

Z

Solo roleplaying in a gritty science fiction setting



SOLO

HOSTILE

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HOSTILE Solo, Zozer Games 2022

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Hostile Solo is a science-fiction roleplaying supplement for the Cepheus Engine – and for Zozer Games' **Hostile** setting.

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The Author

Paul grew up on Classic Traveller and classic SF movies. He moved on to ancient history in academia and a career in education and in writing books on military history. He bent (and broke) every game system he encountered to try and emulate Alien and Aliens. He came close with *Cyberpunk*, but succeeded with *Cepheus Engine* and his tailor-made setting, Hostile. Paul has written for military history magazines, Steve Jackson Games, Mongoose Publishing and Free League (on their Alien RPG). He is an Iron Age, Roman and Victorian army re-enactor, and lives in East Yorkshire, England.

FOR CONSOLIDATED AMERICAN EMPLOYEE'S ONLY
900-900-89A



OFF-WORLD SURVIVAL
MANUAL
2ND EDITION



Jackie, get this
blood tested!

Recipient	V.N.Carter	Date	5-3-2225
Position	Ass. engineer	Branch	Engineering
Module	module 2b	GIF/GDS	L106651DCa
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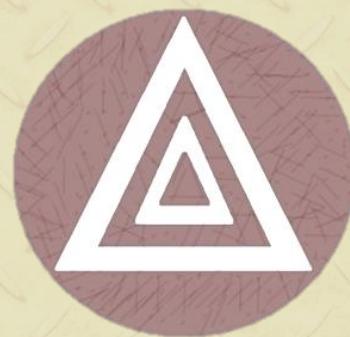
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THARSIS
CORPORATION



Desert planet LS809

Population: 1

As of an hour ago ...



INTRODUCTION

Hostile Solo is a stand-alone solo roleplaying game set in a grim and gritty future, inspired by movies like *Outland*, *Alien*, *Dark Star*, *Pitch Black*, *Event Horizon* and *The Thing*. It allows a single player to create and play the roles of a group of blue-collar workers out in deep space, overcoming difficult challenges and facing unknown terrors. Although the name and the cover art suggest that the player will create only a single character, in fact the game is best played with a 'crew' of characters, as described later.

Your crew will interact, fall-out, develop their own schemes and build bonds of friendship. Steer them through their chosen career; either asteroid mining, exploring, freight shipping and salvage, corporate troubleshooting, colony operations or US Marine interventions.

Since it is stand-alone, everything needed to play is found within the book, including a brief description of the **Hostile** setting, a set of concise character creation rules and a quick-play task and combat system. For players wanting additional depth in rules and setting, they can use all of the resources from the Zozer Games' **Hostile** table-top roleplaying game. This is made up of a 319-page Setting book, a 236-page Rules book and more than a dozen supplements that flesh out the universe of **Hostile**. None of these are required to play **Hostile Solo**, of course, but players might find the additional detail useful.

Solo roleplaying allows a single player to enter a fictional universe, to become embroiled in plots and decision-making and to gain the satisfaction of success and achievement normally associated with traditional table-top play with a group of friends. Using a combination of random encounters, character-driven motivations and on-going storylines, the plot will develop in exciting and interesting ways, surprising even you! Tasks and situations are resolved using various methods, the most powerful of which is the scene resolution mechanic. This innovative tool allows you to resolve an entire, complex scene involving multiple characters, with just a single dice roll.

What will you **need** to play?

- **Dice** – Two or more six-sided dice will be used. We use Chessex Gemini Dice in Black & Green.
- **Notebook and Pen** – A notebook will be needed to record character actions, as well as events, encounters, new storylines and other game information.
- **Imagination** – We go a long way to provide meaningful events and encounters in this game, but you will need to use imagination to 'join the dots'.

The player is advised to first familiarise himself with *The Setting* chapter (pg 11), followed by the *How To Solo* chapter that follows (pg 23). This gives an overview of how this solo game operates in broad terms.

TERMINOLOGY

HOSTILE Solo uses certain words and abbreviations throughout the rules system. The following serves as a guide:

2D6: Two six-sided dice

Attack roll: A skill roll used to determine whether an attack hits during combat.

Character: A fictional individual in the game, either a player character (crew-member) or a non-player character (NPC).

Characteristic score: One of the six basic character traits: Strength (Str), Dexterity (Dex), Endurance (End), Intelligence (Int), Education (Edu) and Social Standing (Soc).

Crew: A group of player characters working together, often for an employer.

D66: A die roll generated by rolling two six-sided dice of different colours (or rolling one die twice, noting each number rolled), multiplying the first die by 10 and then adding the second die, to create a number between 11 and 66. This is most often used when rolling to find an entry on a long list of things.

Damage: Harm caused to a character by injury, illness, or some other source. Often noted as a number of six-sided dice.

Dice modifier (DM): A modifier applied to a dice roll.

Die (plural is dice): The **HOSTILE** Rulebook uses six-sided dice exclusively to create random results during play.

Difficult: A -2 modifier is applied to a task roll that you consider 'difficult'.

Dollar (\$): The primary unit of currency used in **HOSTILE**, with an approximate buying power equal to a US dollar of 2019. For millions of dollars, the abbreviation 'M' is used as a suffix (e.g. \$3.4M)

Dying: Unconscious and near death, a dying character can take no actions.

Effect: The difference between a task result and the target of 8 (i.e. how much higher or lower the result is).

Encounter: An unexpected or casual meeting with someone or something.

Exceptional failure: Any task roll that fails by 6 or greater (i.e. has an Effect of -6 or worse).

Exceptional success: Any task roll that succeeds by 6 or greater (i.e. has an Effect of +6 or better).

Hyperspace: An alternate dimension, used by starships to take 'short-cuts' through interstellar space allowing the ship to travel from one star to another, faster-than-light.

Hyperspace point: One of many weak points in space surveyed by robot probes that allow a hyperdrive-equipped starship to punch its way in and out of hyperspace. There are several hyperspace points identified in all of the star systems of the American Sector; pilots typically navigate to the nearest one available.

Incapacitated: If you have two characteristics reduced to 0, then your character is seriously wounded suffering bleeding or other trauma. They are knocked out for around 2-12 minutes and will begin to deteriorate after an hour if receiving no medical aid.

Inspiration Tables: Roll on these random tables to create inspiring words that can be combined to add extra meaning or depth to a randomly rolled encounter.

Just Decide: Sometimes it seems silly to roll dice, especially if there is no obvious alternate outcome. Just decide.

Looming Crisis: An optional game feature, a countdown to a randomly rolled movie-style crisis that will dominate the end of the game.

Mainworld: The primary colony world of a star system; if uninhabited it has been identified as a likely place for colonisation.

Modifier: Any bonus or penalty applied to a die roll.

Non-player character (NPC): A character that is part of the living setting, not a member of the player's crew or player character heroes.

Patron: A non-player character who offers a job, for payment or a favour.

Penalty: A negative modifier to a die roll.

Plan: A crew's plan for dealing with a complex situation. Used in scene resolution.

Player: You, the solo player.

Player character (PC): A character controlled by the player, one of the protagonists of an adventure or campaign. One of the 'heroes' or crew-members.

Ranged attack: Any attack made at a distance, including gunfire and thrown attacks.

Reactions: Opportunities for the player characters to act unpredictably, to get angry, upset, shocked or depressed ...

Roll: A method of deciding the result of a character's action. Rolls are based on a relevant ability, skill, or other trait. To make a roll, roll 2D6 and add any relevant modifiers. Usually, if the roll result equals or exceeds a target of 8, it succeeds.

Round: A six-second unit of game time used to manage actions, usually in combat.

Scene Resolution: All, or just several, characters work as a team to solve a broader more complex problem. It encompasses several tasks and several minutes, or sometimes hours, of game time.

Schematic: A simple diagram showing where locations in a ship, station or colony are in relation to one another.

Size: How bulky an object is to carry. Handheld items are Size 1, a rifle is Size 2.

Skill: An ability to perform a set action, such as navigating a starship. Skills are attained in levels (Navigation-1, Computer-2, etc.); the higher the level of a skill, the more expertise a character has in that area. Level-3 is considered to be quite an expert.

Small Craft: A vessel under 100 tons, capable of only interplanetary, not interstellar travel.

Spotlight: Randomly rolling two words and combining them to create a Spotlight on one character. It might be something he or she is doing, or thinking, it might reveal

something about their past, or something they are going to do, or are planning to do.

Stance: Are the opponents trying to attack, or defend?

Starport: A port where interstellar and interplanetary vessels load or unload, are repaired and refuelled. Sometimes also referred to as a spaceport, landing field or downport.

Starship: A spaceship with a hyperdrive, capable of interstellar travel on its own.

Storyline: A plot that may involve the player characters that emerges through connections between events and encounters.

Survey Target: A location to be investigated by exploration or asteroid mining crews, each will involve a survey problem roll.

Task Resolution: An action that can usually be resolved by one person with a skill roll.

Target: The intended recipient of an attack, action, or effect. A Survey Target is different.

Time Increment: A unit of time used in Marine missions to chart the inevitable attack of an enemy force, or the chance of being relieved by friendly forces.

Tons and Tonnes: In **Hostile**, a standard 'ton' is a unit of *volume or displacement*, approximately 500 cubic feet or 14 cubic meters in size (sometimes abbreviated to dton). A tonne is a metric unit of *mass*, equal to 1,000 kilogrammes.

Untrained: Having no levels in a skill. Unskilled skill rolls usually suffer a -3 penalty.

UPP: Universal Personality Profile; a single line alphanumeric entry describing the most important attributes of a character, accompanied by a list of skills they possess.

World: A generic term in the **Hostile** rules for any asteroid, moon or planet.

Yes/No Questions: Dice are rolled and a yes/no decision is made. This type of roll has many uses, and the player can use it whenever appropriate, not just when there is a task or problem to resolve.

THE SETTING

The future of 2225 is not as optimistic and rosy as many SF writers had us believe. Space exploration is difficult, hard and dangerous and the thriving interstellar society made up of hundreds of populated planets never materialized. Instead space is the preserve of the big corporations that focus on extracting minerals, oil and other raw materials from the extra-solar planets and moons to be shipped back to Earth in order to support the vast populations there.

Space is not a place for tourists or fortune-hunters; it is a hostile and brutal frontier, where blue collar men and women work hard, rely on nobody but themselves, risk death every day and face the Unknown. And out here the Unknown is real – it is horrific: there are rumours of the disturbing side-effects of hyperspace, of ancient horrors entombed on icy moons, and of monsters – killer aliens, perfectly evolved to survive the hostile wastes of space – at any cost. People live and work on settled Off-World colonies, of course, but they work hard and they work for the big corporate concerns. There are settlements full of miners and their families, there are drilling rigs, refineries, science outposts, logging camps, vast open cast mines, production and maintenance facilities. Think of it almost as Alaska-in-Space, with the crews of the star freighters playing the role of the Ice Road Truckers... None of these habitable worlds is a paradise and most aren't even remotely Earth-like; there is always a kink that makes life tough, whether it's the biosphere, the seasons, the radiation, the atmosphere, or one of a score of other deadly effects. Like the recruiter told you, 'it's a hostile universe'.

CONGLOMERATES

Many of Earth's corporations are extremely powerful, often outstripping in economic power the nations that they feed from. The most powerful are conglomerates. A conglomerate is a corporation that is made up of a number of different, seemingly unrelated businesses. On near-future Earth, the corporations are master. Every important or well-paid job here is within such a mega-corporation. A vast percentage of jobs are either in these corporations or one of their subsidiaries or suppliers. Their employees, shareholders and pensioners are at the top of society. Below them are the independent businessmen and other professionals who deal regularly with the corporation and are on good terms with them. To be outside the corporate structure means a wretched life in a 'combat zone' struggling for a living, with no regular income, no medical or security insurance and no credit.

THE BIG SEVEN

The biggest entities are the vast conglomerates; each a related family of corporations. The big seven are: Leyland-Okuda, Erebus, Voroncovo, Wu-Ketai, Reiner-Gama, Tharsis, Matsuyama.

NATIONS OF EARTH

Welcome to the world of 2250. Ten billion people and their high technology lifestyles have had a great impact on planet Earth. Deserts have spread, rainforests have dwindled, sea-levels have risen and the oil crisis of 2200 has illustrated just how much we have taken from the Earth. Many of those billions live in mega-cities, vast conurbations that have swallowed dozens of older traditional urban centres. The need for resources is greater than ever. Political instability on Earth toppled the globalist government that had kept the peace for half a century, now the biggest players on the world stage in 2250 are three political blocs, each led by a strident and powerful nation. These alliances are:

Community of American States (CAS)

This includes most of the nations of North and South America, and includes Britain. It is dominated and led by the United States of America. The CAS is a massive power bloc and has access to numerous space-launch facilities as well as the incredible Trans-Atmospheric Petroleum Pipeline that transfers off-world oil from starships arriving from distant planets (see pg 206).

Western European Union (WEU)

This trans-national entity once existed in the 1960's and 1970's and was re-established around sixty years ago. Its ancient predecessor, the European Union, dissolved in the early 21st century. The Western European Union is a tight, German-dominated circle of high-tech, western European neighbours.

Asia-Pacific Partnership (APP)

Following China's collapse and balkanization during the First Recession, Japan was ready to step up to lead the nervous nations of East Asia. The chaos and economic uncertainty of the recession helped to pull Japan's neighbours into that country's powerful orbit. Tokyo now rules most of East Asia through this Asia-Pacific Partnership. Raw materials and skilled migrants flow into a resurgent Japan, whilst exported goods flow out to the other nations of the APP.

The alliances are similar in nature to the trans-national groups of the 21st century; entities like the Arab League, ASEAN, the Commonwealth of Independent States, NAFTA and others. But the difference here is the lack of an equal say – terrible shocks in the global economy and aggressive threats of war by some large nations, forced smaller nations to seek the patronage of the biggest and most powerful. These powerhouses now dominate the alliances that they are (ostensibly) equal members of, but their actual power is magnified greatly by the loyalty and fealty of the other nations within the union. In the CAS, for example, US military forces conduct

peacekeeping forces inside war-torn member states, and US-based corporations enjoy significant benefits within the alliance. Member nations of the blocs are still mostly free and independent, yet many have become almost dependencies of their powerful patron. A similar arrangement existed during the First Cold War, when Soviet Russia presided over a Warsaw Pact of ostensibly free sovereign nations.

After the first hyperspace probe returned from Alpha Centauri in 2120, Mankind has explored and colonised nearby star systems. Today, in 2225, there are over 300 surveyed planets in the interstellar space surrounding Earth, the result of the scramble for the stars as mining, farming, logging and oil drilling companies desperately sought out resources that they could supply to Earth. The three sectors are the American, the European (or 'German') and the Japanese.

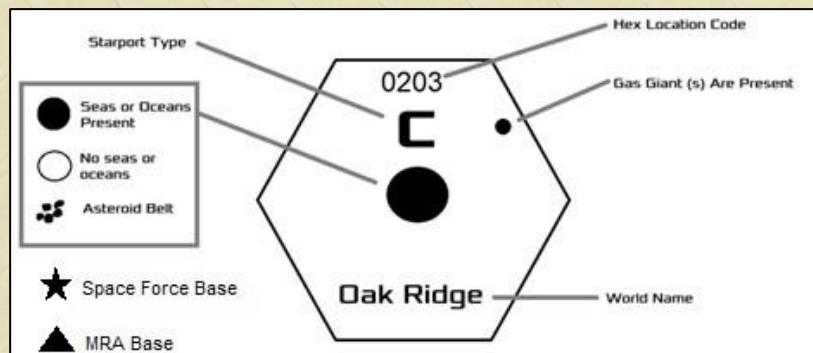
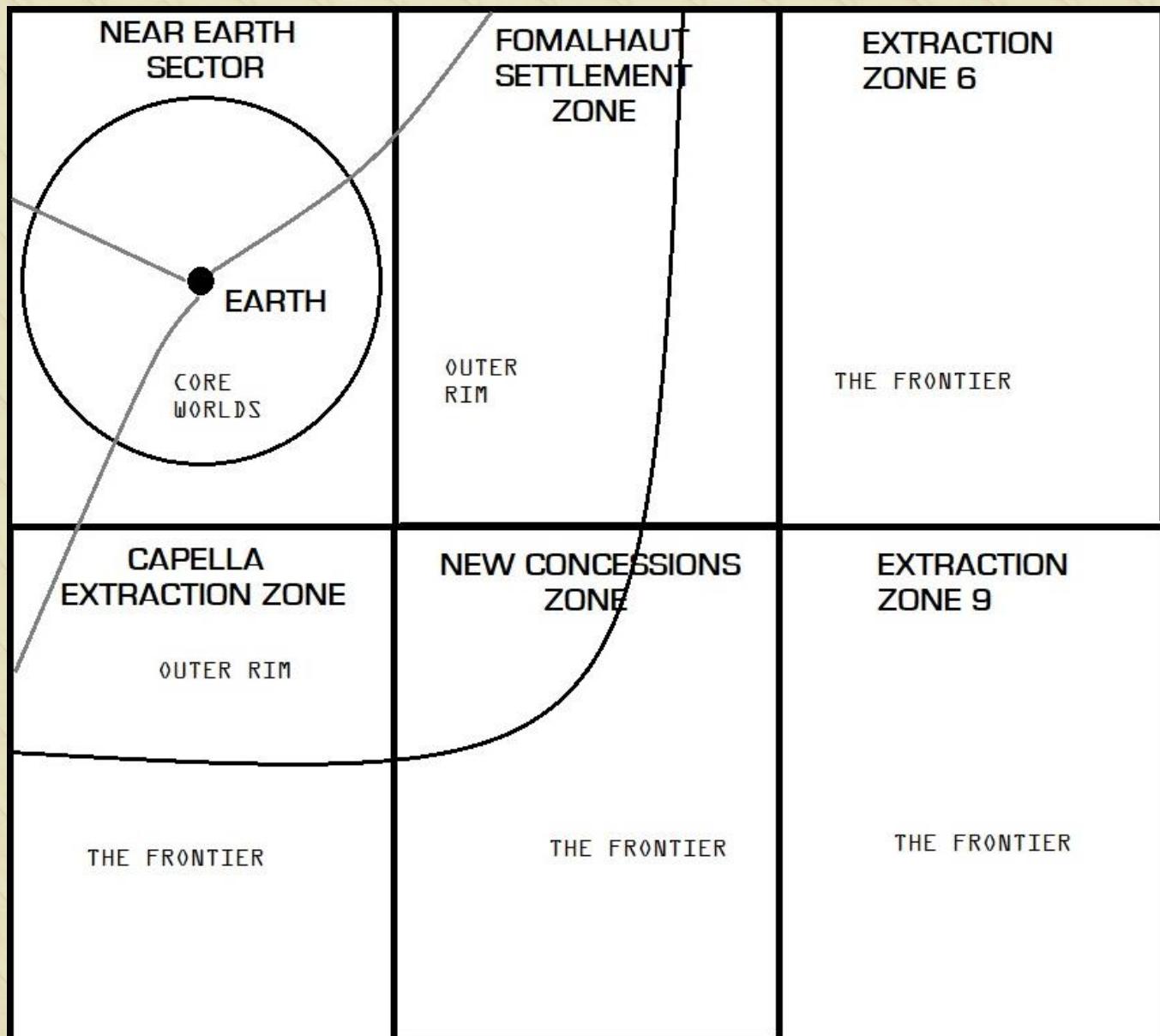
Starships in **HOSTILE** are generally very big (typically in excess of 5,000 tons). The reason for this is reaction mass; to travel through space every starship uses a fusion plasma drive that employs liquid hydrogen as a reaction mass – lots of it, whilst smaller craft (shuttles, orbital vehicles, drop ships, etc.) employ more conventional rocket motors similar to those in use during the early 21st century. Drives are rated in 'G', from 1 to 6. There is no anti-gravity drive, although ships and space stations are fitted with gravity compensators, allowing crews to walk freely around as if they were on Earth.

For the journey to a new star, **HOSTILE** introduces the hyperdrive; starships are able (once they have reached a pre-surveyed hyperspace point) to turn on the hyperdrive and punch through to hyperspace, travelling as far as their life support allows, at a speed fixed by the rating of the fitted drive (in parsecs per week). Hypersleep stasis pods are included for every human being on-board a hyperdrive-equipped starship; epilepsy, madness, insanity or coma will affect any living creature passing through hyperspace that is not protected by stasis. One hypersleep pod carries one crewman or passenger.

OFF-WORLD COLONIES

Interstellar space – interstellar travel itself - was harsher and more uncompromising than anyone could have imagined. Where were all the Earth-like worlds we were supposed to colonise? Where were the alien races we were supposed to meet and communicate with? Where could humans actually stand, and take a breath, without wearing a god-damn space suit? Yes, there were worlds with atmospheres, and some of them don't even kill you, but that's the real joke that the Universe has played on us. You see, you can't get everything at once. Temperate climate, breathable atmosphere, a friendly biosphere: choose two. Out here, interstellar space is a workplace. The only Earthmen you'll see on the planets and moons that orbit these distant stars are miners, loaders, freighter crews, colony technicians, drivers and executives. And they're only happy when their tour of duty ends with a few months leave and a nice bonus in their bank account. It's a tough life. The Universe doesn't make oil and mineral extraction easy, and there are a hundred different ways to die out here – few of them leave

anything left to ship back to Earth. This is a life suited to the tough, to the imaginative and to the stubborn. Do you still want to sign up for a tour? On the starmap, each hex represents a single parsec of space and each circle a single star system. Shaded discs indicate planets with water, white discs indicate dry worlds. The letter (A, B, C, D, E, X) indicates the spaceport type and a black dot to the right indicates the presence of one or more gas giants (used as a source of hydrogen fuel in this setting). For more detail see pg 84.



