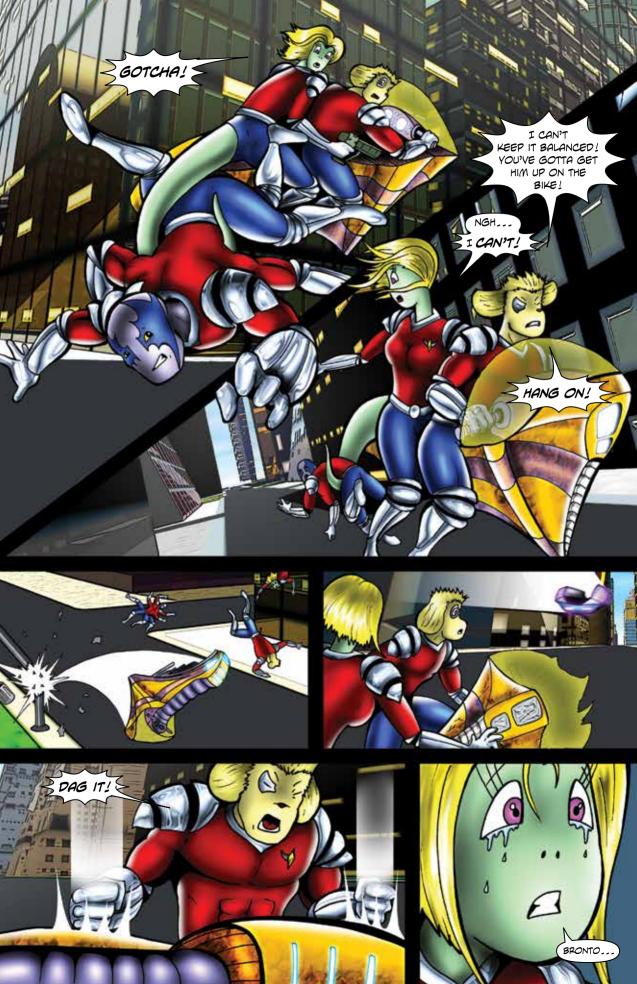


















## CHARACTER PROFILES

## Roman was born without his race's natural web-spinning ability. Dr. Regal fitted him with artificial web-launchers, and that inspired Roman to leave his home planet of Arachnia and join the Alliance to help others. Roman's

arachnid agility and power

combination of

OMAN!

make him an invaluable asset in the fight against the Army of Rancor. However, his confidence in battle is contrasted by his severe insecurities in the rest of life. Ever since leaving his home planet, he's had to deal with the challenges of being the only one of his kind everywhere he goes.

unique

KODIAC

Long ago during the exploration days of the ASF, the legendary pioneer Captain Howe discovered a being of pure energy on a barren planet along the galactic edge. Its origin was a complete mystery. Howe named it Kodiac after the ancient God of lightning. He usually appears as a bear-like creature to fit in, but he is a being of pure energy who can change his shape at will. He

can change his shape at will. He doesn't seem to age in any calculable way, and has been the guardian of the descendants of Howe for generations. He cannot remember his origins, and hides a deep fear that he may be an extremely dangerous being.

STRENGTH SPEED AGILITY DURABILITY ENERGY INTELLIGENCE COMBAT SKILLS

STRENGTH SPEED AGILITY DURABILITY ENERGY INTELLIGENCI COMBAT SKILL

## POTENT BEAST

The warrior-nobles of the war-torn planet Arak-Thul were chosen by their people to fight honorable battles to settle tribal conflicts. They each became legends among their people, and none more than Potent Beast. However, even the mighty Arak-Thul were no match for Rancor's army. But the Arak-Thul culture saw wisdom in joining a stronger nation. Potent Beast proudly accepted a high rank in the Ranconian Guard, and several other Arak-Thul hold high ranks.

STRENGTH SPEED AGILITY DURABILITY ENERGY INTELLIGENCE COMBAT SKILLS

## MARTY

Marty comes from the "old school" ASF. One of few ocean dwellers to leave his watery homeland for the adventure of space travel, Marty actually feels most at home aboard a starcruiser. His low tolerance for shenanigans on the job makes him come off as a curmudgeon, but

during downtime,
he can dish it out
better than the wisest
wisecracker on the
ship. Despite his age
and small stature, Marty
is no pushover in battle. His

hard carapace and hermit shell are a natural armor, and his large claw packs a wallop.

STRENGTH SPEED AGILITY DURABILITY ENERGY INTELLIGENCE COMBAT SKILL