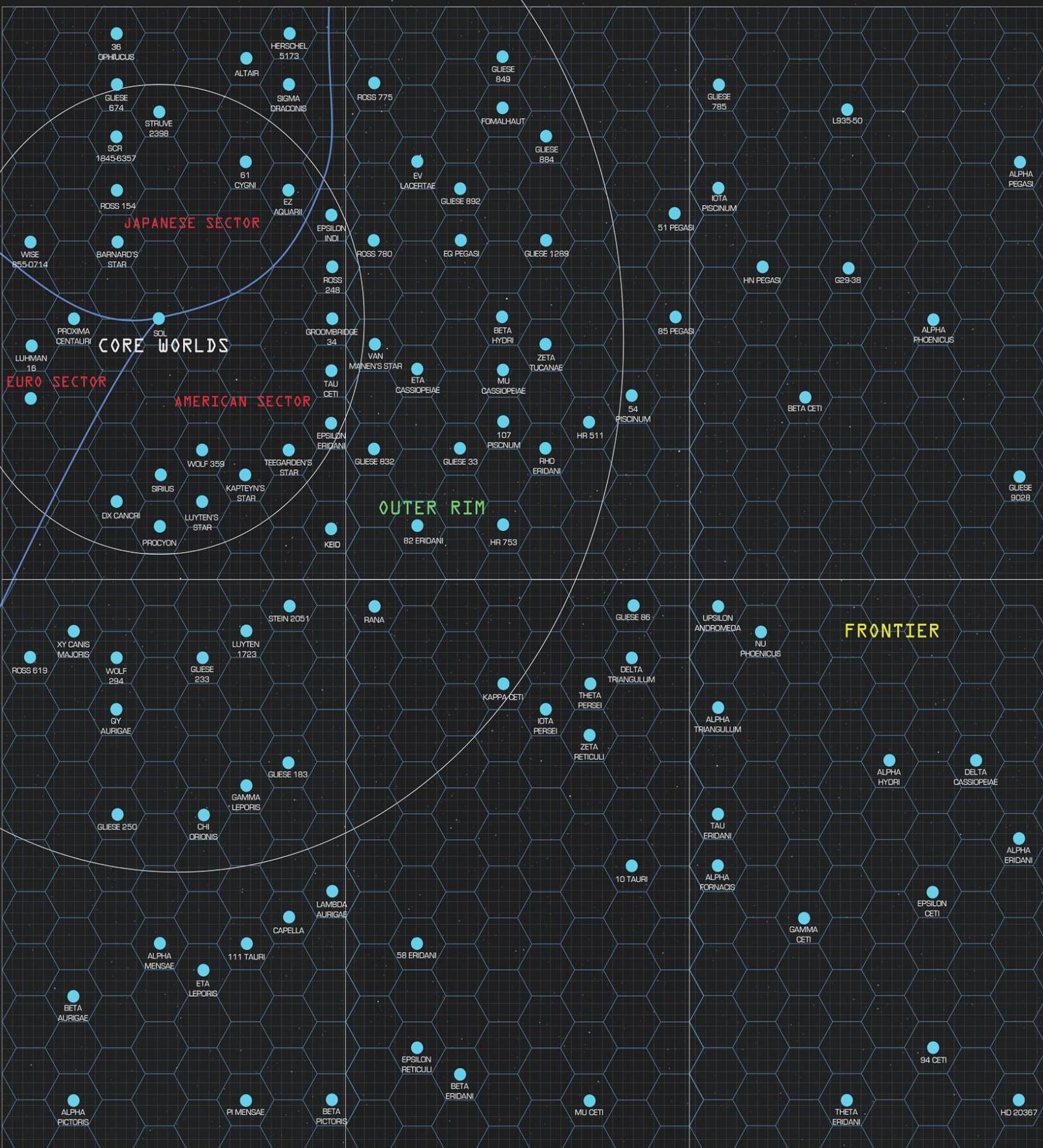
HOSTILE UNIVERSE (AMERICAN SECTOR)

NEAR EARTH ZONE

FOMALHAUT SETTLEMENT
ZONE

EXTRACTION ZONE

6



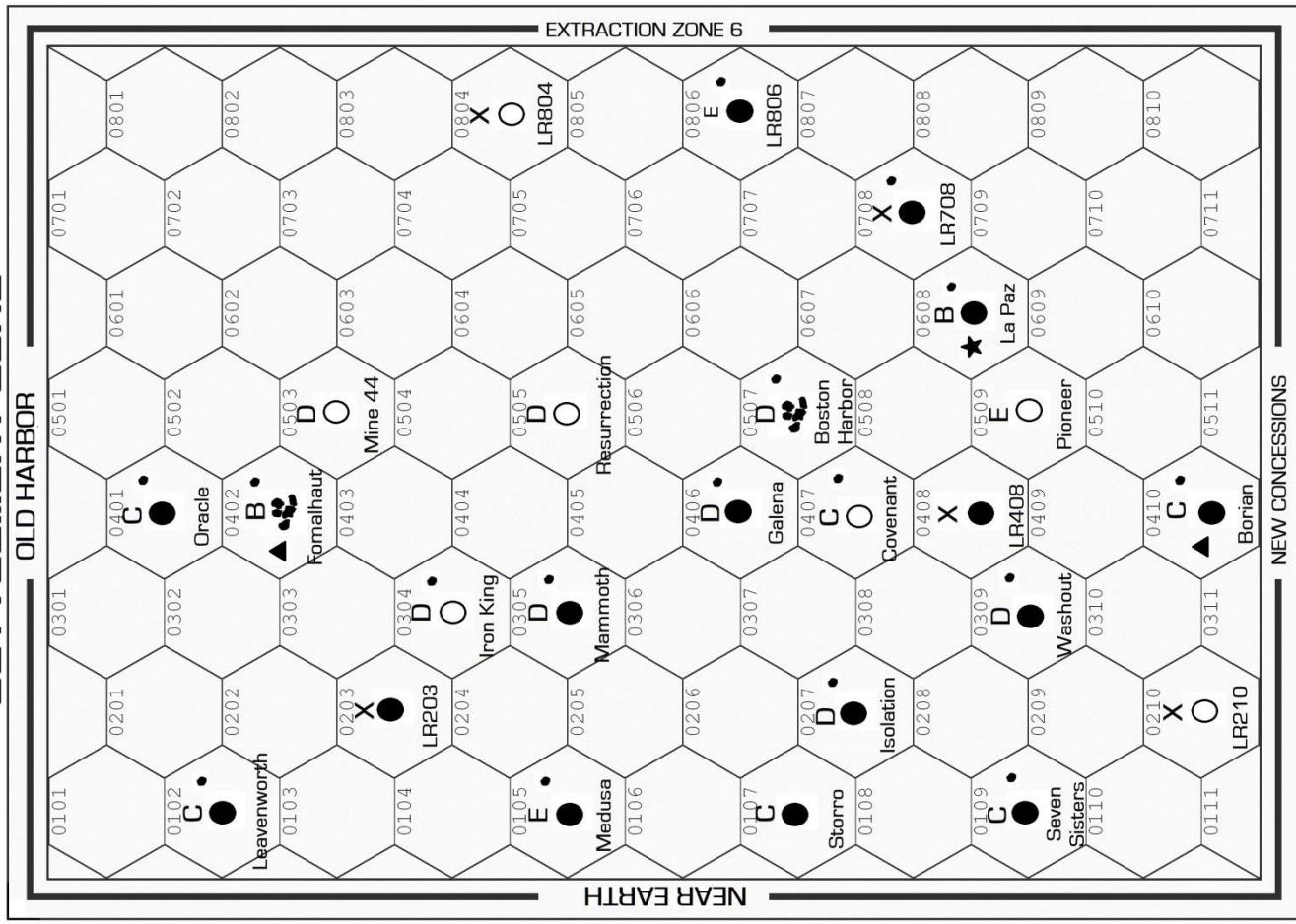
CAPELLA EXTRACTION
ZONE

NEW CONCESSIONS
ZONE

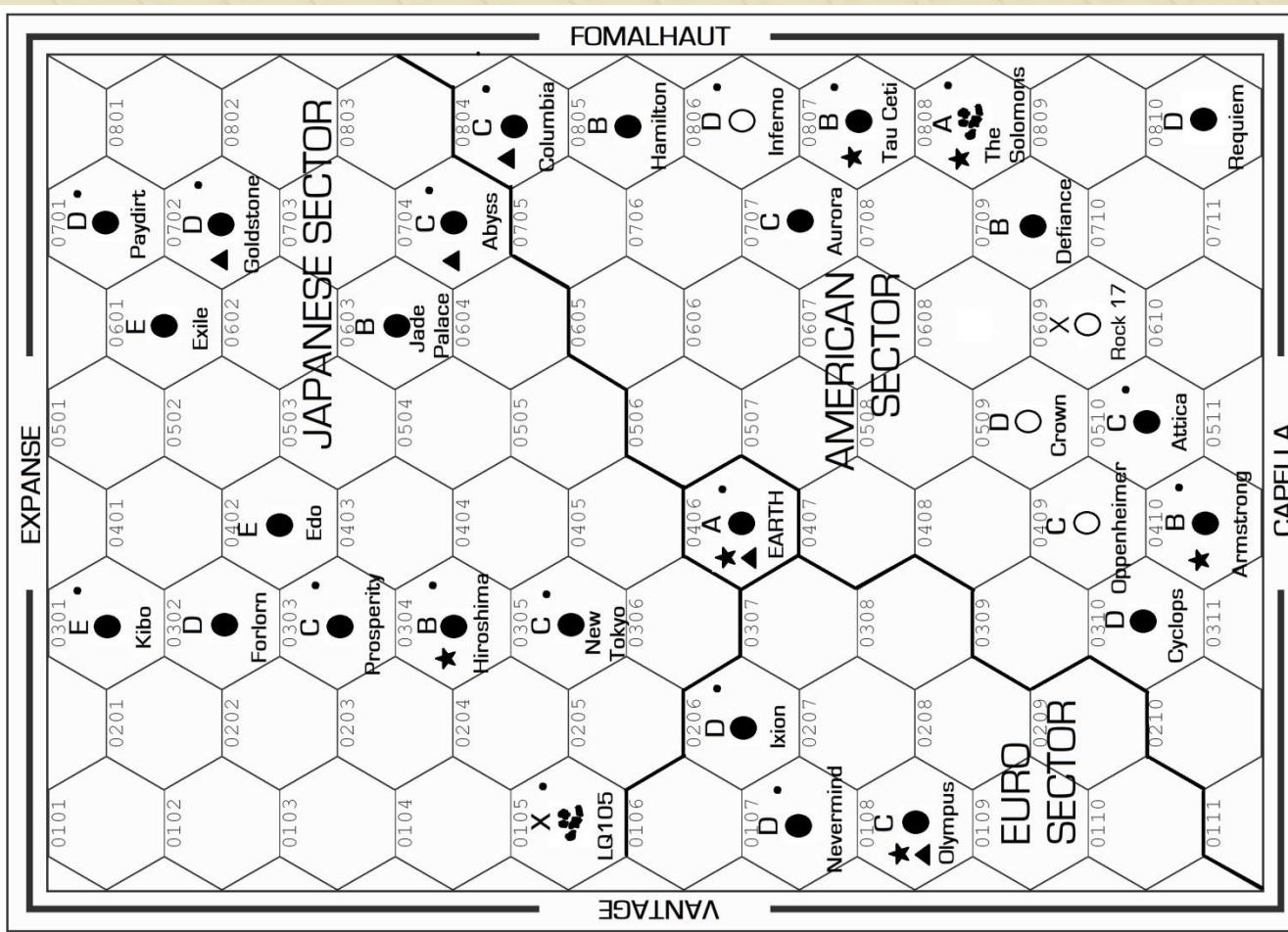
EXTRACTION ZONE
9

HOSTILE SOLO

HOSTILE: FOMALHAUT SETTLEMENT ZONE

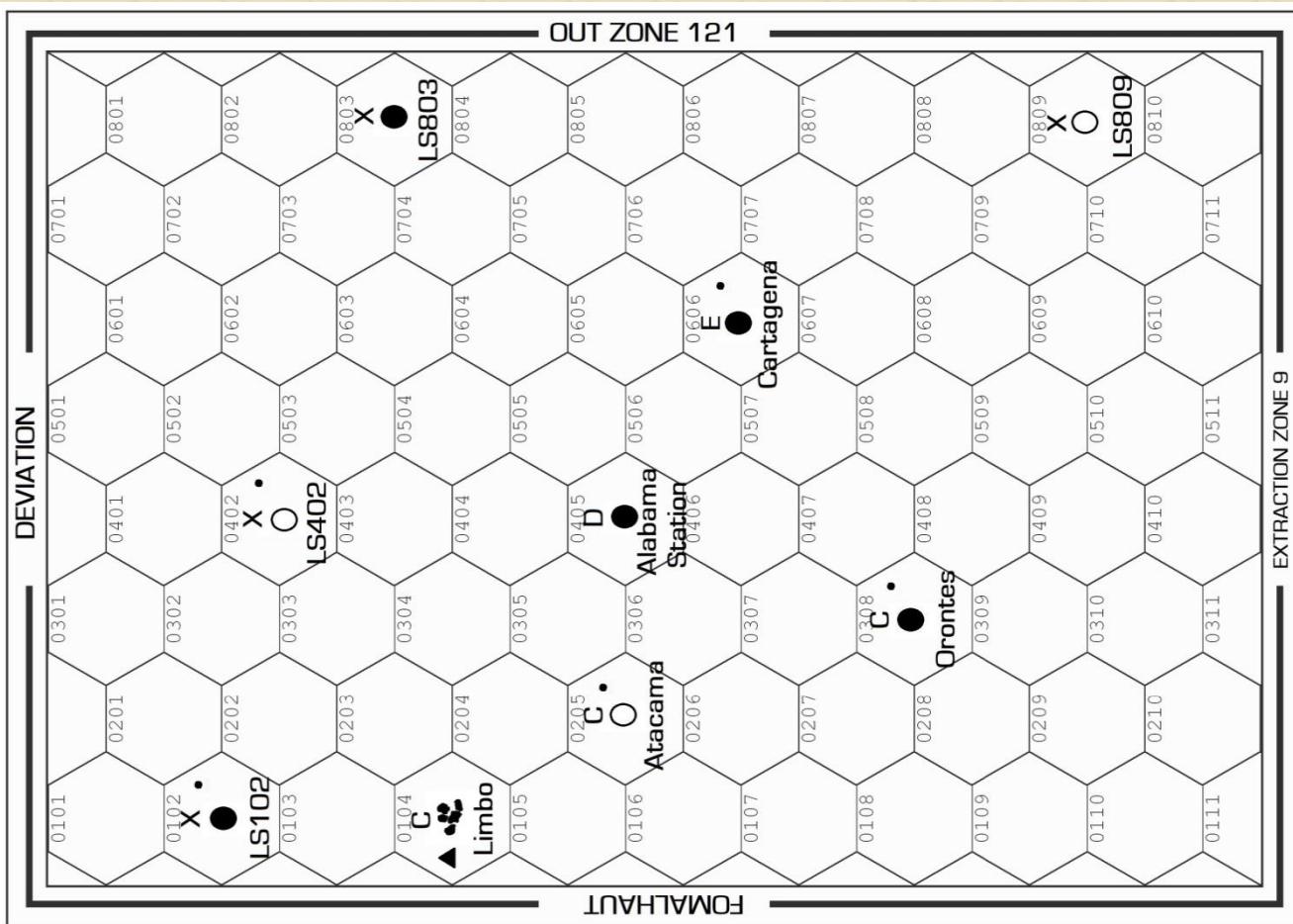


HOSTILE : NEAR EARTH ZONE

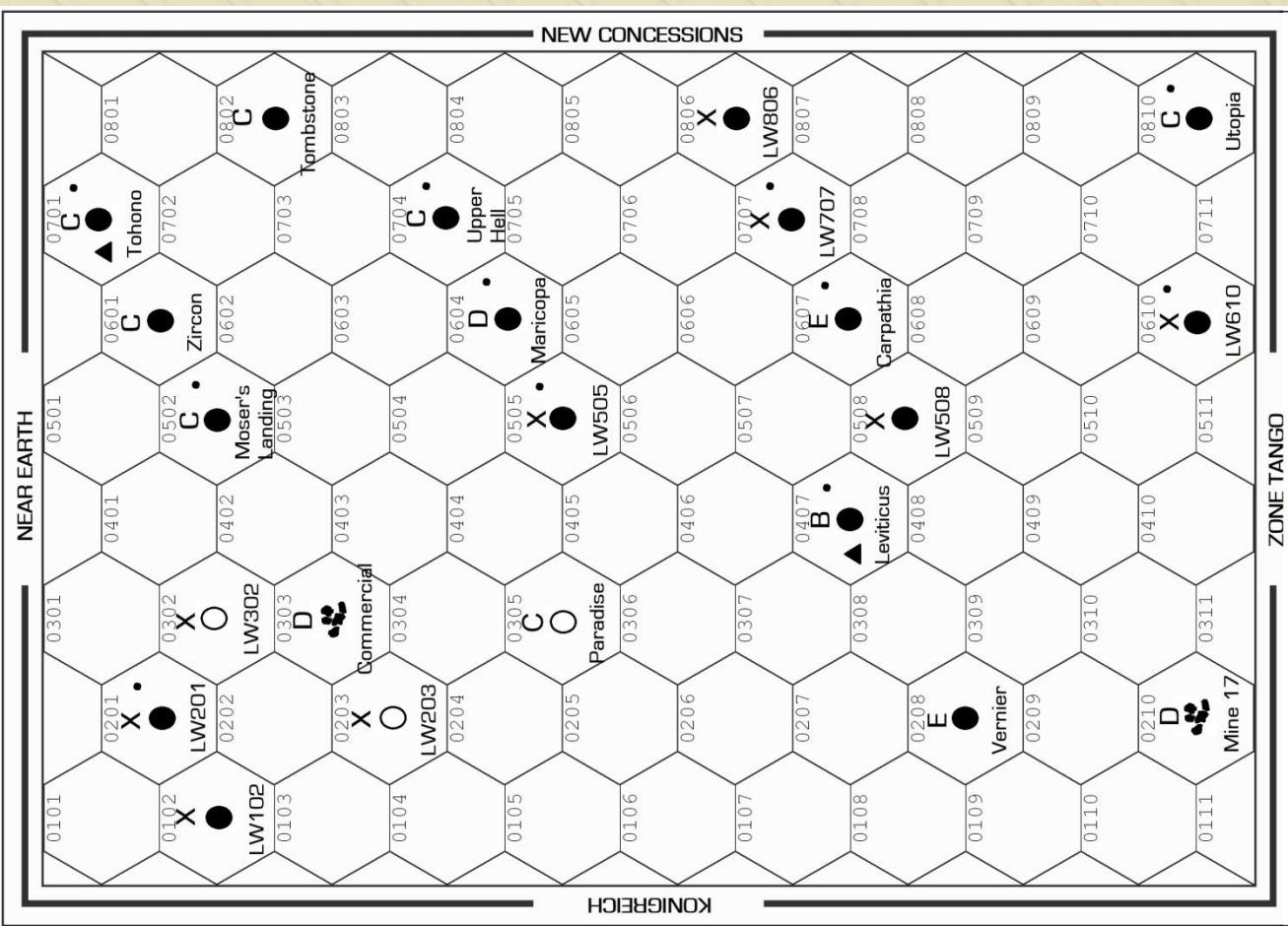


HOSTILE SOLO

HOSTILE: EXTRACTION ZONE 6

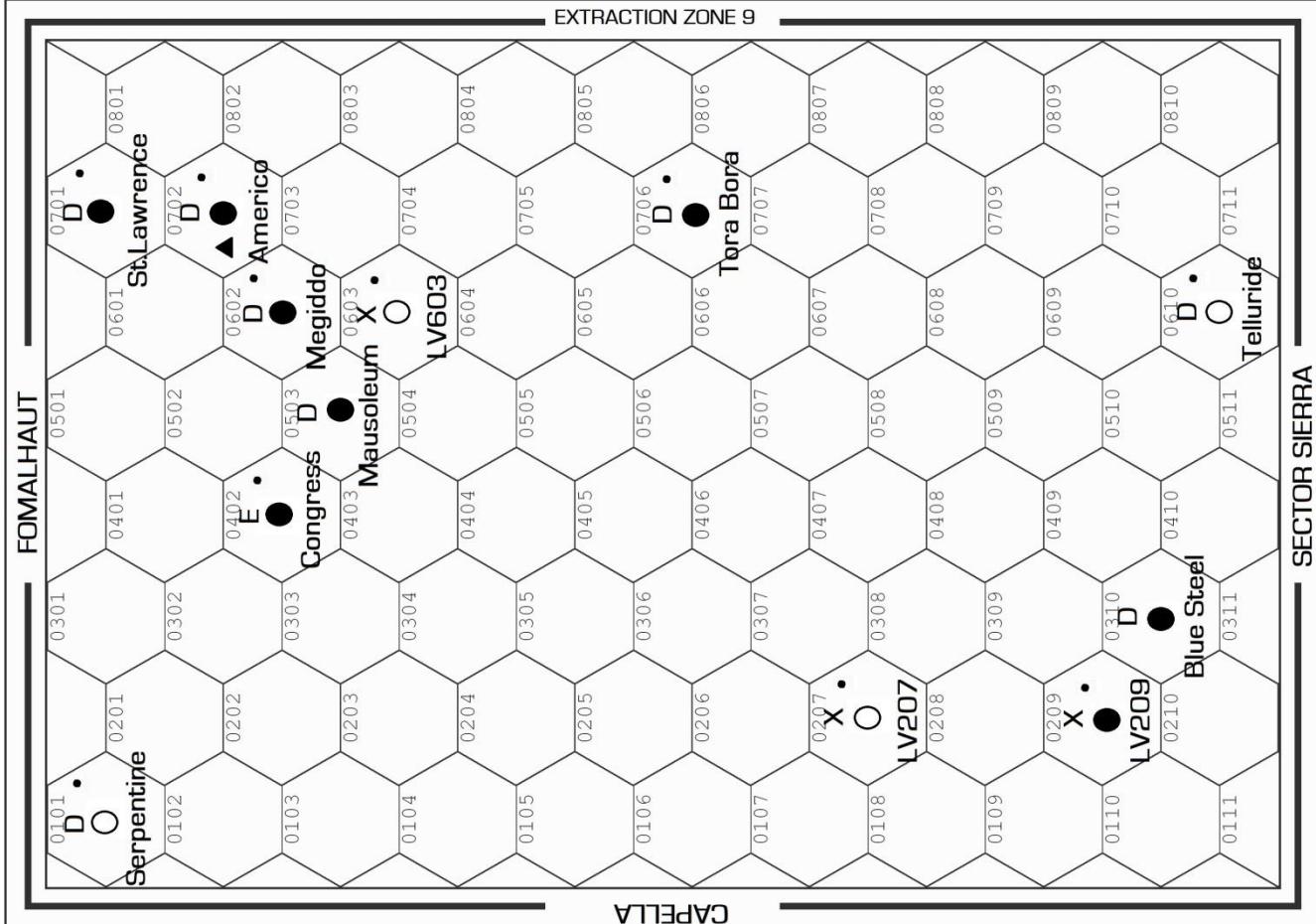
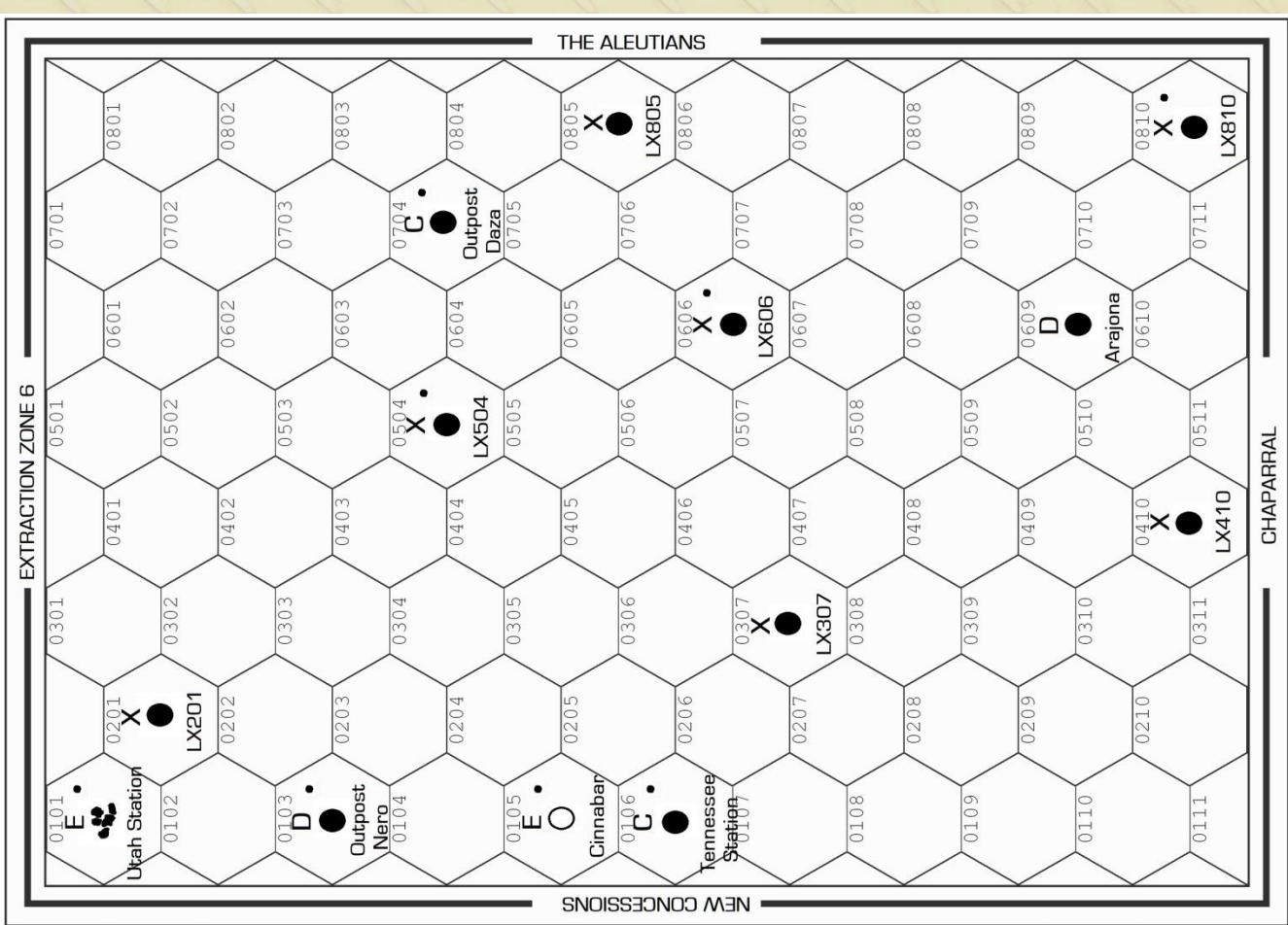


HOSTILE: CAPELLA EXTRACTION ZONE



HOSTILE SOLO

HOSTILE: NEW CONCESSIONS ZONE





SITUATION REPORT

WORLD IN CRISIS!

Welcome to the world of 2250. Ten billion people and their high technology lifestyles has had a great impact on planet Earth. Deserts have spread, rainforests have dwindled, sea-levels have risen and the oil crisis of 2200 has illustrated just how much we have taken from the Earth. Many of those billions live in mega-cities, vast conurbations that have swallowed dozens of older traditional urban centres. The need for resources is greater than ever.



Community of American States
Dominated by the USA and creating allies of nations in North and South America, and the UK.



Asia-Pacific Partnership
When China broke apart and kick started the First Recession, the dominant nation became Japan. It has created a powerful economic bloc in the region.



Western European Union
Germany dominates the high-tech nations of western Europe. A smaller version of the defunct Euro Union.

POWER BLOCS

With the collapse of the failed world government experiment during the First Recession, the most powerful nations began to build power blocs around themselves. In a world of dwindling resources and loss of power to the conglomerates, nations turned to the strongest amongst them.

United Corporate Combine

A council of arbitration between the world's largest conglomerates. It regulates trade, international standards and licences. Established by the conglomerates themselves.



Rise of the Corporation

The biggest entities are the vast conglomerates; each a related family of corporations. The big seven are:

- Leyland-Okuda
- Erebus
- Voroncovo
- Wu-Ketai
- Reiner-Gama
- Tharsis
- Matsuyama

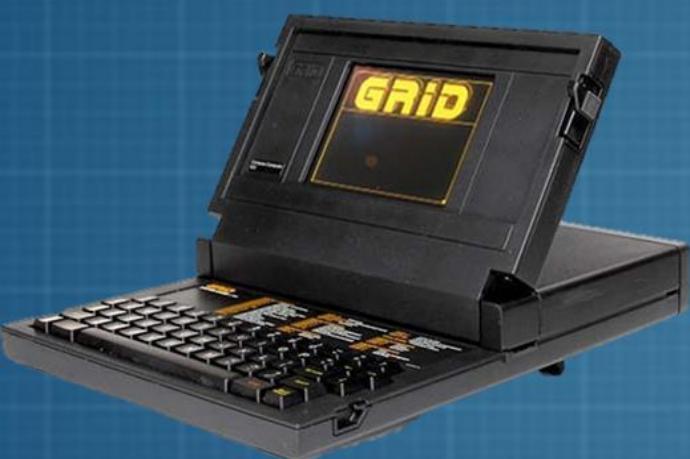




TODAY'S TECH

HEAVY ENGINEERING

Large fusion reactors power Earth's cities, as well as starships and colony outposts. But there is still a massive reliance on petroleum products, for plastics, industry and fuel. Unlimited deposits on the Off-World colonies have kept the oil industry alive.



SPACEFLIGHT

The heart of a starship is its fusion plant, integral to the function of the ship's powerful plasma reaction drive. To cross interstellar distances these vessels use hyperdrives - and crews must be put into hypersleep for the flight to avoid going insane.

In normal space the crews have the luxury of artificial gravity throughout the ship's decks. FTL communications are available, but the time-lag is significant (1 parsec per day).

DURABLE AND SAFE

They dreamt of a future with flat-screens, wireless connectivity, portable phones and touch-screens. Alas, repeated security breaches and the EMP strikes involving Flight 926 over Qatar and the East Asian Nuclear War of 2047 ended those flights of fancy. Today technology is tough, durable and safe. Wired networks prevail, data is stored on hard-drives or optical discs. Mechanical and hydraulic alternatives returned to replace electronic systems. Solid-state construction principles gave way to a combination of new bold electronics and mechanical engineering converting the once minute and fragile to sturdy and imposing devices.

SYNTHETICS

Androids - Expensive technical experts, androids can be found on the Outer Rim, and on Earth. They are calm and placid technical assistants.

Clones - Second class citizens, these vat-grown slaves are used to boost labour on some harsh Off-World colonies. Some clones, used for organ replacement have escaped and become psychopathic murderers.

Military Technology

Firearms still use brass cartridges, although modern armies are switching to caseless ammo. Smartguns and gauss rifles are used in support, as are new heavy plasma weapons. Troops are protected by rigid plate armour and ride into battle in APCs, jeeps, jump-jets or dropships.



Red Dragon

Taking you home ...





OFF WORLD

A NEW LIFE ...

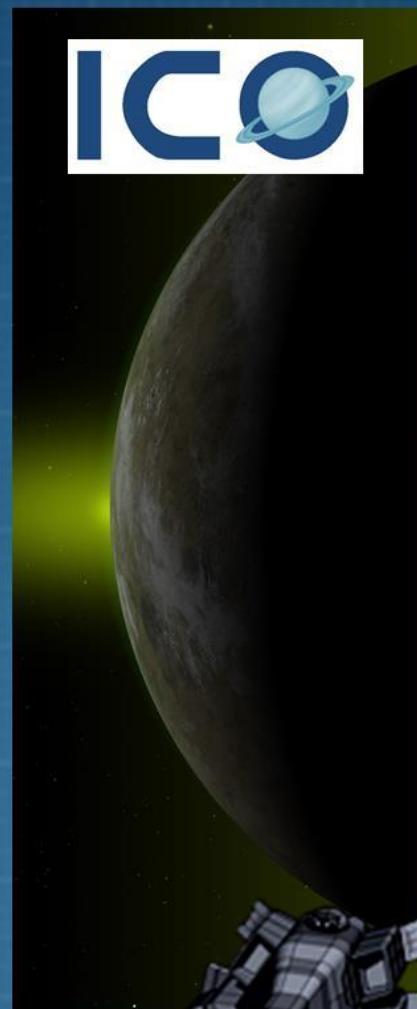
After the first hyperspace probe returned from Alpha Centauri in 2120, Mankind has explored and colonised nearby star systems. Today, in 2225, there are over 300 surveyed planets in the interstellar space surrounding Earth, the result of the scramble for the stars as mining, farming, logging and oil drilling companies desperately sought out resources that they could supply to Earth. The three sectors are the American, the European (or 'German') and the Japanese.

A HOSTILE UNIVERSE

Space is not a place for tourists or fortune-hunters; it is a hostile and brutal frontier, where men and women work hard, rely on nobody but themselves, risk death every day and face the Unknown. And out here the Unknown is real – it is horrific: there are rumors of the disturbing side-effects of hyperspace, of ancient horrors entombed on icy moons, and of monsters – killer alien organisms, perfectly evolved to survive the hostile wastes of space – at any cost.

The Off-World Colonies

Colonies in the Core, within 4 parsecs of Earth, are quite heavily settled; those further out have populations in the thousands or tens of thousands—each one working hard to send resources back to Earth. Corporate control and domination is widespread. Expect a single 'mainworld' to be the only inhabited world in a star system. Many systems also contain gas giants which are crucial for refuelling freighters and bulk carriers.





EMPLOYMENT

- CAREERS -

- ◆ *ANDROID*
- ◆ *CORPORATE AGENT*
- ◆ *CORPORATE EXECUTIVE*
- ◆ *COLONIST*
- ◆ *COMMERCIAL SPACER*
- ◆ *US MARINE*
- ◆ *FEDERAL MARSHAL*
- ◆ *PHYSICIAN*
- ◆ *OUTBACK RANGER*
- ◆ *ROGUE*
- ◆ *ROUGHNECK MINER*
- ◆ *SCIENTIST*
- ◆ *SURVEY SCOUT*
- ◆ *TECHNICIAN*



METRICS

Your six primary characteristics will be assessed (each between 2-12, with 7 being the average):

- STRENGTH*
- DEXTERITY*
- ENDURANCE*
- INTELLIGENCE*
- EDUCATION*
- SOCIAL STANDING*

MEET YOUR CREW!

Employees make up a work crew that has a purpose, an employer and a mission. There are various types of crew to choose from on the Outer Rim, and your choice will determine the entire tone and content of the situations you will find yourself in. Common work crews are:

- ◆ Colony Work Crew
- ◆ Roughneck Crew
- ◆ Starship Crew
- ◆ Resource Exploration Crew
- ◆ Marine Corps Squad

Your Career Path

The American Sector is a land of opportunity and adventure among the stars. The colonies require honest, hardworking people, and the rewards are great. Employment opportunities exist at all levels, from unskilled labour to engineers, scientists and corporate managers.

The conglomerates need men and women like you to keep Earth supplied with raw materials—and the Off World colonies provide you with space, freedom, bonus payments and a home. Sign up with a corporate recruiter near you.

Skills

Employees often leave their careers with several valuable skills. These are quantified by their skill level, beginning at level-1 but going as high as 4 or 5. Level 1 is working skill. Level 2 indicates experience and training. Level 3 is a real master at the skill, a chief engineer or doctor, for example. Depending on your age, you can expect to have three to six skills.



HOW TO SOLO

Solo play is a rewarding way of roleplaying alone and its rewards can, in many ways, make up for the lack of social interaction that traditional table-top gaming brings. In **Hostile Solo**, you as the player also serve as the referee, but you do not swap back-and-forth like you would if you were playing a game of chess against yourself. Instead, you act as player, but in a more creative and dynamic way, using the rules here to develop situations, create characters and invent organisations, plots and worlds. From the start, be aware that creation is integral to solo play. Random tables can only go so far to come up with new encounters and challenges – you flesh them out, perhaps add meaning and possibly even tie them into an over-arching plot, if it suits the situation. These tables assist you in creating memorable or meaningful situations that you may have struggled to create independently.

The aim is not realism or adherence to plot – it is enjoyment. You are going to put your characters into jeopardy then see them struggle with randomly created challenges and problems, you will invent new problems for them, create dramatic storylines and decide their fate. The game's enjoyment comes from three key elements: dice, drama and decision-making. Without any one of those three key elements, the game would become flat and two dimensional.

So, don't think of yourself as a roleplayer trying to get by without a referee, think of yourself as both the director and lead actor in a gritty sci-fi movie, helping to create intense and dramatic moments out of the script ('the random dice rolls'). In one breath setting the scene, preparing the bad guys or set, and in the next jumping back to the lead actor to act (roleplay) through that scene. And the scene is improvised, without any type of script! Honestly, the randomized events and the decisions that they initiate will surprise and entertain you. This chapter will go over the fundamentals of the way in which **Hostile Solo** works, providing a broad overview of the game.

THE CREW

Most meta-game solo engines keep a very tight focus on the character's actions and try to replicate the types of actions and activities that any table-top group would get up to. Often a system of interrogative questions is used by the player and resolved with dice or cards. Questions like "Do I have a torch?", "Do the guards spot me?" "Is the door locked?" imply that a complete situation has already been set up, with many, many, many rolls to get to that point. Too many rolls! Rolling dice in this way doesn't matter so much when you are playing **Hostile Solo**. What matters are the decisions, or the options available, rather than individual dice rolls. You, as the player, provide outcomes (i.e. interesting situations or consequences) once the dice have been rolled.

To do this **Hostile Solo** pulls back a little from the individual player character and instead focusses on the group. Although the game can be used to run a campaign with a single **Hostile** player character, the emphasis is on a group of player-characters, a traditional **Hostile** ‘crew’. They may be members of a cargo starship crew, a band of interstellar troubleshooters or miners, or the crew of an exploration vessel. By determining what the goals of the crew are, how it achieves them and what are the consequences of those actions, we skip the details that often slow typical solo play down. The characters’ secrets and motivations will actually be revealed during play, surprising the player just as it would a movie-goer, and character relationships will form and change, often causing an impact on the storyline and its outcome.



RESOLUTION

There is a set procedure to follow for interstellar travel, as well as travel across planets, and for each of the six campaign types. Dice are rolled for events, problems and challenges, whether mining an asteroid, shipping a cargo, exploring a moon, running a colony operation or hunting alien exomorphs. Individual random events and random encounters may require the crew to solve a problem, make a decision or deal with an unexpected revelation. There are several ways that a problem can be solved:

- ***Task Resolution***

A character makes a skill or characteristic roll to resolve a specific task.

- ***Scene Resolution***

All, or just several, characters work as a team to solve a broader more complex problem. It encompasses several tasks and several minutes, or sometimes hours, of game time.

- ***Yes/No Questions***

Dice are rolled and a yes/no decision is made. This type of roll has many uses, and the player can use it whenever appropriate, not just when there is a task or problem to resolve.

- ***Hazards***

How do hostile environments affect the characters? Can they survive?

- ***Combat***

Fighting and-to-hand or with firearms. Fight against alien wildlife, hostile predators or other humans.

- ***Just Decide***

Sometimes it seems silly to roll dice, especially if there is no obvious alternate outcome. Just decide.

CAMPAIGNS

There are six campaign types, one for each type of character crew. Each campaign has its own style of Initial Mission, as well as its own set of rules and event tables. You'll play the campaign type suited to your crew.

Shipping – This campaign involves frequent interstellar travel out to distant Off-World colonies, for transport and salvage.

Exploring – This campaign involves travelling out into the American Sector of space to explore remote moons, planets and asteroids for raw materials and scientific data.

Colony Survival – This campaign involves running a small colony, averting disaster, rescuing victims of catastrophe and exploring the world upon which it sits. Planetary surface travel will be common.

Marine Missions – This campaign involves travelling out to some Off-World colony to fight guerrillas, terrorists or local exomorph alien predators.

Asteroid Mining – This campaign involves prospecting asteroids and carrying out varied types of missions within an asteroid belt.

Troubleshooting – This campaign involves travelling out to a colony to sort out some problem the colonists are having, or to make the colony profitable for the company. An alternate campaign involves fighting a covert corporate war in the streets of Earth's megacities.

INITIAL MISSION

A crew requires employment and so the player can dive straight in with a mission assignment. This gets the game rolling, provides an excuse for events and encounters and allows the player to make decisions and plan for solutions. How will the crew solve this problem? Which character will undertake which specific task? Will they be successful? Will there be any arguments or personal problems that might interfere with the mission? Are there any revelations that create entirely new and unpredictable situations?

You attempt to resolve this mission by making a series of random dice rolls, meeting Non-Player Characters and experiencing random events, and putting them into context, connecting the dots and creating a larger scenario based on them. This scenario will be created by you during play and it will slowly build to reveal one or more Storylines (see pg 75).

We call this the *initial* mission because it's designed to get characters into the action, but it can easily be followed up by another official mission, or develop naturally into a secondary ('unofficial') mission, it all depends what events and encounters are rolled and what situations develop from those random rolls. For example: The crew's mission is to ship a generator out to a powerplant being built on a colony world. There are technical problems on the trip and an incident with a US Space Command patrol ship, but the mission is achieved once they off-load the generator. But once there, the colonists ask for help: they have lost contact with an outpost close to the north pole, could they check on the scientists there? These 'patron' missions are more informal,

and often occur during the crew's downtime between missions, although they may also occur right in the middle of a mission, perhaps even diverting them away from their primary goal entirely. These Patrons appear on some of the game's encounter tables.

RANDOM ENCOUNTERS

During the progress of the mission, random encounter tables are checked regularly to bring NPCs, challenges, encounters or disasters into play. Not every encounter is dangerous. These encounters provide problems to solve, friends or enemies, or points of interest. As encounters occur, they may form a pattern that suggests a storyline, or might connect with a character backstory or spotlight. The player should always be looking for meaning and motive when rolling for random encounters, and, should they suggest themselves, tie them into the story. Many encounters, however, will still be discrete challenges with no overarching meaning.

BUILDING PLOT

STORYLINES

As explained, random encounters and events are the building blocks of Storylines – connections between events and encounters that might have some extra meaning. As the player you are looking to create one or two Storylines to give meaning and drama to your game. You might be able to create a Storyline quickly or it might take much longer, depending on the random results that are rolled. A Storyline is the meat of any **Hostile Solo** game and new encounters or revelations can continue be tied into it, as long as that random roll seems to fit, expanding the story and maybe taking events, and the game, in a new direction.

CHARACTER REACTIONS

The members of your crew can also throw up some surprising situations of their own. You might reveal part of their backstory which seems to connect with a recent event, plugging them into the Storyline, or they might react in an unpredictable or frustrating way to a situation, causing new and unpredictable problems for the crew to deal with. How the crew react, what they do, and what secrets they have in their pasts, are powerful forces that can drive along new Storylines.

SPOTLIGHTS

Sometimes nothing is happening, the crew is mining an asteroid without incident for example, or some crew members are not getting any 'screen time' at all. The 'spotlight' involves randomly rolling two words and combining them to create a 'spotlight' on one character. It might be something he or she is doing, or thinking, it might reveal something about their past, or something they are going to do, or are planning to do.



THE LOOMING CRISIS

At its heart, **Hostile Solo** is a science fiction horror game. Plots may develop and stories are created involving the characters and NPCs. That can be enough to recreate the feel of a sci-fi TV show, with its interesting overlapping story arcs. As an *option*, we introduce the concept of the 'Looming Crisis' that unexpected and threatening horror that *will* arrive.

Think of each game as an SF horror movie like *The Sphere* (1998), *Sunshine* (2007), *Event Horizon* (1997), *Alien* (1979), *The Last Days on Mars* (2013), *Life* (2017) or *The Thing* (1982). Something unexpected happens whilst the crew is exploring, investigating or carrying out their duties. This is the Looming Crisis and at a certain (and unknown) point, it happens in the game. Drama points track upwards as the characters work competently and succeed, just as in any piece of dramatic fiction, the crisis occurs when things seem to be going well. It will be random. It will surprise the player as much as the character. It forms a new Storyline, although many crises can be worked into a current plot to create some great 'retroactive foreshadowing'. If the characters brought a lone colonist on-board, for example, and later on The Looming Crisis indicated that a crazed psychopath terrorises the crew, the player can naturally identify that psychopath with the lone survivor. Often, linking the crisis to a past encounter or plot is not possible.

Should the player decide to use this Drama Point mechanic in one of his games, then the game (and the SF horror movie it represents) is over once the looming crisis has been dealt with.

YOUR CREW

To play, the player needs characters. It's always best to create a small group of player characters, even if you intend one of them to be the focus of the game (and of your interest). Having a group of characters means that the player has more options, more skills to utilise and the ability to split his efforts into teams that carry out separate tasks. From the perspective of **Hostile Solo**, it also means that we get added drama and more plot, simply from the social interactions between the characters. This in itself can drive the game along into new and unexpected directions. This may sound a little unexciting at first, but think how different *The Fellowship of the Ring* would have turned out if everyone had pulled together and done their duty; likewise with Ridley Scott's movie *Prometheus* and the J.J. Abram's movie, *Star Trek*. Arguments, rivalries, long-standing friendships and moments of personal crisis don't just make for added drama and tension, but can spin the narrative off into a completely different direction, even when there is no external threat.

SELECT A CREW

The characters together make up a work crew that has a purpose, an employer and a mission. There are six types of crew that you, as player, can choose from, and that choice will determine the entire tone and content of the campaign you play. Different types of **Hostile Solo** campaign require slightly different types of random table and some require new rules. To this end the game asks you to select one of six crews:

Marine Squad

Combat rebels, terror groups and exomorphs

Starship Crew

Salvage wrecks, ship dangerous cargoes, resupply remote outposts

Resource Exploration Crew

Explore new worlds, search for minerals and oil, study exotic phenomena

Colony Work Crew

Maintain the colony, avert disaster, lead rescue parties, stay in profit!

Corporate Investigation Crew

Protect your company's interstellar assets – by any means necessary

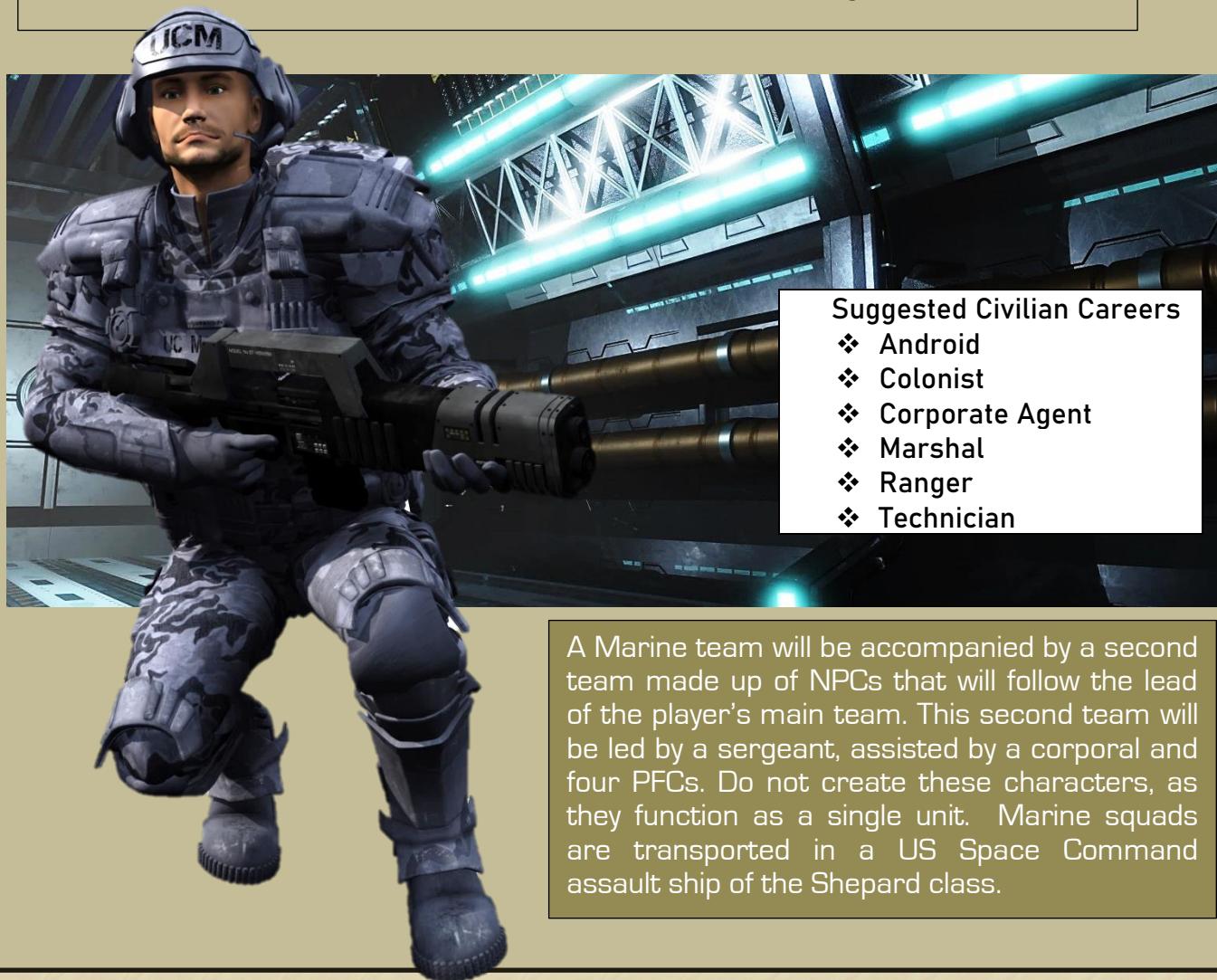
Roughneck Crew

Survey and mine billion-ton asteroids in the depths of space

MARINE SQUAD

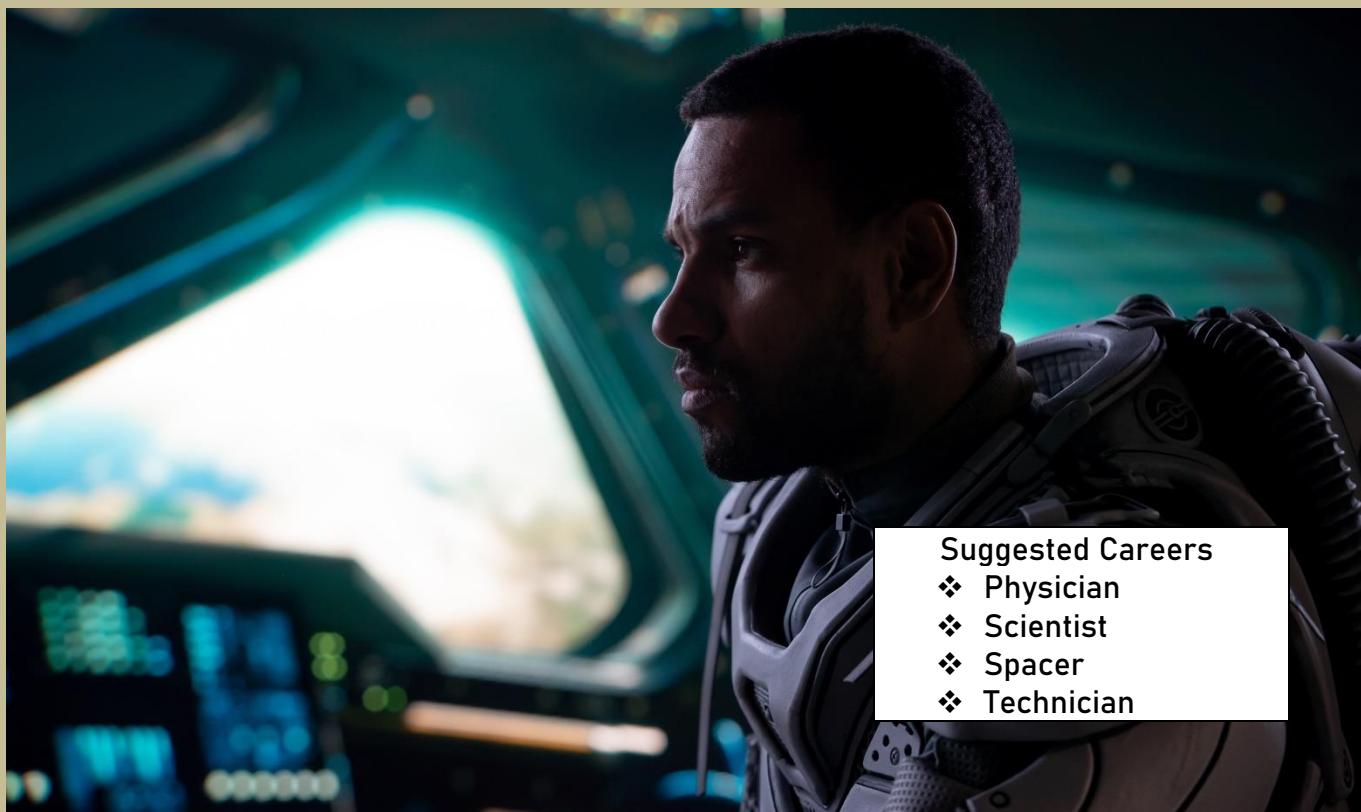
Hostile threats to colonists, corporations and commercial starships are often met with a military response. The US Marine Corps is equipped with state-of-the-art dropships, advanced combat rifles, missiles and scanners. Its 13-man squads have a track record of dealing with all manner of violent situations including interstellar hijackings, reconnaissance, sabotage, assaults, commando missions, terror situations, uprisings, colonial insurgencies and inter-colony strife. In addition there are the many hostile exomorph (alien) organisms that threaten the safety of colonists.

Design a six-man Marine team (half of the squad) for a special operations mission. The leader is a young officer (a lieutenant) with a sergeant as his assistant. There is also a corporal, and three privates first class (PFC). These six Marine PCs work closely with the second six-man team of NPCs. You can make the team up to eight by adding two civilian experts (perhaps a Ranger, Marshal, Technician, Android or Corporate Agent) who are there to carry out colonial intelligence, technical assistance and liaison duties. A civilian or two broadens the range of skills available.



STARSHIP CREW

Interstellar colonies are more like Alaska than Acapulco and, using this analogy, transport out to these hostile planets is achieved on-board industrial ships, slow cargo vessels and mobile mining rigs. A commercial starship crew runs a ship and are hired out (a 'wet' lease) to undertake charters, salvage operations and special one-of-a-kind missions. Sometimes it's just hauling cargo because the regular freighter is unserviceable. More often the cargo is hazardous, or has to go somewhere off the beaten track, or it is dangerous or illegal. The crew don't ask questions and their lives (and the missions themselves) are varied, interesting and not without danger.



Suggested Careers

- ❖ Physician
- ❖ Scientist
- ❖ Spacer
- ❖ Technician

Design a crew that includes the captain, pilot, navigator, sensor operator, engineer and ship's doctor (or scientist). A ship like the Argosy colonial freighter, recommended for this crew, also has an assistant engineer (or technician), making a crew of seven.

RESOURCE EXPLORATION CREW

Player characters form a team of resource scouts or roughneck prospectors, that search for viable resources. Corporations are always looking for the next big find of exploitable worlds and employ freelance exploration teams to survey and scout out new star systems as well as the hundreds of remote moons and planets in systems scattered throughout human-colonized space. They are on their own, however, and so explorers and roughnecks must be tough, resourceful and able to take care of themselves and thrive in a dangerous alien environment. They will encounter many hazards, some of which may be horrific in nature - the universe is full of nasty surprises...



The Castle Bravo class survey vessel is perfect for this type of campaign; it has the following crew of eight: captain, pilot, navigator, sensor operator, engineer, ship's doctor and two expedition members. Use any of the suggested careers listed on this page as long as you can fill those crew positions – a colonist or technician might serve as the engineer if they have the right skill, for example. The two expedition members can be scientists, survey scouts, technicians or roughnecks as desired. The captain might even be a corporate exec, who doubles up as the crew's business manager.

COLONY WORK CREW

The Off-World colonies are a hostile workplace. Each one tries to be self-sustaining, but it must always make a profit. For most, that means the extraction of ore, oil, crops, timber or seafood for shipment back to Earth. The players can take on the roles of the 'movers and shakers' within an off-world colony, they are responsible for solving issues and dealing with the inevitable crises that will occur. These key characters are not just those at the top of the hierarchy, they include lesser characters, too, that have talent and charisma and who get involved regularly with the events and emergencies.

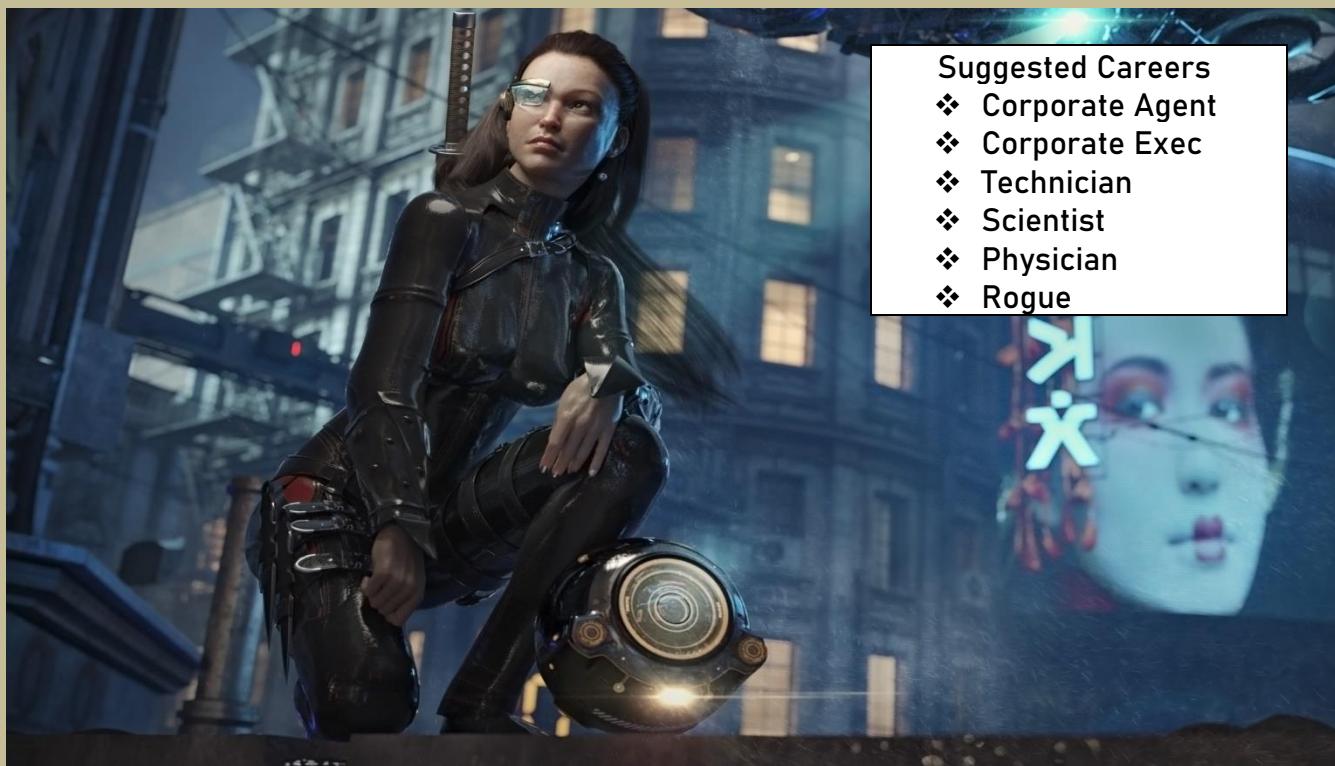
- Suggested Careers**
- ❖ Colonist
 - ❖ Corporate Agent
 - ❖ Corporate Exec.
 - ❖ Marshal
 - ❖ Physician
 - ❖ Ranger
 - ❖ Roughneck
 - ❖ Scientist
 - ❖ Technician



Choices for characters in this crew are quite broad. Perhaps include a corporate exec as the financial overseer, but also several colonists and a mix of other careers, influenced by the type of colony world the crew is based on. The crew is, by its nature, fairly static, although its members can move around the surface in jeeps, trucks, and all-terrain-vehicles (ATVs) during the course of a campaign. Advice on creating details of the colony world is provided on pg 114).

CORPORATE INVESTIGATION CREW

The characters are employees of one of the vast multinational conglomerates, recruited from the dark and murky underworld to carry out illegal terrorist activities on behalf of that employer. They have one foot in the stylish corporate-minded boardrooms of the company, and one foot in the filth and squalor of the criminal underworld. These secret agents are sent out to the corporation's colonial ventures to investigate and troubleshoot problems on corporate investments (such as factories, mines, colonies and power plants). Rumour has it that these agents also conduct sabotage on the colonial infrastructure of *rival* corporations. But that's just rumour, isn't it. Isn't it?!?



Suggested Careers

- ❖ Corporate Agent
- ❖ Corporate Exec
- ❖ Technician
- ❖ Scientist
- ❖ Physician
- ❖ Rogue

These guys travel incognito when committing acts of sabotage, assassination, kidnapping, extortion or deception. They typically pose as colonial workers arriving on a colonial freighter: typically roughnecks, colonists, technicians or administrators. When conducting investigations at corporate-owned sites, they arrive 'above-board' on an executive transport, and use their status to look through computer files, interview personnel and investigate any anomaly. You send these guys out when you think your colony manager is stealing funds, when you suspect the colony has been infiltrated by a rival, when it goes cold and dark, or when its miners dig up something 'unusual'...

ROUGHNECK CREW

The mining of small moons and asteroids is often carried out by big business, by giants like Erebus Petrochem, Leyland Energy or Tharsis Mining. But the little guys can get involved too, some are freelancers, hardy independents trying to scout out a mother lode in order to sell the samples and co-ordinates to a big corporation for professional assaying. Of course these big business interests also have their own resource scouts in the Outer Rim and the frontier, but they can't be everywhere at once. Independent teams trying to pay off a mining rig, need to be resourceful, courageous, tough and brazen. Prospecting for that money-making asteroid is a cut-throat scene. How cut-throat is your crew?

Suggested Careers

- ❖ Corporate Exec
- ❖ Roughneck
- ❖ Scientist
- ❖ Survey Scout
- ❖ Technician



Choices for characters in this crew are fairly limited. You can include a corporate exec as the financial overseer of an independent crew, but you need roughnecks, miners, skilled in their trade. That said, a scientist will be handy for geological surveys and assaying the finds, and perhaps a technician who devotes his time to maintaining and modifying the mining equipment the crew use. The Leopold mining rig is perfect for a small crew of independents and requires a number of survey scouts for its operation.

CREATING CHARACTERS

Create a crew of characters. How many characters you want to manage is up to you, but a game is best served with a crew of between 4 and 8. Select each character's career from the list provided within the relevant crew description (prior pages).

CHARACTER CREATION CHECKLIST

- 1** **Select Career.** Note its 'required characteristic'.
- 2** **Skills.** Divide up 7 skill levels between the career skills. No skill level may start at more than 3. One of your choices *must be* the Auto Skill.
- 3** **Select Bonus Skill.** Select a table and roll 1D6 for a bonus skill at level 1.
- 4** **Characteristics.** Roll 2D6 seven times, discard the lowest score and allocate the remainder to the six characteristics as desired: Strength, Dexterity, Endurance, Intelligence, Education and Social Standing. The career's 'required characteristic' must be at 7 or more. If there is no score high enough, use the highest and increase it to 7.
- 5** **Name.** Create a name for the character.
- 6** **Age.** Decide on an age.
- 7** **Position.** Decide the character's rank in his chosen career.
- 8** **Appearance.** Decide on the character's appearance.
- 9** **Psych Evaluation.** Select, or roll randomly for, a Psych Evaluation.

1 – SELECT CAREER

The character is part of a crew, but he has had training and experience in his field of expertise. What role will he play in the crew's mission? If the crew mines asteroids, you'll need several roughnecks. The characteristic in parentheses is the career's 'required characteristic'.

Android: Bio-mechanical synthetic human (Str).

Corporate Agent: Corporate 'fixer', a spy, a diplomat and deal-maker (Int).

Corporate Executive: Powerful and wealthy senior officer of a corporation (Soc).

Colonist: Person relocated to a new world or settler on a new planetary colony (End).

Marine: Member of the United States Marine Corps (Str).

Marshal: US Federal Colonial Marshal or Deputy keeping peace on a colony (Soc).

Physician: Doctor, med-tech, nurse or paramedic (Edu).

Ranger: Civilian guide and survival expert on a habitable world (End).

Rogue: Criminal, making money from extortion, theft, assassination, burglary (Dex).

Roughneck: Miner or oil driller, working on the hazardous frontier (Str).

Scientist: Expert in science, especially a biological or physical science (Edu).

Spacer: Crewman or officer aboard a starship (Int).

Survey Scout: Planetary explorer, surveying unfamiliar territory in space (Int).

Technician: Skilled mechanic, electrician, computer expert or engineer (Edu).

2 – SKILLS

Divide up 7 skill levels between the skills offered by your character's career. No skill level may start at more than 3. You *must* select the Auto Skill as one of your skill level choices. Other skills are chosen at your discretion. If Vehicle is a skill within the character's career, you must decide which type of vehicle you will choose: Ground Vehicle, Watercraft or Aircraft.

- Administration:** Dealing with rules, regulations and officials.
- Agriculture:** Growing and harvesting crops and raising animals.
- Aircraft:** Operation and control of aircraft, tilt-rotors, jump-jets and helicopters.
- Brawling:** Fighting hand-to hand with fists, knives, blunt objects, etc.
- Bribery:** Offering bribes to circumvent local law, or to influence someone's decision.
- Broker:** Locating suppliers and buyers, haggling, bartering and so forth.
- Carousing:** Picking up gossip, making friends and reading people's body language.
- Comms:** Operating drones, sensors and radio equipment.
- Computer:** Operation and programming of computers.
- Demolitions:** Defusing bombs and setting demolition charges.
- Electronics:** Operating and repairing complex electronic devices.
- Engineering:** Use and maintenance of powerplants, reactors and starship drives.
- Forgery:** Faking documents, currencies, and identification badges.
- Gambling:** Running games, winning games and making money!
- Ground Vehicle:** Operation and control of wheeled and tracked vehicles.
- Gun Combat:** Using and maintaining firearms.
- Heavy Weapons:** Using heavy military support weapons.
- Investigate:** Use of scientific kit to gather clues at a crime scene or scientific location.
- Leader:** Motivating others in times of crisis or stress.
- Liaison:** The art of negotiation and diplomacy.
- Loader:** Operation and control of cargo loading devices and construction equipment.
- Mechanical:** Operating and repairing mechanical devices.
- Medical:** Diagnosis of illness, first aid and surgical procedures.
- Mining:** Prospecting, & mining, both on a world surface and in a zero-G environment.
- Navigation:** Plotting courses on planets, and in space to determine exact location.
- Pilot:** Operation and control of interplanetary and interstellar spacecraft.
- Recon:** Silent movement, hiding and scouting out dangers and spotting threats.
- Security:** Bypassing locks, surveillance cameras and various types of alarms.
- Streetwise:** Knowledge about criminal society, its rules, personalities and groups.
- Survival:** Staying alive in a harsh environment.
- Tactics:** Military decision making, and calling up of fire support.
- Vacc Suit:** Use of space suits, as well as operating in a zero-G environment.
- Vehicle (Cascade Skill):** Select one: Aircraft, Ground Vehicle or Watercraft.
- Watercraft:** Operation of ships, boats and submersibles.

CAREER SKILLS

Career	Auto Skill	Other Skills				
Android	Computer	Comms	Vehicle	Medical	Engineering	Electronics
Corp Agent	Gun Combat	Streetwise	Investigate	Vacc Suit	Security	Vehicle
Corp Exec	Broker	Admin	Bribery	Forgery	Computer	Liaison
Colonist	Vehicle	Survival	Agriculture	Mechanical	Engineering	Comms
Marine	Gun Combat	Brawling	Heavy Wpns	Recon	Tactics	Demolitions
Marshal	Investigate	Brawling	Security	Gun Combat	Recon	Tactics
Physician	Medical	Computer	Admin	Investigate	Liaison	Electronics
Ranger	Survival	Recon	Gun Combat	Comms	Medical	Leader
Rogue	Streetwise	Brawling	Gun Combat	Forgery	Bribery	Security
Roughneck	Vacc Suit	Mining	Mechanical	Ground V.	Brawling	Demolitions
Scientist	Computer	Investigation	Survival	Vehicle	Comms	Navigation
Spacer	Vacc Suit	Engineering	Pilot	Navigation	Loader	Computer
Survey Scout	Survival	Pilot	Vacc Suit	Comms	Investigate	Vehicle
Technician	Electronics	Mechanical	Computer	Comms	Security	Engineering

3 – SELECT BONUS SKILL

Your character gains a bonus level 1 skill. Select a skill from Table A or Table B, or roll a 1D6 on the table of your choice. If the character already has that skill, increase its skill level by +1.

BONUS SKILL

1D6	TABLE A	1D6	TABLE B
1	Carousing	1	Medical
2	Leader	2	Electronics
3	Brawling	3	Comms
4	Gun Combat	4	Vacc Suit
5	Vehicle	5	Mechanical
6	Gambling	6	Computer

4 – CHARACTERISTICS

Characteristics measure a character's most basic abilities: how strong, dexterous, educated or intelligent they are. These characteristics are used for tasks that do not have a skill associated with them, such as remembering a fact, balancing on a gantry, or persuading someone.

Strength (Str): Physical strength, fitness and forcefulness.

Dexterity (Dex): Physical co-ordination and agility, reflexes.

Endurance (End): Determination and stamina.

Intelligence (Int): Awareness and problem solving.

Education (Edu): Learning and general knowledge.

Social Standing (Soc): A character's status in society and ability to influence others.

To create a value for these characteristics, roll 2D6 seven times. Discard the lowest score, then allocate the remaining six scores to the characteristics as desired.

5 – NAME

Pick a suitable name.

6 – AGE

Decide how old your characters are, or roll on the table. Most characters will be experienced workers, anywhere from 26-46; this has no real game effect.

1D6	Age	Marine Rank
1	Early Twenties	Junior Enlisted or Lieutenant
2,3	Late Twenties-Early Thirties	Junior Enlisted, Sergeant, Lieutenant or Captain
4,5	Late Thirties-Early Forties	Sergeant, Staff Sergeant, Captain or Major
6	Late Forties	Staff Sergeant Major or Colonel

A Marine character will be assigned an age based on his rank. Your squad of Marines will be made up of junior enlisted Marines (privates and corporals) with a sergeant or staff sergeant in charge of them, and commanded by a junior officer (a first or second lieutenant).

7 – POSITION

Decide what rank or position the character has in his chosen career. Some careers, like the Marine, Corporate Executive and Marshal have a strictly defined rank structure, but most civilian organizations vary widely. The following ranks can be used as a guideline. They have no-effect in the rules, but may impact the character's influence or standing within the crew. The Roughneck will use the title of 'miner', 'driller', or whatever best fits his profession. Resource Scouts and Spacers use the title of 'crewman' when applied to rank titles, or they simply state the character's role within the ship, such as 'navigator', 'pilot', 'ship's doctor', 'engineer', 'chief engineer', etc. Those two careers also have the fifth rank of captain.

Marine Ranks	Marshal Ranks	Corp Executive	Other Careers
Private First Class	Deputy	Manager	'Scientist'
Corporal	Senior Deputy	Senior Manager	Senior 'Scientist'
Sergeant	Asst Chief Deputy	Executive	Asst Chief 'Scientist'
Staff Sergeant	Chief Deputy	Senior Executive	Chief 'Scientist'
Lieutenant	Marshal	Chief Executive	
Captain			
Major			
Lt Colonel			
Colonel			

8 – APPEARANCE

Decide on your characters' appearance, including size, hair, eye colour, build and anything distinctive about them. Keep in mind that most characters will be wearing some sort of uniform, flight suit, work utilities and so-on, although many **Hostile** workers customise this with a single piece of colourful civilian attire (cowboy boots, a bright shirt, a custom belt, and so on, to individualise themselves whilst away from the corporate headquarters).

9 – PSYCH EVALUATION

The player is free to play each character however they wish. Optionally, choose a general psych evaluation file (a personality trait) from the Table A or Table B below that might fit the character, or roll 1D6 for a random determination. The evaluations do not need to be followed slavishly, they are intended to suggest possible character responses to certain situations.

PSYCH EVALUATION

1D6	TABLE A	1D6	TABLE B
1	Talks tough but is scared inside.	1	Rebellious in nature
2	Joker who does not take life seriously.	2	Easy going and always relaxed ... right?
3	Grim and quiet, actions speak for them.	3	Optimistic and determined.
4	Stubborn and strong-willed.	4	Selfish, always thinking about reward
5	Comically pessimistic and a paranoid.	5	Overconfident, a cover for fear of failure.
6	Sensible, doesn't take risks	6	Cynical, downbeat and despondent.

9 – CREATING A TEAM

When creating your crew, try to allocate skill levels so that each character brings something unique to the group. Have one character good at a certain skill, while others have it at lower levels, or not at all. Build the characters together in a complimentary fashion and understand they each will play their own part in the game.

If some skill is *definitely* needed by everyone in the crew, such as Vacc Suit on a vacuum world or Gun Combat in a Marine squad, then allow a character who doesn't have access to, or hasn't chosen, that skill, to take it at skill level-0. This is an untrained, but familiar, level not available in the character creation process, but useful to make sure characters can meaningfully participate in the game situation. Level-0 in a skill simply prevents the character who has it from suffering a penalty of -2 for lacking any formal training in that skill.



Example: *Let's create a group of characters that will form the basis of a colony work crew. We have an idea that the colony will be based on a hostile world with dense vegetation, an unbreathable atmosphere and lots of oil and gas reserves. We select the following six characters: three roughnecks, a scientist, a physician and the operations manager. They are the most experienced crew of a profitable automated outpost and work alongside a dozen lesser-skilled workers. These six will make all the important decisions and solve the outpost's problems.*

JOSIAH REYNOLDS

Career: Roughneck Position: Chief Driller Psych Evaluation: Overconfident
Str:9 Dex:7 End:7 Int:9 Edu:7 Soc:10 Age: 36
Skills: Vacc Suit-1, Mining-3, Mechanical-1, Brawling-2, Leader-1

ZEB FISHER

Career: Roughneck Position: Driller Psych Evaluation: Sensible
Str:8 Dex:8 End:4 Int:4 Edu:10 Soc:3 Age: 29
Skills: Vacc Suit-2, Mining-1, Mechanical-3, Demolitions-1, Ground Vehicle-1

DAVID NORDSTROM

Career: Roughneck Position: Floorhand Psych Evaluation: Optimistic
Str:6 Dex:9 End:9 Int:6 Edu:5 Soc:7 Age: 38
Skills: Vacc Suit-3, Mining-1, Demolitions-2, Ground Vehicle-2

DR ELLIE XI

Career: Doctor Position: - Psych Evaluation: Grim & Quiet
Str:3 Dex:3 End:9 Int:8 Edu:10 Soc:7 Age: 24
Skills: Medical-2, Computer-2, Admin-2, Electronics-1, Leader-1

LISA CABALLO

Career: Scientist Position: Geologist Psych Evaluation: Joker
Str:3 Dex:3 End:9 Int:8 Edu:10 Soc:7 Age: 36
Skills: Computer-1, Investigate-1, Ground Vehicle-1, Comms-2, Navigation-2, Carousing-1

RUBIN DANILOV

Career: Colonist Position: Manager Psych Evaluation: Determined
Str:7 Dex:11 End:5 Int:10 Edu:8 Soc:8 Age: 44
Skills: Ground Vehicle-1, Leader-1, Engineering-2, Comms-1, Agriculture-2, , Mechanical-1

HARDWARE

Weaponry, tools, equipment and vehicles all play a part in a game of **Hostile Solo**. Although the setting is 2225 AD, a great deal of the technological base is similar to modern day Earth. However, there are new technologies and new inventions that the characters can utilise. Technology in the setting is 'retro-tech', its computer equipment resembles the clunky equipment of the early 80s and late 70s. Data is stored on data cards or optical mini-discs, and there is no wi-fi or blue tooth and no such thing as a mobile hand-held phone. Rugged laptop terminals do exist, but require jacking directly into a wired network for connectivity. These limitations make life more difficult – and that just makes the challenges more formidable!

What do characters have access to? On board a starship or in a colony facility, there is a lot of equipment and plenty of tools around. Use your common sense. All kinds of tools and survival equipment will be found on a cargo ship, for example, but only the bare minimum of weapons (if any at all). Be realistic. Where the player has to carefully consider what is actually available, is when a Marine patrol or a colonial or exploration crew head-off alone. There are no prices, and no weights, but a measure of Item Size is included.

Zozer Games' publishes a free equipment book called *Hostile Toolkits*. Go and get it!

How Much Can I Carry?

As a rule of thumb assume that a character (whatever his Strength) can comfortably carry SIX items. An item is an object that can be held in one hand (like a pistol). Larger two-handed objects (e.g. rifle, bag) count as two items. Some items (data cards, etc.) are either too small, or counted as being worn. Being encumbered results in a -1 Die Modifier on all physical actions. Marines are trained to carry up to 10 items for long periods without suffering a penalty. Items in the lists include their Item Size if in any doubt. Anything of Size 3+ is not very portable.

GENERAL KIT

Kit	Cost (\$)	Size
First Aid Kit	50	1
Portable Computer Terminal	2,000	2
Binoculars	300	1
Digital Camera	500	1
Compass	20	-
Flashlight	120	-
Night-Vision Goggles	500	1
Inertial Navigation System	1,000	1
Harpoon Grapnel with Cable	400	1
Motion Tracker (in/outdoors 12/100m)	1,680	1

ARMOUR

Armour	Armour Value	Radiation Protection	Cost (\$)	Size
Ballistic Vest	5	-	450	-
Military Rigid Plated Armour	9	-	3250	-
Vacc Suit	4	3	9000	-
Military Armoured Vacc Suit	11	3	20,000	-
Hostile Environment Suit	8	6	18,000	-

EXPLORATION KIT

Kit	Cost (\$)	Size
Pressure Tent (2-Man)	2,000	6
Tent (2-Man)	200	2
Tarpaulin	10	1
Survival Mask (taint/thin atmo)	150	-
Ration Pack (1 Day)	30	1
Survival Kit	150	2
Axe	30	2
Climbing Kit	250	4
Survey Kit	1,000	3
Hand Radio (1-5 km)	250	1
Field Radio (10-40 km)	1,000	3
Cooking Kit	150	1
Cold Weather Clothing	200	-
Survival Suit (unpressurised)	500	-
Folding Spade	30	1
Capture-Net Gun	900	2
Lantern	30	1

SHIPBOARD KIT

Kit	Cost (\$)	Size
Radiation Detector	50	-
Motion Tracker (in/outdoors, 12/100m)	1,680	1
Zero-G Thruster Unit	2,000	3
Hand Welder	350	1
Engineer's Toolkit	1,000	4
Pocket Toolkit	200	1
Counter-Security Kit	1,000	1
Android	850,000	N/A
Repair Robot	80,000	N/A
Security Robot	90,000	N/A



VEHICLES

Vehicle	Cost (\$)	Speed(kph)	Crew/Pass	Notes
Tharsis Coyote Jeep	10,000	135	1/6	Off-road utility vehicle
QuadTrack Bike	4,000	68	1/1	Tracked quad bike
Armadillo ATV	50,000	90	1/8	Off-road, long-duration
ARCC-50 Military APC	100,000	90	1/13	Autocannon, twin lasers
Roadmaster Truck	12,000	135	1/2	Off-road, midsized, 6-wheel
CV-24 Tilt-Rotor	1,000,000	560	3/24	'Osprey' tilt-rotor plane
UD-5 Mustang Dropship	4,000,000	10,000	2/14	Autocannon, 2x rocket pods
Hermes 206 Hovercar	180,000	300	1/3	Small, flying car

Note: Speed is max Speed. Off-road is 2/3 of Max Speed. See pg 151.



WEAPONS

Weapon	Cost (\$)	Size	Damage	Shots	Range
Unarmed Combat	-	-	1D6	-	Close
Club	-	1	1D6+3	-	Close
Knife	60	1	2D6	-	Close
Axe	30	3	2D6+1	-	Close
Auto Pistol	175	1	2D6+1	16	Short
Assault Rifle	1,600	2	3D6	30	Medium
Hunting Rifle	1,000	2	3D6	25	Long
Submachinegun	1200	2	2D6+1	30	Medium
Pump-Action Shotgun	780	2	4D6 or 2D6	5	Medium
Light Machinegun	2,300	3	3D6	100	Long
Flame Unit *	500	2	2D6	6	Short
Combat Laser	3,500	2	4D6+2	10	Long
Grenade **	30	1	5D6	1	Short

* Each additional round, victim takes 2D6 damage, unless Dexterity roll is made to put fire out.

** Anyone within 6 metres takes 3D6 damage.

MONEY & WAGES

Not all careers are equal. Some are well paid, while most provide a decent wage. Rogues and colonists struggle with a fairly low income, whilst corporate execs enjoy all of the benefits of a high-end corporate income. Income is included here as a guide, since buying and selling and the cost of equipment, plays little part in the missions within this game.

Low Wage – Beyond food and rent, the character struggles to buy consumer goods or retain any savings.

Decent Wage – The character pays his rent and food bills and has enough disposable income to spend it on products or services without getting into debt. He will even have a few savings.

High Wage – The character has plenty of disposable income as well as savings. He can afford to send a lot of money home on Earth, or spend it on some expensive items or services each month.

Corporate Income – Money is no object to this character. He has abundant savings, whatever consumer goods he wants, and his pick of the best colonial accommodation. This only lasts if he continues to make bold and successful financial deals.

We can assume everyone gets paid, and that funds are put into their bank accounts on Earth (or whichever colony world they come from). When off-world, the corporate-championed American PASS Card (used as an ID card, driver registration, health card and debit card) can be used as a stored-currency card. The prices of most goods and services are roughly equivalent to those in 2019 America. This makes it easy to extrapolate the price of some item, if a price is required. You can assume that characters can always afford to buy what they need, within reason, based on their rank and status within their organisation. Prices are in dollars (\$) or in millions of dollars (\$M).



STANDARD CHARACTER SHEETS

PERSONNEL FORM		Mari Office / 65-D45-25	SKILLS	
Inventory	Employee Name:	Age:		
	Career:	Position:		
	Psych Evaluation:			
	Origins:			
	Appearance:			
	Professional Relationships			
Str Dex End Int Edu Soc				

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mari Office / 65-D45-25	SKILLS	
Inventory	Employee Name:	Age:		
	Career:	Position:		
	Psych Evaluation:			
	Origins:			
	Appearance:			
	Professional Relationships			
Str Dex End Int Edu Soc				

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mari Office / 65-D45-25	SKILLS	
Inventory	Employee Name:	Age:		
	Career:	Position:		
	Psych Evaluation:			
	Origins:			
	Appearance:			
	Professional Relationships			
Str Dex End Int Edu Soc				

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mami Office / 65-D45-25	SKILLS
	Employee Name:	Age:	
	Career:	Position:	
	Psych Evaluation:		
	Origins:		
	Appearance:		
	Professional Relationships		
Inventory	Str		
	Dex		
	End		
	Int		
	Edu		
	Soc		

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mami Office / 65-D45-25	SKILLS
	Employee Name:	Age:	
	Career:	Position:	
	Psych Evaluation:		
	Origins:		
	Appearance:		
	Professional Relationships		
Inventory	Str		
	Dex		
	End		
	Int		
	Edu		
	Soc		

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mami Office / 65-D45-25	SKILLS
	Employee Name:	Age:	
	Career:	Position:	
	Psych Evaluation:		
	Origins:		
	Appearance:		
	Professional Relationships		
Inventory	Str		
	Dex		
	End		
	Int		
	Edu		
	Soc		

- OFFICIAL REMARKS ON REVERSE -

MARINE CORPS CHARACTER SHEETS

USMC PERSONAL DATA SHEET		HQFM QUANTICO / VdFone 22-134-26												
Inventory	Marine Name:	Age:												
	Rank:	Current Role:												
	Psych Evaluation:													
	Origins:													
	Appearance:													
	Professional Relationships													
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	Rank:	Current Role:												
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Inventory	Marine Name:	Age:												
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USMC PERSONAL DATA SHEET		FROM QUANTICO / VdFone 22-134-26	
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	Rank:	Current Role:	
	Psych Evaluation:		
	Origins:		
	Appearance:		
	Professional Relationships		
Inventory			
- OFFICIAL REMARKS ON REVERSE -			

RESOLUTION

Individual random events and random encounters may require the crew to solve a problem, make a decision or deal with an unexpected revelation. There are several methods of resolution:

- ***Task Resolution***
- ***Scene Resolution***
- ***Yes/No Questions***
- ***Ask The D6***
- ***Just Decide***
- ***Hazards***
- ***Combat***

HOSTILE RULES

If you have Hostile Rules or Cepheus Engine, you can use the detailed mechanics in those books for skill and characteristic rolls. For Scene Resolution, Yes/No Questions and Just Decide , you will still need to refer to the relevant sections in this chapter.

TASK RESOLUTION

A character carries out a challenging task. Does it succeed or not? To find out roll 2D6 and add the character's skill level (if the character possess a relevant skill). If he is trying to perform first aid and has Medical-3, for example, add 3 to the roll. Any modifier added or subtracted from a dice roll is referred to in this book as a 'Dice Modifier' or DM. The task succeeds on a **roll of 8+** and fails on a roll of 7-. The player might impose other DMs, if in the example above, if the character had no first aid kit a DM of -2 might be imposed. Create these Die Modifiers as they fit the situation, but use them sparingly.

Sometimes one of the character's characteristics might seem useful to the task, in which case the player can apply a DM +1 if the characteristic is 9+, however if the characteristic is 5-, impose a penalty of DM -1. A technician trying to force open a locked cabinet should probably factor in his Strength characteristic, for example.

EXAMPLES OF DIE MODIFIERS

Fairly Easy Task	+2
Difficult Task	- 2
Relevant Skill	+ level
Lack of Relevant Skill	- 2
Lack of Required Tools	- 2
Access to Very Useful Resources	+1
Assistance Given	+1
Relevant Characteristic [9+]	+1
Relevant Characteristic [5-]	- 1
Environmental (fog, sandstorm, rain, blizzard, etc.)	- 1 to -5

INTERPRETING SUCCESS & FAILURE

How much you roll over or under that 8+ target can optionally be used to add depth and meaning to the result. Did you just make the roll? Did you fail it catastrophically? What does that mean in game terms, what are the consequences of that result and how will that impact the actions and choices of the character? The difference between the rolled dice result and the target of 8 is called the Effect. For many tasks there will be no logical Effect, but where it makes sense, and where the player thinks it might add value to the situation and how it unfolds, use this system.

Perhaps a Recon roll gains several points of Effect, providing the player character with extra pieces of information – likewise with the Investigation skill, or any technical skill being used to diagnose a problem. In an opposed roll (where two characters make task rolls in opposition to one another), the character with the highest Effect wins that contest, whether it be arm wrestling, fast drawing, vehicle racing or whatever.

Effect	Results of Success or Failure
+6 or higher	Yes, and Amazingly ... You succeed spectacularly, with an exceptional bonus that might transform the plot in your favour
+4 to +5	Yes, and... You succeed, but with an extra positive twist.
+1 to +3	Yes. The simple default 'yes' without any added twists or factors.
0	Yes, but... The answer is 'yes', but there is a negative twist to the answer.
-1	No, but... The answer is 'no', but there is a positive twist.
-2 to -3	No. A simple default 'no' answer.
-4 to -5	No, and... The answer is 'no', but with an added negative twist.
-6 or lower	No, and Amazingly ... You fail spectacularly, with an exceptional penalty that might transform the plot to your great disadvantage.

Example: *A character attempts first aid on a victim of some alien fungus which has covered most of her body and put her into a coma. A yes or no answer relates to waking that victim up. 'No, but' means the victim remains comatose, but that the fungus reacts to the medicine and begins to drop off; 'No, and' could mean that the victim doesn't respond and that things get worse, maybe the fungus attaches itself to the character's own hand. A 'Yes, and' result might mean the victim is awake and begins to recover, as the fungus drops off. If no result descriptions come easily to mind, then stick with a simple 'Yes' or 'No' answer for the situation in question and move on with the game.*

Some circumstances make a check easier or harder, resulting in a bonus or penalty that is added to the check result. A character might benefit from useful gear or tools (+1 or +2), or suffer a penalty based on lack of tools (-1 or -2). There may be other hampering factors such as a sandstorm, darkness, fog, heavy rain, etc. which will impose a negative DM of up to -5.

SCENE RESOLUTION

In any situation which is more complex than 'character A carries out task B', the scene resolution mechanic should be used. This is designed for complicated or drawn-out tasks, often involving multiple player characters – they are working as a team to repair the starship, they are building a new communications tower, they are trying to rescue a colonist from the terrorist hideout ... Rather than play the game out, action by action, like you would at the table top, we instead will roll the dice to see if the player's characters can solve the problems and complete the mission on their own. And whether they do or don't, will there be any consequences?

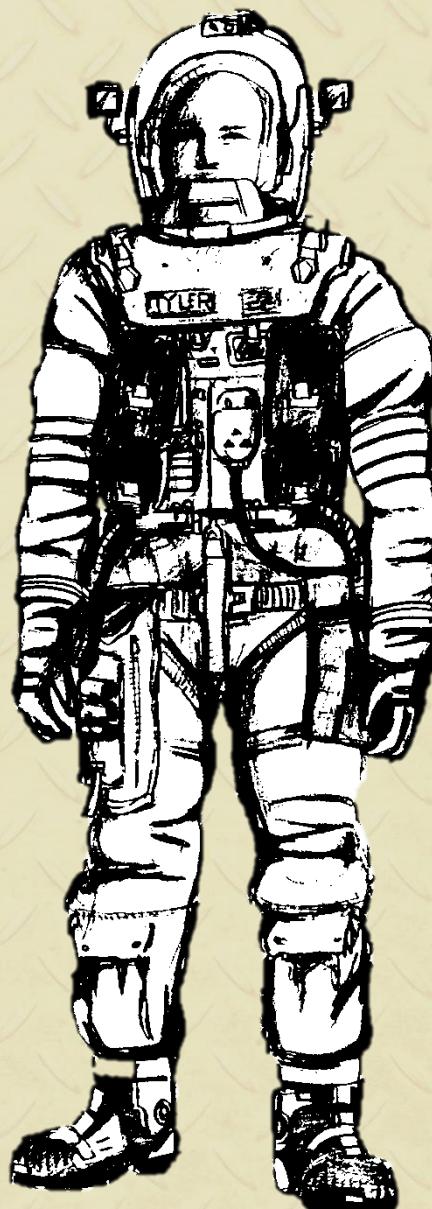
MAKE UP A PLAN

Put yourself into the player characters' boots ... what will be their plan? Where do they get the spare parts from? If the terrorists spot them, what will the characters do? Will any character have a specific role in the mission, perhaps a crucial task to complete? The plan should run to three or four sentences. Next, the player looks dispassionately at his new plan and gives it an honest rating for success. He can choose between 'shaky', 'solid' and 'fool proof'. The Plan might well be good, but the odds stacked against them. Or ... there is just no easy way to achieve the mission goals. Be realistic – be honest. Finally the player needs to decide whether the mission is 'safe' (no-one can really get hurt) or 'dangerous' (injury or death is possible).

Next, a single dice roll is made to figure out 'how it all went' and can easily involve half a dozen characters and several hours of in-game time. All the player has to do is establish what the plan is and then roll. To some players it may seem as if we are not just throwing away all of the roleplaying opportunities, but we are also skipping through the most exciting parts of the game. This is not the case. That single roll may sum up the actions of several characters during an intense and action-packed scene, but there is still tension and great chances to roleplay. It's just that it all comes *after* the roll.

RESOLVING THE SCENE

The roll to resolve a scene is quite straight-forward. Because the player is essentially running a team of player characters he can let them get on with it, and should not feel obsessively protective about a single character. Roll the dice, see what the consequences are and move on ...



1 - Decide on the difficulty of the plan:

Difficulty Rating	Description	Required Roll
Shaky	Quite a few things could go wrong.	10+
Solid	Most eventualities catered for.	8+
Fool proof	Almost nothing can go wrong.	6+

2 – Decide on the plan’s danger level:

Danger Level	Description
Safe	Little if any physical danger exists.
Dangerous	There is chance of physical injury, even death, if things go wrong.

3 – Roll to resolve the Scene:

Roll 2D6 to equal or exceed the Required Roll. Apply +1 for each character that brings a significant skill (or a successful roll of that skill) to the scene (max +3); +1 for the use of a crucial piece of kit or a great asset; and -1 for a participating character that is unsuited to the mission. Use the *Interpreting Success or Failure* rule if you think it fits the situation.

CONSEQUENCES – WHAT HAPPENED

The dice roll is made and the mission is either a success or a failure. But there is more to it than that. The player will have more questions. Did anyone get injured? Was anyone killed? Did they leave any evidence behind? Was some vital clue picked up, despite the failure of the mission goals? These kinds of questions would not arise in a table top RPG because they would have emerged naturally through game-play. We dispensed with the game-play – but we still need the answers to these questions!

The more difficult the Plan is to complete, the more chance a Consequence will follow. These consequences add a little more randomness to the mix, as any roleplayer knows, no plan survives contact with the enemy and improvisation is almost always required. Normally it is the fiendish referee who throws a spanner in the works to trip up a well-designed plan, but here, without a referee to add that kernel of tension, we resort to the Consequences Roll. Roll 2D6 for the possible consequences of a mission, *whether or not* it was successful. Compare the roll to the Plan’s Required Roll, if the result is *under*, then there is a bad consequence.

Whether the mission succeeded or failed, something bad happened along the way. Often this piece of bad luck will suggest itself, based on the situation at hand. If not, then try rolling 2D6 to come up with a random disaster; +2 if the Plan was a success. If the Plan was ‘Safe’ no-one got hurt, roll 1D6+6 instead of 2D6!

2D6	Consequence
2-4	Death
5	Serious Injury
6	Minor injury
7	Trapped, lost or delayed
8	Part of the mission was failed or incriminating evidence left behind
9	Damage to a useful or valuable piece of kit
10	Seriously upset or antagonize an NPC
11	The task takes four times longer than planned
12+	There is a sudden twist in the story!

We called this method of scene resolution, ‘fortune in the middle’ and because of that the player now has to explain what happened in the resolution of the plan. He or she can go into as much or as little depth as they want. But the main points need to be covered. Write a quick summary of the events.

If someone had been injured or killed, the player makes the decision about which PC suffered, or he can roll a dice – make it random. If kit was lost or destroyed then again the player decides which piece of kit suffers. The most dramatic result is *always* the best one!

Explanations of how the Plan was resolved are not really optional – they are the roleplaying, the drama, the most exciting bits of the game. This is where we explain what happened so that it matches the results thrown up by the dice roll. Your imagination goes to town, almost as if you are the referee in a table-top RPG narrating events to a player, pulling all the threads of a completed scene together so that everyone sat around the table is on the same page. You can throw anything into the mix here as long as it makes sense, adds to the drama and is believable. Like a referee, have an eye on the future and really exploit those consequences, each one could possibly lead to another dramatic situation or another session of roleplaying. Refer to the following chapter, *Mission Report*, for more advice on recording the results of the Plan.

YES/NO QUESTIONS

Ask the dice a question that pops into your head. Try not to dwell on the trivial, just on those questions that pertain to the plot. ‘Is the shuttle I’m looking for at the spaceport?’, ‘Will the girl go straight to her boss and inform on me?’, ‘Do I find evidence on the desk, and not locked in the office’s safe?’. Note that the answer will be yes or no. Roll 1D6: a result of 1-3 is No; a result of 4-6 is Yes. This is a fifty/fifty split, but you can weight those odds if the question’s answer will be Unlikely or Very Likely. If Unlikely have there be a ‘no’ on 1-4. If Very Likely, have there be a ‘no’ on ‘1-2’. This is an added option which you might want to omit for ease of play.

ASK THE D6

When the player needs more information, about a situation (especially when drama might ensue), a person or some random element - roll a single D6, with 1 indicating 'less' and 6 indicating 'more'. This is a 'on a scale of 1-to-6' roll.

1D6 Person		1D6 Situation	
1	Bad, bad, bad	1	The worst possible thing happens
2	Untrustworthy; if he can double-cross he might	2	Bad stuff happens. But it's not yet catastrophic.
3	OK but Quirky	3	OK for now
4	OK, or so he seems	4	OK for now
5	Decent, don't worry	5	We're good.
6	Honest, good, dependable	6	The best result possible!

Use Ask The D6 for a whole host of information gathering situations. The characters have met their journalist contact. The player senses some drama. Perhaps he's not on the level? Roll D6. The characters are climbing up a shaft in vacc suits on an asteroid to get to their ship before the charges they planted explode. The player senses some drama. Roll D6. Usually the roll is used for those times when a simple skill roll is not appropriate or when the scene resolution rules are not being used.

Don't stop there. What condition is the vehicle in that the guide has provided for the desert trip? Ask The D6: a 1 or 2 is dire, the ATV is falling to bits and is an antique model; 3-4 it is functional, what you would expect; on 5-6 the ATV is top of the range. What about other situations ... What will the characters find at the end of the tunnel? On 1-3 a skeleton of a lost explorer, on 4-6 the lair of a ferocious wild animal. Roll the die ... A single D6 is a powerful tool. Each number has a 16% chance of coming up. If you split the rolls into 1-2, 3-4 and 5-6 then each result has a 1/3 chance of occurring. Split the dice into 1-3 and 4-6 and you have a 50-50 chance.

CRISIS ROLL

The D6 is versatile and extremely useful! Many times in a solo game I have simply speculated at dramatic moments: 'what is the worst thing that could happen right now?' Then I roll a D6. On a '1' that terrible calamity occurs. This certainly creates tension for you, the player! This is a Crisis Roll!

For example: *The characters are wading across a rapidly-flowing river, near some semi-submerged rocks. They carry their kit above their heads. The characters make a quick skill roll and succeed - but I wonder, what is the worst thing that could happen right now? Well ... wouldn't it be awful if the local ambush predators (six legged critters that are a cross between crocodiles and spider crabs) suddenly attacked the characters? Let's roll a D6...*

JUST DECIDE

We've looked at Yes/No dice rolls, task resolution and team-based scene resolution, but sometimes the game and its story will flow more smoothly if you as both the player and referee, just decides what a particular outcome should be. Remember that you are the player, you are in charge of the story, you mould it and build it just a screenwriter would, so if you think it should go in a certain direction because that would be cool, or 'it makes sense', that's your call. This is a game and it should always be fun and entertaining!



HAZARDS

The **Hostile** setting is one of unrelentingly harsh moons and planets, where radiation, extreme climate, hostile lifeforms, poison atmosphere, acid seas or exotic diseases are ready to take down your crew. There are no utopian 'garden' worlds. How do these threats endanger the characters in this game?

Common Dangers

Fire	2D6 damage each round
Acid Splash	1D6 damage each round
Acid Immersion	10D6 damage per round
Falling	1D6 damage per two metres fallen
Suffocation	1D6 damage per round (or per minute if life support failure)

Hostile Atmospheres

Trace	1D6 damage per minute
Tainted	1D6 damage per minute or hour (varies with world)
Extreme	1D6 damage per round
Vacuum	3D6 damage per round

Wearing suitable masks or suits prevents this damage, see pg 42.

Temperatures

Frozen	1D6 damage per round
Cold	1D6 damage per hour
Hot	1D6 damage per hour
Inferno	1D6 damage per round

Wearing suitable clothing prevents this damage.

Radiation

Low Level	1D6 damage per hour
Minor solar flare, close to a radioactive star or gas giant, etc.	
High Level	2D6 damage per hour
Major solar flare, close to a white dwarf/black hole, nuclear blast, etc.	
<i>Reduce damage by 8 pts (ship/station hull), by 3 (vacc suit) or by 6 (hostile suit)</i>	
<i>Reduced to 0 End: Sick for 1-3 days.</i>	
<i>Reduced to 0 End & 0 Dex: Sick for 1D6 weeks, lower End by 1 permanently.</i>	

Poison & Disease

Make an End roll or suffer the effects of the poison or disease, apply the DM. Poisons take effect in 1-3 combat rounds, diseases take effect after 1-3 days.

Mild Poison	DM +2	2D6 damage (or some stated effect for 1D6 hours)
Serious Poison	DM -2	6D6 damage
Mild Disease	DM 0	1D3 damage each 1-3 days until End roll succeeds
Serious Disease	DM -2	1D6+4 damage per 1-3 days until End roll succeeds

COMBAT

Gun fights or hand-to-hand combat can often be resolved using the scene resolution mechanic. The player might be faced with a situation where his characters are trapped in a stranded ATV, for example, and a group of hostile miners are attempting to kill them. The player makes up a plan, assesses the difficulty and rates it as 'dangerous'. He then rolls the dice to resolve the scene. If you look at the Consequence table, you will see entries marked as 'death' and also 'injury' – one or more characters might be killed during the resolution of the scene. However, this is extremely abstract. Instead, you might prefer to game out the plan you created for the characters blow-by-blow, probably deciding what each character does and using the Ask The D6 to determine what the bad guys will do. For this kind of action we use 'combat rounds', units of time roughly 6 seconds long, a concept common to most RPGs. Use these rules if desired.

HOSTILE RULES

If you have Hostile Rules or Cepheus Engine, you can use the detailed mechanics in those books to resolve any combat situation your characters might face. The rules here are a basic, quick-play version of those available in the Hostile Rules book.

INITIATIVE

Who sees who? And at what range? This might all be obvious from the situation that has developed, sometimes it might not. Roll to determine range then look along the row on the table to determine initiative, first for the characters and then for the opposition (apply Die Modifiers). Winning initiative means a group has a free combat round of action. If both see each other, roll 1D6, with the characters going first each combat round on 4+. This determines 'who goes first' throughout the combat, with both sides taking their turn then moving on to the next combat round.

INITIATIVE TABLE

2D6	Contact Range	Initiative Roll Required
1-3	Short (3-12m)	5+
4-6	Medium (12-50m)	8+
7-11	Long (50-250m)	10+
12	Very Long (250m-500m)	14+
14+	Distant (Beyond 500m)	N/A

Range DMs:		Initiative DMs:	
<i>Urban area/Thick Jungle</i>	-4	<i>In a vehicle</i>	-3
<i>Jungle/Forest</i>	-2	<i>Victim of an ambush</i>	-3
<i>Cluttered Terrain</i>	0	<i>Waiting in ambush</i>	+3
<i>Open/Grassland</i>	+1	<i>Character with Tactics</i>	+1
<i>Hills/Rough</i>	+2	<i>Character with Recon</i>	+1
<i>Arctic/Desert</i>	+4	<i>Numerous (18+ opponents)</i>	+1

For example: *Four Marines are scouting in hills. We roll an encounter of guerrillas. We roll range (Long), and must roll 10+ for Marine Initiative, but fail. We roll 10+ for the guerrillas' initiative and get a success. Our characters aren't aware of the danger ...*

HAND-TO-HAND ATTACKS

An attack with fists, daggers or other melee weapons is done at close range (under 3m) and requires a **roll of 8+** to succeed. Add the attacker's Brawling skill, subtract the defender's Brawling skill. If successful the weapon does damage (although armour will lower this damage). Add a DM +1 if the attacker's Strength or Dexterity (player choice) is 9+.

- Unarmed Combat inflicts 1D6 points of damage
- Clubs and blunt weapons inflict 1D6+3 points of damage
- Daggers and Knives inflict 2D6 points of damage
- Large blades, like axes and machetes inflict 3D6 points of damage

FIREARMS ATTACKS (8+)

An attack with a firearm is done at one of several 'range bands' and requires a **roll of 8+** to succeed. Firearms have an optimal Range, if used over that range band, then a negative DM is incurred.

MODIFIERS TO GUNFIRE

Advantage	Modifier to Hit
Target in Weapon's Range Band	0
Target 1 band beyond Range Band	-2
Target 2 bands beyond Range Band	-4
Shotgun Short Range (4D6 damage)	+1
Medium Range (2D6 damage)	0
Target in Cover, Partial	-3
Environmental (fog, sandstorm, rain, blizzard, etc.)	- 1 to -5

Cover – If behind hard cover, a character or NPC cannot be hit. If a character shoots from cover or dives into cover in a combat round, his attacker receives a DM -3.

Autofire – Autofire weapons fire bursts of 4 shots at once, allowing the player to make TWO attack rolls, both on a single target, or split between two adjacent targets.

Firearms – The Weapons table on pg 43 indicates the damage a firearm inflicts to a target, its optimum range band and how many shots it has available in its magazine before reloading is required. Note that some weapons can fire a burst and this reduces the shots available by 4 each time it is used.

Reloading – For dramatic purposes, assume reloading requires one full combat round, in cover.

THE OPPOSITION

Combat will involve either alien life forms or non-player characters (NPCs) as the opposition.

Alien Life Forms – When facing an alien life form, it gets a Die Modifier on its hand-to-hand attack based on the its behaviour type. If it hits then it inflicts an amount of damage based on its size, not on its ‘weapon’. Like NPCs, it also has a Morale score based on its behaviour. It has two values for Hits: one before the slash and one after. The number before is the total amount of damage that the creature can take before it *collapses* unconscious, perhaps slowly dying. The second number is the total amount of further damage that will *kill* it.

Behaviour	Morale	Attack DM	Size	Hits	Damage Inflicted
Scavenger	8+	+1	Small	1D6/2D6	1D6
Omnivore	8+	0	Medium	4D6/2D6	2D6
Carnivore	6+	+3	Large	6D6/3D6	4D6
Herbivore	10+	0	Mega	10D6/6D6	2D6 x 3

NPCs – NPCs have characteristics and skills just like the player characters, and just like them, you add their weapon skills to their combat rolls, and subtract damage from their characteristics. It is often best to quickly create a ‘template’ NPC that can be used for everyone in the NPC group. Set characteristics at 666666 or 777777. Decide on the experience level of the NPC antagonists, and the number appearing. The experience levels are: Green (inexperienced and untested), Experienced, Veteran and Elite. Each level establishes the antagonists’ Morale and Typical Skill Level.

NPC OPPPOSITION

Experience Level	Typical Skill Level	Morale
Green	-2 (Unskilled)	10+
Experienced	0	8+
Veteran	1	6+
Elite	2	4+

Checking Morale – Make a Morale roll to determine if the opposing NPCs or alien creatures waver and falter in their attack or defence (these are ‘stances’ – see below). If the Morale roll is failed, then check the Stance section (below) for the effect on the actions of the NPCs. Morale rolls are made at the following times:

- Opposition suffers 1/3 casualties (killed, knocked out of the fight, etc.)
- Opposition suffers 2/3 casualties (the Morale roll incurs a DM of -3)
- Opposition/Alien Life Form is a victim of a dramatic show of force or power
- A lone Alien Life Form loses half of its *collapse* hit points.

Alien creatures flee when they fail a Morale roll. Make a second Morale roll with a DM -2, if this is successful, the creature flees for good. If it fails, the creature will flee to a safe distance, but if a carnivore, may still be interested enough in the characters to return later.

Stance – Decide, when a combat with a one or more NPCs looks imminent, what their ‘stance’ is. Are they on the Offensive or Defensive?

OFFENSIVE STANCE

Will attempt to move forward to seize an objective or location, or to destroy, subdue or kidnap one or more characters. If a Morale roll is failed, roll 1D6.

1D6 Failed Morale Roll Results in ...

- | | |
|-----|--|
| 1 | Flee |
| 2,3 | Fall back to a safer position, then repeat the attack. |
| 4 | Halt the attack, then try another tactic. |
| 5 | Attempt to surround the characters or block off escape routes, and wait for the characters to make a move. |
| 6 | Some other action. Check the Inspiration tables for ideas. |

DEFENSIVE STANCE

Will attempt to hold a location or territory, or protect an individual or group. They may reinforce their position with barricades, traps or an ambush point.

1D6 Failed Morale Roll Results in ...

- | | |
|-----|--|
| 1,2 | Abandon the position and flee. |
| 3,4 | Fall back, conceding some ground to the characters. |
| 5 | Some continue to defend, some make an escape. |
| 6 | Some other action. Check the Inspiration tables for ideas. |

ACTIONS AVAILABLE

Player characters or members of the NPC opposition usually have these options:

- **Move Closer** – In combat, move 9m closer, closing the range.
- **Mover Further Away** – In combat, move 9m further away, increasing the range.
- **Move Into Cover** – If attacked by gunfire, the character can jump behind cover if any is within 6m, this gives the attacker a -1 penalty to hit this round, but a -3 if the defender starts firing from that cover from then on.
- **Sprinting** – Move 18m, but the character cannot dodge into cover or make any awareness rolls.
- **Shoot** – Carry out gunfire against the opposition. See optional rules *Simplifying Squad Combat*, for handling large groups of NPCs, on pg 186.
- **Attack in Hand-to-Hand Combat** – Carry out hand-to-hand combat at close range (less than 3m).
- **Resolve Task** – There may be a skill task to perform, defusing a bomb, kicking open a locked door, calling on the radio, and so forth. Resolve using task resolution.

WOUNDS & HEALING

A character will be injured when he or she receives damage points. Some or all of the points can be reduced by armour. Armour has an Armour Value, simply subtract the AV of the armour worn (if any) from the incoming damage. What is left is applied to the character's characteristic points as injuries. Start with Endurance. When that is reduced to zero the character is **WOUNDED**. Any more damage points are reduced from Dexterity, if that is reduced to zero the character is **INCAPACITATED**. Should the character receive more damage points, they are subtracted from Strength. When Strength (and thus ALL) of the characteristics are at zero, the character is **DEAD**.

Wounded: Knocked over for 1 round. Suffers a DM -1 to all actions until they receive first aid (Medical roll, DM -2 if without a first aid kit, +4 if using an autodoc).

Incapacitated: Knocked out for 2D6 minutes. Severely injured, bleeding and in shock. Suffers a DM -2 to all actions until they receive surgery. Without first aid (Medical roll, DM -2 if without a first aid kit, +2 if using an autodoc machine), this character makes an Endurance roll every 1D6 hours, or dies.

Recovery: A Wounded character will recover 3 characteristic points each day; if he still has a DM -1, that is gone once Endurance reaches a positive number. An Incapacitated character must have surgery (Medical roll, with -2 if improvising tools, -4 if no real tools are available, +4 if using an autodoc machine). Failure means 1D3 weeks before the next surgery can be tried. Success indicates the DM -2 penalty has gone after 1D3 weeks of rest. Characteristic points restore at 1 point per day.

EXPLOSIVES

A heavy weapon with an explosive effect (grenade, missile, tank shell, C-4, starship laser) does the stated damage to anyone standing at the impact point and anyone within the blast radius (equal in metres to the dice damage) will suffer 3D6. Player characters (and only player characters) can try to avoid being hit if they are in the blast radius, by ducking for cover. Make a difficult Dexterity roll with DMs: +1 if dropping to the ground, +2 if diving into nearby cover, +4 if inside a trench or foxhole. Grenades are designed to be thrown at short range into a room, trench, foxhole, machinegun, bunker, or other enclosed position to negate its protection.

VEHICLES & ROBOTS IN COMBAT

An anti-armour weapon will disable a heavily armoured vehicle with a 2D6 roll on 6+ and destroy it on 8+. Against lightly armoured vehicles the weapon has a DM+2. Unarmoured vehicles are always destroyed. Support weapons, such as autocannon, grenade launchers, heavy machineguns and laser cannon will disable a lightly armoured vehicle with a 2D6 roll on 8+ and destroy it on 10+. Against unarmoured vehicles these weapons have a DM+4. Heavily armoured vehicles are immune from support weapons. Firearms only have a chance of damaging unarmoured vehicles; if a hit is made then roll 2D6 and on 10+ a crewman suffers the full weapon damage, and on a 12 the vehicle is disabled. Crew inside a disabled vehicle must roll 8+ or suffer 2D6 damage. A disabled vehicle can be repaired, otherwise it is immobile and without power. Destroyed vehicles explode, break apart or catch fire. Any crew must roll 10+ or suffer 6D damage. Note that a combat android is treated as a 'heavily armoured vehicle' whilst a civilian android or robot is treated as an 'unarmoured vehicle'.

STARSHIP COMBAT

If a starship combat encounter should occur, the rules in the **Hostile Rules** book can be used. However, you may want to use this fast resolution space combat system. First, decide on the opposition's Experience Level (see pg 59). The ship with highest computer rating goes first. Each roll represents 5 minutes of time.

Escaping: If the characters' want to escape an attack and flee the area, the pilot throws 2D6 for a 9+, add Pilot skill to this throw, and add or subtract the difference in the two ships' G rating (reaction drive rating). If the opposition want to escape, the PC pilot instead makes this roll to stay on their tail.

Avoid Being Hit: If an escape attempt fails, or it is the enemy's turn to fire on the PCs, then roll 8+ to avoid being hit by incoming laser or missile fire, add Navigation skill to this roll. If a crewmember makes a 9+ Computer skill roll, then allow a further +1 modifier to the roll. A heavily armed ship poses more of a threat: for every four turrets (of whatever type) that it mounts, impose a -1 DM.

Consequences of Being Hit: Alternate between the two task rolls above until the ship escapes or is hit. If the characters' ship is hit then the engineer rolls 2D6, adding his Engineering skill. Military ships and big ships (10,000 tons or over) enjoy a DM +2. On a result of 2-5 the ship is disabled and may be boarded, on a result of 6-12 the ship takes minor damage and can continue to try to escape (perhaps roll twice on the Ship Malfunction table, pg 120, to determine what systems were damaged). Being hit degrades crew performance, you will apply a -1 DM to all rolls by the ship's crew for every 2 systems that have been damaged. Any roll resulting in a negative value will result in the destruction of the ship when rolling during this phase.

Attacking the Enemy Ship: The enemy ship will try to Avoid Being Hit. If hit, refer to the rules for Consequences of Being Hit. Also refer to the Experience level of the crew for engineering skill levels. You do not have to track individual enemy components unless you want to take those effected systems into account for roleplaying purposes. This might matter if you were planning on boarding the enemy ship, for example. You will still need to track when they are damaged, however, so that you can apply the appropriate modifiers to their skill rolls as you do for your own ship.

Enemy Escape Attempts: It can be assumed that an enemy is not just going to sit around and let you destroy them with impunity. Use the Morale rules on pg 59 to determine if taking damage results in abandoning the fight, or even surrendering. If the enemy attempts to escape, the PC pilot can make the normal escape roll in reverse, to stay on their tail. If he fails, then the enemy ship has successfully escaped combat.

On The Topic of Starship Weaponry: Against surface targets, starship missiles, railguns and lasers should be treated as anti-armour weapons (see *Vehicles in Combat*, pg 81).

BUILDING PLOT

The *Resolution* chapter has shown you how characters can overcome difficulties, fight off assailants and solve all manner of problems, from a stuck airlock to a data heist on a fortified asteroid moon. But how did we get into those situations in the first place? What is the procedure for moving from one challenge to the next?



THE PASSAGE OF TIME

Just like any sci-fi movie or TV series, we move forward to important scenes featuring the player characters, and tend to skip over long periods of time where nothing much of importance occurs. We use the term 'scene' to recognise the significance of the passage of time. It is a period of game time in which characters must make decisions, take actions, or be present for some reason. Scenes may vary wildly in length, depending on the situation. In one scene, for example, an unidentified ship has been detected on an intercept course. The scene will be dominated by sensor and communications rolls, and by the characters deciding what actions to take next. If the ship proves to be innocent, then the scene ends. Should it turn out to be hostile and intent on disabling the PCs' vessel, then the scene extends into a period of combat and action. You might have a very short scene where one character confronts another about a personal issue; this might involve a single dice roll (or no roll at all) and take just a minute or two. Be flexible; only game-out important, interesting or entertaining scenes. Some things, such as characters prepping for hypersleep, entering the stasis chambers, and then the ship jumping into hyperspace, can be imagined by the player as a simple montage of events and recorded with a short remark in the Mission Report.

RANDOM ENCOUNTERS

There are six campaign types (shipping, exploring, colony survival, marine missions, asteroid mining and troubleshooting) each with its own style of initial mission, which immediately gives the characters something to do, and in most cases, somewhere to go. This gets the ball rolling. As the mission unfolds, random rolls are made for encounters, and the nature of these encounters are different for each campaign type: shipping crew might receive a deep space distress call, whilst a Marine squad might stumble upon a minefield. Each encounter requires a character response, do they do nothing? Can they do nothing? What *do* they do? Are any of the resolution mechanics needed to deal with this encounter? What are the repercussions? Is the ship damaged or a squad member injured? Can the mission still be completed or has that encounter made things more complicated. Each random encounter adds an additional stumbling block, more player decisions must be made, more resolution rolls successfully completed. In this way the random encounters section of each campaign is the heart of the **Hostile Solo** system, waypoints of danger, tension and fun on a train ride to the looming crisis...

In essence the random encounters are ‘idea’ and ‘plot’ generators, giving the characters something to do in a session. Sometimes the result leads nowhere and does not seem significant, although many results will require some player decision-making and some character action. Those ‘inconsequential’ events and encounters should still be logged in the mission report, though, because as Storylines are generated, these low-key events could later on prove to be part of one of those Storylines, or even inspire a new one.

You might be expecting random rolls to be prescribed at set times in a scene, creating a rigid structure which the player must follow for the game to work. To some extent this is true, and that structure is detailed on the checklist for each campaign type. But you, as the player, can roll on the random encounter tables when you feel something is needed to push the characters on. Just as easily, the rolls can be repeated, or ignored. Nothing is set in stone. To be honest, though, they are often best rolled-and-read and only altered or swapped if the result makes ‘not a blind bit of sense’ at all.

THE EFFECT OF AN ENCOUNTER

What effect does an encounter have on the game? This varies:

- It might be simply setting colour: “We see a work gang of miners coming off-shift”, with no obvious impact on the player characters whatsoever.
- It might result in some character decision-making.
- It might force characters to make some task rolls, or, if the situation is complicated, one or more scene resolution rolls.
- It might force the characters to defend themselves, or go on the attack, using the combat rules.
- It might trigger an unexpected response from one of the player characters, either positively or negatively. A crewman who is a secret crime syndicate operative might sympathise with, or begin to work with, those criminals should the player characters stumble upon their operation as a random encounter.

ESTABLISHING CONTEXT

When creating a random encounter, put the rolled result into context. Where does it fit into the narrative so far? How does the encounter fit into the dark, industrial setting of **Hostile**? Often, random encounters occur in a literal vacuum – but plot-wise, they do not, and it is the player’s enjoyable task to contextualise them and fit them into the story so far. Imagine a team of writers collaborating on a sci-fi horror script and a junior writer throws out an interesting encounter idea. The lead writer would ask, “why would that happen *now*?", “what is its significance to the rest of the movie?", “is it just an interesting diversion, or does it move the story along?”. You the player can do this, too.

Try linking a random encounter into the game in one of these ways:

- To a past event, situation or encounter.
- To an on-going Storyline.
- To a character who ‘has a connection to the mission’.
- To the reactions or relationships of a player character.
- To the actions of a non-player character (NPC).

If the encounter cannot be logically be linked, or it is stretching credibility, or you’ve been linking too many things to the Storyline and it’s getting bloated, unwieldy and complex, then forget it. It’s just a random encounter. And that’s fine. But, you could always throw some dice on the Inspiration tables to come up with a pair of ‘inspirational’ words.

FINDING INSPIRATION

If you need some randomised inspiration to help link an encounter into a Storyline, try using the seven Inspiration tables provided on pgs 73-74. Select two of the tables to roll on, tables that roughly fit the theme or situation ... or throw caution to the wind and just roll on two completely random Inspiration tables! The seven tables are named Action, Theme, Personality, Ship, Installation, Surface and Personnel. Use a D66 on each table to create a word. You need to combine these two descriptive words (as best you can) to give meaning to the encounter. If you aren’t happy with the words selected, then just discard them and let the random encounter be just that – a random event.

Example: We roll the encounter “Colonial leader talking with operations team”. We decide to roll on the two Inspiration tables, ‘Installation’ and ‘Action’ and end up with Medical Bay and Waiting. What are they waiting for? A patient to recover? The results of a medical test to be released? Do the rest of the colonists know about this (Yes/No Question)? If not, did the leader and his staff see your character listening in on the conversation? (Yes/No Question again)? In this example we cannot tie the encounter in to an on-going plot or to a character motivation, because it is an example ‘out of context’. But it illustrates how a single random encounter can lead to potential mysteries, plots and troubles ahead ...

Example: *A day later, we roll the encounter "Scientists at odds with each other". We roll on the Theme and Personnel tables to come up with the words Land and Brinkmanship. I interpret Land as 'territory' and that the top scientists at the colony are arguing about which of them has jurisdiction, perhaps over the medical crisis from the day before. Maybe there are two factions, one that wants to freeze the patient in stasis and send him back to Earth in a hypersleep chamber, the other that wants to study what happens when the weird alien disease runs its course. Note that the player characters have stumbled upon this fact, it isn't happening off-screen in a movie-style cut-scene. Perhaps a scientist confides in one of the characters or one of the crew has been asked to intervene in some way (dependant on their individual skills and experience of course). I think we have a Storyline!*

NON-PLAYER CHARACTERS

The existence of other active and goal-orientated agencies, both individuals and groups, brings the **Hostile Solo** game to life. The universe is inhabited and sometimes it pushes back, turning the life of the characters into a struggle. Non-player characters (NPCs) can be either contacts or enemies. Contacts are generally on the side of the characters, they are supportive: friends, contacts and allies. Enemies oppose the characters, they may include individuals, organisations, corporations, societies, official agencies, starship crews, gangs and so on. The level of antagonism that the enemy display will vary – make notes that explain just what this enemy will do to thwart the characters. Are they trying to kill the player characters? Embarrass them? Are they street-level low-life's who hold a grudge and report their movements to a local gang lord? Is it a rival mining captain who simply tries to swipe the best ore claims before the characters can get to them? Contacts and enemies are not handed out to characters upon character generation, instead they are 'collected' by the crew as entries on the random encounter tables specific to their campaign type, and recorded in a list at the back of the mission report.

WHERE DO THEY COME FROM?

The random encounter tables are littered with contacts and enemies. A Patron offering a job may become an ally if the mission went well. A starship captain given aid in assistance in deep space may also become a valuable friend. Other opportunities to make useful contacts and friends are found on the tables. If an ally suggests itself, make a note. Enemies are not as frequently encountered on the random tables, but they can nevertheless be met, or more usually, created ... created by the actions of the characters themselves. If that mission the Patron was so pleased about upset an NPC's plans, then that NPC might try to take their revenge on the crew. There will be plenty of opportunities to compete with or oppose some NPC within the game universe. Sometimes even turning a blind eye can create enemies. If a ship encounter calls for assistance from the crew's vessel, but the player decides to press on and ignore it, then he might consider rolling a single die to check on repercussions. Perhaps on a 1 or 2 a catastrophe ensued and guess who the survivors will blame? If a PC works closely with one or more NPCs, he or she could make a Social Standing roll on 8+ to try and make a contact, if the work was positive and productive. Do not over-use this approach, however.

HOW ARE THEY USED?

Simply put, contacts and enemies turn random encounter rolls into *plot*. When a US Space Command patrol craft detects the crew's blockade-running ship, it will most likely not be some random never-met-before ship, but instead a named vessel that has crossed paths with the characters before. Likewise, if a patron asks the crew to steal valuable blackmail data from the office of a business tycoon, the player may well equate that tycoon with the corporate boss from two sessions earlier who tried to have the crew kicked off a space station. The player is the 'intelligence behind the story', he makes the connections, relates one event to another, he equates a new NPC with an old one. He creates plots by lining up the random events into a coherent pattern. Of course this technique can easily be over-used, it could degenerate into a farce if the same NPC faces and same NPC starships turn up in every game session. The key is to equate one NPC element with another from the player's Mission Report – but **only when it will enhance the drama.**

CHARACTER INTERACTIONS

Chewed down to its bare bones, a solo RPG is a set of random rolls with some player choice added in. Using the 'fortune in the middle' approach of task or scene resolution, the onus is on the player to pull together whatever dice results, information and inspiration he can to explain the results of an important dice roll. Character reactions, spotlights and inter-character relationships provide a constant source of ideas in this regard. It provides the player with a bank of motivations and behaviours that explain why certain things went the way they did. It helps along the solo play. This is the main reason we use a crew of characters instead of focussing on a single lone hero. A fully fleshed out group of player characters is essential for an interesting and entertaining solo game, it adds a level of unpredictability and dynamism that gives each encounter, or event, a more three dimensional and immersive feel. Interactions can be a Relationship, a random Reaction, Confrontation or a Spotlight.

WHEN DO YOU CREATE AN INTERACTION?

You might think the most logical time to create a Relationship is during character creation. We are treating the game like a science fiction horror movie, however, and interesting character connections and background revelations should be scattered through the game, just as they would a movie. You've got to be entertained and surprised, and these revelations may make you completely reassess a character or their motives. We aren't simulating a sci-fi situation with dice, we are being entertained through immersion within a shifting, unpredictable and surprising sci-fi landscape.

Two Characters Work Together – When you assign two characters to work together on some task or problem, roll on the Relationship table for one of the pair. If the result seems to fit, then the Relationship is focussed on the other character in the situation. If not, then assign it to another likely (or else random) character. If they work together again, no more Relationship rolls need be made. Example: *Jack and Anita are carrying out an EVA, it is their first time working together in the game. We roll 33 on the Relationship table for Jack to find that he is 'openly jealous' of her. Not*

only might this make the EVA an uncomfortable assignment, but it might have repercussions during the rest of the game ...

Two Characters Are In Opposition – It might be that two characters are in opposition. They could have an antagonistic Relationship and are forced to work together or spend time together, or one of the characters really messes up or really makes good. Roll for a Reaction.

A Stressful Crew Situation – When the crew is facing a stressful situation (the ship is damaged, out of control or on fire, the squad is pinned down by enemy fire, the crew is trapped in a cave collapse, etc.), roll a Reaction. You can randomise the character who is the source of the reaction, or select a suitable person who might react badly to the situation.

Period of Boredom or Calm – When characters are in a slack period, side-lined by some other subplot or haven't done much for a while, roll for a Spotlight. The Spotlight involves randomly rolling two words on the Inspiration tables and combining them to create a Spotlight on one character. It might be something he or she is doing, or thinking, it might reveal something about their past, or something they are going to do, or are planning to do.



RELATIONSHIP

Crucial for some entertaining **Hostile Solo** play is a character's Relationship with his or her comrades. These bonds of friendship, hatred or mistrust really add spice to an event when characters must, of necessity, work together. It certainly gives the player a good idea of how the character will act and respond. To create a Relationship, when two characters are assigned to work together, roll once on the table below for one of the characters. The Relationship is focussed on the other character in the situation. Alternatively, the Relationship might be directed at a randomly selected character within the crew, whether present in the current situation or not. Relationships can often affect, or even create new, Storylines (see pg 75). It may be revealed that two characters both work for the same faction. It might be revealed that one character blames another for the death of her husband. It might be revealed that the captain is an alcoholic and incapable of leadership. What will the crew do? How will the captain react if the crew mutinies and attempts to take command themselves? Use Yes/No Questions, task resolution and scene resolution to resolve this new, unexpected Storyline. Follow the probable chain of events with rolls as you see fit.

Can Relationships Change Over Time?

Just as in real life, relationships should change over time and as the game progresses. There is no established mechanic for this, however, since it is through the player interpreting situations and explaining events that relationships might improve or worsen or even spring out of nowhere!. There may come at time in the game when a character's feelings about another, might spill out into real world actions, or, maybe an incident occurs during a mission where two opposed characters are forced to work together and do rather well. The player can make a Reaction roll at this point, and if there is peace, could conclude that the two characters have become tentative friends. Charting these shifting relationships throughout a game is half the fun.

RELATIONSHIP TABLE (D66)

11	Bickers	41	Sexual partner
12	Secretly in love	42	Sexual partner
13	Secretly hates	43	Married couple
14	Competitive rival	44	Divorced due to past incident
15	Blames for a past event	45	Divorced over differences
16	Blames for a past event	46	Related (and on good terms)
21	Knows a dark secret	51	Related (but feuding or cold)
22	Ignores or ridicules	52	Life-long friend
23	Good friends	53	Secretly related (only one knows)
24	Good friends	54	Loner
25	Life-long friend	55	Competitive rival
26	Hatred and constant arguing	56	Inseparable buddies
31	Admires	61	Secretly in love
32	Secretly jealous	62	Friendship through guilt
33	Openly jealous	63	Hatred and constant arguing
34	Dependent on another PC's support	64	Knows a dark secret
35	Old (and these days, ex-) friends	65	Enemy – waiting for chance to strike
36	Share a secret past incident	66	Roll again, but it's all an act. Why?

REACTIONS

In-game Reactions and the random table that follows, recognize that although a player character may be happy with a goal like 'wants to find his father' or 'wants revenge on the crime syndicate' and so forth, in a game that has PCs trapped on a starship or at a starport or on a remote alien landing site, how they react to each other has far more relevance. Using 1D6, the Reaction Table can provide a response from the crew in times of stress, fear or at random moments during the adventure (the reason for such a reaction, in this case, would then be created by the player). I typically roll once for the entire crew, and if the roll is failed, then randomly identify the character that has a bad reaction. What better time to have an argument than when no-one can get the airlock open to expose the ship to vacuum and extinguish the on-board fire?! The various campaign types may also call for Reaction Rolls at certain times.

To Avoid a Bad Reaction: 8+

This is the default for most groups. Successfully rolling this target number indicates that everyone in the crew held their nerve (or their tongue!) and there were no emotional outbursts. Fail the roll and whatever is happening in-game suddenly becomes dominated by a player character outburst. Select a suitable character or roll randomly (I do a little of both based on the current situation, and on any previous arguments or relationships). Note that you might want a higher or a lower number. The crew of Ridley Scott's ship, the Prometheus (in the film of the same name) seemed like a squabbling bunch and probably had a Reaction roll of 10+. Conversely, the crew of the USS Enterprise in *Star Trek: The Original Series* all seemed to get along fabulously and probably had a Reaction roll of 5+. Conflict is great for storytelling, however, so set your Reaction roll to 8+ or higher. Care must be taken not to roll for a Reaction all the time. It is best used during periods of boredom (to liven up a week of R&R, maybe) or during periods of crisis, tension or drama.

Someone has a bad Reaction. We know who. What are the details? Use this Reaction table. Have an idea beforehand of which character this concerns, either from the characters involved in the current situation, or randomly. Any one of the following Reactions may upset a scene resolution attempt or task roll, or disrupt the flow of the game in other ways.

REACTION TABLE

1D6	Character Reaction
1	Seeks Solace. The character is overcome by guilt, fear loneliness, remorse or simply retreats to a regular addiction. Drugs or alcohol may be used (but not necessarily) and the character will withdraw, both physically and socially, perhaps threatening the mission at hand. A character with Liaison, Carousing or a decent Soc score might be able to make a skill roll to help the character, or else the player can roleplay this out.
2	Panic/Anxiety. Something is eating at the character, and rather than withdraw or seek solace, the character displays their anxiety and panic. They can't get much done and may even pose a danger to others if not handled well. What is causing the anxiety? It depends on the situation.
3	Loses Temper. The situation has gotten to the character who vents their anger at everyone around them. This is different to an argument – everyone gets it this time! Exactly what has triggered this bout of bad temper depends on the current situation.
4	Stubborn. A choice has been made and the character does not like it. They refuse to co-operate unless things are changed. This may not be the result of a large ego, but a passionate belief, a sense of safety or moral duty. It all depends on the current situation.
5-6	Argument with another character. There is a blazing row. Perhaps it is the culmination of a period of rivalry or jealousy, or based on a grudge. Other character may get involved and choose a side, if they have ties with one of those arguing.

CONFRONTATION

In a confrontation between two characters, where one character is trying to convince the other, make an 8+ roll.

DMs:	If convincer has higher Soc	+1
	If convincer's Soc is double or higher than opponent	+2
	If convincer has lower Soc	-1
	If convincer's Soc is half or lower than opponent	-2

Add Liaison skill if in a one-to-one situation

Add Leader if trying to convince two or more characters

Example: *Garrison is being accused of letting a crewmate die needlessly on a spacewalk (which is true!), but Garrison needs to convince them it was 'just an accident'. He has Soc 9, whilst the chief engineer confronting him has Soc 3. Garrison's Soc is more than double that of the Engineer's, netting him a DM +2 on the roll. He has no Liaison skill levels. We roll 5 + 2 = 7, the engineer is not believing Garrison and is about to go to the captain! What next?*

SPOTLIGHT

After Relationships, Confrontations and Reactions, the fourth method of surprising yourself is via the Spotlight. A character is highlighted by the player who hasn't done much for a while, or during a period where nothing much is happening. Two Inspiration words are rolled randomly, and when combined together create a this Spotlight on the character. You select two of the Inspiration tables on pg 73-74 that seem relevant or catch your eye, that are presented on the next few pages. Combining those theme words might reveal something he or she is doing, or thinking, it might reveal something about their past, or something they are planning to do. If possible it has some bearing on the storyline, but then again, it might not... Such Spotlights often reveal something interesting, quirky, dark or disturbing about a character. If it isn't of use to the player now, it certainly could be later in the game. Record it in the Mission Report.

Example: *Whilst a survey team take ice-cores on a frozen moon, the player decides to take a look at the ship's doctor who is watching on the ship's monitors. We select two Inspiration tables: Ship and Personnel, and roll D66 twice (Broken, Honest). Since we have no plot context, this might relate to a backstory. Maybe she broke her oath as a doctor and lied about a treatment she performed that went on to kill a patient. Was she caught and punished? This is a Yes/No Question: we roll a '2', the answer is No, she got away with it. But it haunts her, and the fact that she might still be found out haunts her also. Record it in the Mission Report!*



INSPIRATION TABLES

INSPIRATIONS [1]				
D66	SHIP	INSTALLATION	SURFACE	PERSONNEL
11	Message	Traitor	Chaotic	Calm
12	Propulsion	Medical Bay	Ahead	Discovery
13	Integrity	Community	Beautiful	Escape
14	Fear	Powerplant	Vegetation	Alliance
15	Cargo	Tools	Confusion	Furious
16	Cutting	Company	Crawling	Greedy
21	Broken	Canisters	Secret	Asshole
22	Fire	Android	Crashed	Abnormal
23	Life Support	Hangers	Wind	Calling
24	Engineering	Drone	Horizon	Struggling
25	Lounge	Expedition	Creature	Forgotten
26	Hypersleep	Crime	Cold	Executive
31	Sensor Warning	Industrial	Debris	Bonus Situation
32	Decompression	Blackout	Covering	Dominate
33	Corporation	Death	Landmark	Susceptible
34	Countdown	Commodity	Dormant	Honest
35	Airlock	Apart	Alive	Expendable
36	Catastrophe	Economics	Colourful	Worship
41	Corridor	By-product	Deep	Resentful
42	Klaxon	Law	Darkness	Advice
43	Activation	Faction	Dying	Friendship
44	Bypass	Administration	Footprints	Armed
45	Electrical	Exomorph	Sounds	Collating
46	Alone	Family	Contamination	Hiding
51	Bay	Ops Centre	Dust	Brinkmanship
52	Warning	Food	Beast	Fight
53	Access	Fuel Tanks	Foreboding	Predator
54	Communications	Leadership	Creatures	My Sympathies
55	Hidden	Blast	Facility	Debt
56	Mainframe	Crisis	Lonely	Freedom
61	Contingency	Parasite	Buried	Naïve
62	Acknowledge	Secret Message	Impassable	Attacked
63	Locked Out	Profit	Explorer	Protocol
64	Destroyed	Hardwork	Pursuit	Game Over Man
65	Cockpit	Illegal	Traitor	Sex
66	Anomaly	Authorise	Cache	Threaten

INSPIRATIONS [2]

D66	ACTION	THEME	PERSONALITY
11	Manipulate	Tool	Intolerant
12	Seize	Labour	Vengeful
13	Destroy	Love	Fervent
14	Steal	Secret	Talented
15	Reduce	Balance	Successful
16	Control	Creation	Doomed
21	Assault	Hope	Relaxed
22	Clash	Land	Greedy
23	Falter	Truth	Strong
24	Deflect	Quest	Unstable
25	Scheme	Destiny	Cunning
26	Betray	Corruption	Weary
31	Demand	Path	Jealous
32	Remove	Warning	Proud
33	Change	Duty	Angry
34	Locate	Leadership	Selfish
35	Protect	Fellowship	Tough
36	Breach	Religious	Cool
41	Investigate	Dream	Uptight
42	Evade	Community	Quiet
43	Uphold	Fatherhood	Ambitious
44	Waiting	Pride	Charming
45	Preserve	Decoy	Worried
46	Hold	Home	Stern
51	Overwhelm	Brotherhood	Careless
52	Strengthen	Survival	Kind
53	Find	Stranger	Stubborn
54	Explore	Family	Bold
55	Overwhelm	Loyalty	Smug
56	Learn	Enemy	Fatalistic
61	Challenge	Debt	Impulsive
62	Resist	Lawful	Resourceful
63	Journey	Hatred	Religious
64	Co-ordinate	Motherhood	Hardened
65	Move	Persecution	Bitter
66	Refuse	Loss	Wary

STORYLINES

As a player you are looking for Storylines – connections between events and encounters that might have some extra meaning. You might be able to create a Storyline quickly or it might take much longer, depending on the random results that are rolled. A Storyline is the meat of any **Hostile Solo** game. It's fine to fix broken machinery, rescue a comrade whose vacc suit has been punctured, escape from six-legged wolf-like predators, or cross a swollen river ... but these are challenges, not story. Since we are aiming to replicate the feel of a dark, sci-fi horror or thriller movie, we need a plot! Connecting together one event with another, or with some newly discovered character revelation might inspire meaning. "Oh, so the drill failed catastrophically, and I've just found out that our engineer is taking money from our rival, Leyland Okuda – let's say he sabotaged it and the crew don't have any idea!" You may well find that you have two or three Storylines, like this, running at the same time. New encounters or revelations can continue be tied into your Storylines, as long as that random roll seems to fit, expanding the story and maybe taking events, and the game, in a new direction. Follow the probable chain of events with rolls as you see fit. A large part of the fun of playing **Hostile Solo** is watching out for these Storyline connections and then using later encounters or character interactions to develop them into dramatic moments, acts of sabotage, violence or passion, and perhaps even helping them get resolved! The main goal of the player in this game is to find a good Storyline and the follow it to a satisfying conclusion if possible.

Sometimes Storylines are begun, but don't go anywhere, there are no corroborating encounters or NPC reactions that seem to develop them, in this case just consider it a red herring or unresolved sub-plot.

Examples of Storylines might include:

- *A crewmember works for another faction and is going to sabotage the work.*
- *One of the crewmembers has been planning to kill another for some time.*
- *The ship is being pursued or shadowed by a rival.*
- *Something unusual is on-board, endangering the crew when they find it.*
- *Someone on the colony has gone crazy and is kidnapping people.*
- *An enemy leader is an ex-Marine and knows frequencies, codes and procedures.*
- *The Cartel runs the colony secretly and exploits the workers.*
- *Someone has been on this remote world before, there is evidence.*
- *The corporation is experimenting with gene-adapted patients, in secret.*

DEPRESSURISATION !

Don't Lose Your Head

Remember your semiotics. Let them guide you to safety.



**PRESSURE SUIT
LOCKER**



**BULKHEAD
DOOR**



**AIRLOCK
DOOR**



**VACUUM
BEYOND**



**ARTIFICIAL
GRAVITY ABSENT**

PREPARE FOR ...

- Loud Noises
- Misting of the Air
- Pain in the Ears
- Dizziness

LOOMING CRISIS

Think of a game of **Hostile Solo** as a science-fiction horror movie. The crew that the player controls will have a mission to complete and characters carry out their roles and duties as appropriate; as random events and encounters throw up difficulties, dangers and out-right threats, the player must carefully manage the characters in order to overcome these challenges. But as these challenges are being addressed, the player tracks Drama points that, at some point in the game, reach a tipping point and which unleash a crisis. The player will roll this crisis randomly and it may be totally unexpected and seemingly unrelated to the current mission (such as the malfunction of HAL in *2001 – A Space Odyssey*) or it might fit seamlessly into the current mission and the subplots so far experienced. In *The Abyss*, the Deep Core mining crew are given the mission to salvage a sunken US Navy submarine. As events progress and subplots develop (mainly interpersonal clashes, but also alien encounters) a crisis develops when a member of the team goes crazy and tries to detonate a nuclear weapon. This crisis fits in seamlessly with the subplot that has already developed surrounding mysterious alien sightings since the player has rationalised that the team-member wishes to wipe out those aliens.

The crisis doesn't wipe-out or nullify all of the previous subplots, it acts as an escalation that will exploit any weakness or unpreparedness on the part of the crew. Just like a member of the audience in a movie theatre, you just know something is coming ... you just don't know what ... and you don't know when ... Successfully resolving the crisis marks an end to the game, a resolution to the mission.

OPTIONAL

'The Looming Crisis' is an option that emulates the shock event in a sci-fi horror movie. You certainly don't have to use it, or roll for those Drama Points. If your on-going Storylines are rich and engaging – by all means stick with them. The difference in gameplay is the difference between a sci-fi movie and a sci-fi TV show.

TRACKING DRAMA POINTS

Drama Points are used to track an escalation in tension and serve as a positive Die Modifier to a frequent 2D6 Drama roll. When that roll equals 14+, the game's crisis occurs. A Drama Point is gained by the crew each time:

- A scene resolution roll is successful
- A task resolution roll (involving *more than one* person) is successful
- A combat (either individual or group) is resolved successfully

Immediately a Drama Point is gained, make a Drama Roll on 2D6, and add your current total of Drama Points as a DM. If you final result is 14+, the looming crisis has arrived. Roll 1D6 on the table below. Do not choose, do not reroll.

TYPE OF CRISIS

1D6 Crisis	
1	Hostile Lifeform Attacks
2	Crazed Crewman
3	Rival Group Arrives
4	Computer Goes Crazy
5	Reality-Bending Horror
6	Natural or Technical Catastrophe

1 – HOSTILE LIFEFORM ATTACKS

A deadly alien 'exomorph' attacks the crew or infiltrates their ship or colony. It may be a single, destructive organism that is hard-to-kill, it may be a swarm of creatures, or it could even be some sort of parasite. As a parasite it will invade or change the bodies of crewmembers, perhaps replacing them, eating them from within, controlling them or transforming them into some terrifying monster. Where did it come from? Is it native of the planet that the crew are currently on, or have just visited? Was it in the cargo hold? If a parasite, was it already inside one of the crewmembers, or a passenger? Does the corporation know about it? Movies involving this type of crisis include: *Pitch Black* (2000), the *Alien* movies, *Lifeforce* (1985), *Species* (1995), *Predator* (1987), *The Thing* (1981), *The Bodysnatchers* (1978), *Deep Rising* (1998), *Zygote* (2017), *Doom* (2005) and both the *Deadspace* and *Tremors* movies. Decide what the nature of the alien killer is, based on the current in-game situation, or roll 1D6:

1D6 Hostile Lifeform Attacks	
1-2	Single parasite
3	Multiple parasites
4-5	Single, hard-to-kill predator
6	Multiple, hard-to-kill predators

2 – CRAZED CREWMAN

One of the crew, or an NPC close to the characters within the game, goes crazy and attempts to kill the other crewmembers. Or eat them. Or dismember them. Whatever has caused the insanity might be something that is infectious, making the crazed character doubly dangerous. The threat can come subtly, with the attacker remaining unidentified, or can be a full-on orgy of violence and destruction, with no doubt at all about the identity of the culprit. In the movie *Sunshine* (2007), the crazed crewman is Captain Pinbacker, impervious to pain and filled with insane fury, driven mad by his mission. In *The Last Days on Mars* (2013), the crew are exposed to a contagious virus that turns them into ferocious zombie-like killers. Crazed crewmen also feature in *Pandorum* (2009), *Outland* (1981), *The Abyss* (1989) and *Event Horizon* (1997).

What has caused the insanity? An alien virus, perhaps brought on-board inadvertently? A scientific experiment gone wrong? The effects of exposure to strange radiation or to madness-inducing hyperspace, perhaps due to a faulty (or sabotaged!) hypersleep chamber? Or the crewman in question might be possessed by the soul of an intelligent (and malevolent) alien being with its own nefarious plans. Decide what the nature of the killer crewman is, based on the current in-game situation, or roll 1D6:

1D6 Crazed Crewman

- | | |
|-----|---|
| 1 | Driven insane |
| 2 | Possessed by an alien intelligence |
| 3-4 | Infected with a transmittable virus |
| 5 | Poisoned by a drug or other substance |
| 6 | Secret fanatic, android or soulless clone |

3 – RIVAL GROUP ARRIVES

An antagonistic rival group arrives, or is detected, which intends to thwart the crew's mission or even, perhaps, destroy them entirely. The nature of this rival group depends of course on the type of campaign that is being played. Is it rival prospectors? Rival explorers? A rival salvage team? It might not technically be a *rival* group, but another unrelated group that wants the player's characters destroyed for some reason. Maybe they are escaped criminals in a stolen ship, rogue clones seeking freedom (and revenge!), a ship manned by a crew driven insane by some virus, a salvage crew driven by desperation to piracy, a hit-team dispatched by a rival corporation, perhaps even a military vessel from the US or a foreign power that intends to make sure the characters never reach civilisation alive (why?). Decide what the nature of the rival group is, based on the current in-game situation, or roll 1D6:

1D6 Rival Group Arrives

- | | |
|-----|-------------------------|
| 1 | Military patrol ship |
| 2 | Criminal group |
| 3 | Piratical salvage group |
| 4 | Assassination team |
| 5-6 | Industry rivals |

4 – COMPUTER MALFUNCTION

This crisis works best on-board a starship or within an enclosed colony (perhaps underground, underwater or sealed from a hostile atmosphere). The mainframe computer malfunctions or is sabotaged. Because the mainframe is able to control most electrical systems and even operate a lot of remote technology, things could get very deadly for the crew. This crisis could also encompass rogue androids or robots, as well as powerful AI systems. These are themes explored in movies such as *2001: A Space Odyssey* (1968), *Saturn 3* (1980), *Virus* (1999), *Demon Seed* (1977), *Kill Command* (2016), *Colossus: The Forbin Project* (1970), and the *Terminator* movies. In *Darkstar*, one of the star-busting smart bombs on board the ship refuses to deploy, argues with the crew and threatens to explode while still attached to the ship.

By controlling access doors, life support and other systems, a computer could force the crew to carry out whatever actions it requires. Refusal might mean oxygen starvation or electrocution, or some other punishment. Why has the computer system or robot gone haywire? Is it due to sabotage, due to some natural event (such as a radiation burst or solar flare), poor maintenance, or has it been possessed by some other intelligence, possibly alien, whilst in hyperspace... Decide what the nature of the computer malfunction is based on the current in-game situation.

5 – REALITY BENDING HORROR

A breakdown in reality and the understood laws of physics creates a confusing and dangerous situation that the crew is forced to deal with. Reality-bending horror might be caused by a wormhole, by the physics surrounding the event horizon of a black hole, by some unknown space-time anomaly or even via the technology of some intelligent alien species. For those familiar with the works of H.P. Lovecraft, this crisis might mean an encounter with some stupendous sanity-smashing alien being (or beings). The greatest source of reality-bending is the act of entering hyperspace itself. Hyperspace is still a poorly understood phenomenon and with each horrific hyperspace incident, physicists learn just a little bit more. The reality-bending horror might begin gradually, with odd events building up to a crescendo of reality inversion and deadly horror, or it might be as simple as passing through a wormhole or entering a light-year sized veil of alien mucus ...

In game terms, hyperspace anomalies can form the focus of a 'haunted house' situation, with strange occurrences threatening both the crew's lives and their sanity. The British comedy TV series *Red Dwarf* is a mine of ideas for hyperspace anomalies, as is *Star Trek: The Next Generation*. A number of anomalies suitable for this crisis, are suggested below:

- **Timehole** – A wormhole to the crew's past or the crew's future opens up and takes the starship along for the ride. What happens when they meet their past or future selves? What significant event have they been taken to?
- **Possessed** – The ship itself is now tainted with a malign hyperspace influence. Crewmen begin to change in behaviour and demeanour. The player might start imposing periods of 'black out' on characters as they lose control and cannot remember what they have done. They have done bad things. Soon they will lose control completely and begin torturing and eating one another.
- **Twins** – One of the crew comes out of hyperspace with a doppelgänger on board. The crewman is held in some sort of suspended animation in a secret location on-board ship, whilst the evil doppelgänger plots to sabotage the vessel and its star-drives in order to return the ship to hyperspace – the drives burning out once they have arrived. Perhaps the doppelgänger can only be physically harmed by injuring or killing the innocent crewman, when he or she is found.
- **The Doorway** – A wormhole has opened up on the cargo deck (or perhaps some other, less travelled, part of the starship). It connects the vessel's corridors to the surface of a hell-world. Not only is the corrosive atmosphere of this world seeping into the ship, but so are tough, silicon-based life-forms. These trilobite-like, acid-loving critters can chew right through the walls and decks of the ship. Do the critters retire back to their world at night, to sleep? Do the PCs want to go through the wormhole to investigate? Hell-world might be hundreds or thousands of light years away, it may not even be in the Milky Way, heck, it might be inside a different universe! What might such information and survey data be worth to the company?
- **Pocket Universe** – The hypersleep pods open up as normal, but the pods themselves don't seem to be inside the ship anymore – they could be in a meadow, in a cave, a desert, perhaps inside a building ... The interior of the

starship has been altered and expanded to encompass a new pocket reality. What this reality contains is up to the player. Is it a twisted version of the Wild West? Is it a magical but deadly forest? A subterranean labyrinth? The universe inside the ship is only a few square kilometres in size, but could be facing imminent destruction unless the crew fix the problem – an analogy for them actually fixing the ship itself and returning them to ‘normal’ space.

- **Star Vampires** – Star vampires, energy creatures that live in hyperspace and feed purely on ‘life force’ wink in and out of existence on the ship during a series of horrific attacks.
- **Blanked** – A crewman no longer exists, although the player character crew can remember her. The starship has no record, her locker is empty and the company have never heard of her. But, the missing crewman seems to be ‘somewhere’, because there are strange messages coming in that seem to be from her, no less. The messages are cryptic, and could be via Morse code, writing in bathroom mirrors, fridge magnets or something equally esoteric (and perhaps a bit more scientific). Can they bring her back?
- **Mirror Universe** – The starship and its crew are ‘changed’, they are the same people with their normal identities and memories but on a different ship with different uniforms and a different mission. It soon becomes clear that this is a ‘mirror universe’ and that the crew have to come to terms with this quickly and solve the problem at hand (and there *will* be an imminent and critical problem at hand!). Any scientist on board might theorize that resolving this situation may bring them back into their own universe since it is the situation, like a bump in a rug, which has brought them out of hyperspace at this particular spot.

6 – NATURAL OR TECHNICAL CATASTROPHE

Either some catastrophic malfunction on-board ship or an environmental disaster imperils the crew and threatens their ship, their colony or their lives. On a ship, the catastrophe might be caused by a meteoroid or debris strike, totally destroying the vessel, similar to the situations in *Mission to Mars* (2000), and *Gravity* (2013). It could be a crash-landing that leaves them stranded and fighting for survival on a hostile world (*Enemy Mine*, 1985). Other sources of shipboard destruction might be a solar flare, sabotage, a runaway reactor failure or an encounter with some hyperspace or normal-space anomaly. If the crew are on a world’s surface, as a team of explorers, Marines, colonists or roughneck prospectors, then the catastrophe will be some sort of natural disaster. Perhaps there is a landslip, sinkhole or rock-fall that crushes or swallows their ship. It might be a volcanic eruption, a tsunami, a forest fire, an electrical storm or any one of dozens of deadly natural disasters that are found here on Earth. Although there may be a threat from local wildlife, this crisis is resolved through action, quick-thinking and ingenuity. All should appear lost. Things look bleak. Can the crew survive? Can they salvage any technology? Can they contact other colonists or explorers that might be able to rescue them? Or can they rescue themselves? Decide what the nature of the catastrophe is, based on the in-game situation, and the terrain and geography of the world (if the crew are on a planetary surface).

MISSION REPORT

A number of methods were tested to track the fortunes of the player characters and record the progress of events during the play-testing of this game. A monthly 'chronicle sheet' with various boxes to be filled in was quickly consigned to the bin as ideas, notes, chance encounters, extra plots and sub-plots spilled out of the boxes and across the page. What was needed instead was a 'mission report' type of recording method so that all of the different types of operations, events and encounters that could occur could be recorded.

One may ask, when no-one is actually going to read this mission report: why bother? The answer to that involves the fundamental difference between playing a table-top game with a group of friends and playing alone. In traditional gaming once an action is declared: 'I shoot the gang leader!' then it happens, it is now a fact and cannot be 'undone'. In a game occurring in one person's head there is no declaration of actions. Just when do you make the jump to the next star system, if you forgot something can you pretend it didn't happen and do that bit again? Writing everything down serves two purposes. Firstly it acts as a declaration of action. Once written in ink it cannot be revoked. Secondly, when a game comes to a sudden stop, it helps the player pick up where he last left off.

The recommended form of recording, then, is an unstructured mission report. A lined notebook would serve in this capacity, with subheadings to section off various changes of scene. Fuel and other calculations can be made directly on to the page where they will be used for later reference. Specific dates and times are worth recording, they will form the framework for the rest of the scenes, the descriptions and encounters. The game entries should be filled with relevant facts – leave out irrelevancies. Stick with locations, NPCs, mission plans and outcomes, options, and so forth. I often add little details about the location the characters are at, perhaps a hotel stayed at, or an interesting site visited – in case they visit the location again. We are travellers who travel – fleshing out each world with unique places, settlements, landscapes and creatures is what



attracted many of us to science-fiction roleplaying in the first place. Each visit to a planet, and each mission or session set on that planet is an opportunity to create some new fact, NPC, vehicle, animal or location that can then be used again and again.

In a similar vein I usually invent names for gangs, lesser corporations, starships – anything that crosses the characters' path and that might crop up again. Rather than bury these important elements within the depths of the mission report, I list them at the back of the book, each type of encounter on its own page where it can be easily referenced. Set up the following pages at the back of your mission report log book:

Contacts – These are patrons, friends, allies and contacts – people on your side.

Enemies – These are individuals, gangs and corporations, etc, who wish you ill.

Other Groups – Those NPCs, corps, governments, gangs, etc. who are neutral.

Starships – While most starship encounters are not noteworthy, some certainly are.

If so, record the name of the starship here, along with any other details. The characters might meet the crew of that starship again.

Storylines – You will need a page or two for Storylines – more on those, later.



Roleplayers familiar with the old blue-booking technique should be at home here. Blue-booking entered the roleplaying world with the release of the Strike Force supplement for Champions, back in 1988. As described in that book, the technique's name came from blue notebooks that each of the writer's players used to record thoughts and notes about what their characters were doing *in-between* gaming sessions. This technique helped roleplaying campaigns that used the technique to feel more alive. In those pre-internet, pre-email, pre-wiki days, all of this was done by writing in journals, with good old-fashioned pen and paper. Sometimes this would be done alone, away from the other players in isolation, at other times the referee and player might get together to run an informal one-on-one game session to resolve some personal drama, and the results would be written down, adding even more to that character's backstory.

These written asides from the main tabletop RPG sessions were designed to shed light on the down-time of a player character, to follow a moment in the life of a minor NPC, or examine what was happening back at the villain's HQ. Most often, though, they helped to really flesh out the backstory of a player character. The Mission Report is your crew's blue-book.

SPACEFLIGHT

In 2225 AD starships are built that can travel to other stars. There are survey and exploration ships, heavily armed military ships, transport ships carrying ore, cargo containers, petroleum or other cargos, there are deep space tugs, there are unpowered platforms that must be towed into place, and there are mining ships. They all utilise hyperdrives that punch through into hyperspace to allow faster-than-light travel to the destination star system. These drives are rated from 1-6 parsecs (or map hexes) per week. The hyperdrive and the reaction drive the ship uses for powering through normal space, relies on a fusion powerplant for power. This fusion drive requires a measure of liquid hydrogen coolant for its operation. The plasma reaction drive is similar to a powerful rocket, this uses liquid hydrogen as a reaction mass and it requires a huge amount. Ship captains must be careful to manage their fuel use while manoeuvring around a star system. Ships can refuel at type A, B and C class starports, or they can 'skim' fuel from the upper atmospheres of a gas giant planet (such as Jupiter or Uranus). Many star systems have gas giants present, as well as a few rocky worlds. Plasma drives are rated from 1-6, with a ship being able to 'burn-and-coast' 10 Million kilometres (MKM) per rating.

STARPORTS

Type A - Huge complex, refined fuel available as well as repair and servicing facilities, hotels, restaurants, etc. Can take any ship up to 100,000 tons. Has an orbital high port.

Type B - Large complex, refined fuel available as well as repair and servicing facilities, hotels, restaurants, etc. Can take any ship up to 60,000 tons. Has an orbital high port.

Type C - Routine facility, with unrefined fuel available, basic repair yards and basic cargo and passenger handling facilities. Might have an orbital high port. Can take any ship up to 40,000 tons

Type D - Basic port, with unrefined fuel available, but no real repair facilities. Limited cargo and passenger handling facilities. No orbital high port. Can take any ship up to 20,000 tons.

Type E - Landing pad and beacon. No facilities. Can take any ship up to 10,000 tons.

Type X - No starport.

Hyperspace can only be entered or exited at 'weak points' in space that have previously been mapped by robotic hyperspace drones. Most star systems have a dozen or so of these weak points, often scattered just beyond the star's habitable zone. Hyperspace is potentially deadly to life, turning humans and animals insane, and so human crews must be frozen in hypersleep chambers for the trip. Once the ship emerges in the destination star system, the crew are awoken and must spend several days travelling to the destination world in normal space using the plasma reaction drive.

Ships are huge bulk transporters, heavy tugs or container ships. Military vessels are often smaller, faster and heavily armed with missile bays, laser turrets and railguns. Most large starships can land on a planet to visit a colony, but that does expend precious liquid hydrogen fuel. If it is possible, the ship docks at an orbital station (usually only available above class A and B starports), or the crew go down to the surface in a small craft (under 100 tons) such as a lifeboat, ship's boat or heavy shuttle. This reduces fuel use and takes less time. Nearly every starship, however large, can land on a planetary surface.

Ships and space stations use artificial gravity, with decks providing Earth-like gravity at all times. They include airlocks that allow access to deep space as long as the characters are wearing vacc suits (this setting's space suit). Ships are controlled by a mainframe computer that is given a rating, this indicates how complex and powerful it is. Most are semi-sentient. All craft are measured in displacement tons (dtons). A dton is the volume of space that is displaced by one metric ton of hydrogen. A Thunderchief heavy shuttle is 90 dtons (or just 'tons') whilst the Electra class of petroleum carrier is 40,000 tons. Deckplans are available for some of these ships, with a single square (1.5m x 1.5m) representing half a ton.

PROCEDURES

Most commercial starships follow a simple schedule, spending several weeks in hyperspace and one week in normal space, taking care of business at the mainworld. Once a ship emerges from hyperspace at a hyperspace point, the captain may want to skim a local gas giant for free fuel. If so, the pilot achieves orbit and skims the atmosphere of the gas giant for fuel using the ship's fuel scoops. This takes time however, and so most crews will refuel at the starport. Next the ship travels to the destination world (typically a mainworld with a colony), where passengers disembark, old cargo is unloaded and new cargo replaces it. The crew performs routine ship maintenance and refuelling, new passengers come aboard the vessel, and then the starship travels out to a hyperspace point in the same star system in preparation for entering hyperspace once again, and traveling either back to Earth or to the next destination.

IN-PORT

A starship will often land at a starport on the planet's surface if that is convenient. This does cost fuel, however. Class A and B starports include a highport, a large orbital space station used as a transfer platform or space terminal. If the ship doesn't have to land on the planet (to load up with bulk cargo, for example) it can dock with the high port instead. Assume that a class C starport has a highport if its population digit is 5 or more. D and E class starports never have a highport. These ports can be huge and complex structures, or much simpler affairs, just with an ops centre, docking facilities, warehousing and a powerplant, with accommodation for the crew. Antarctica Traffic Control does not allow starships to land on Earth, all must dock in orbit at the huge and well-equipped Liberty Station. Their cargoes are sent to Earth via heavy lift shuttle or, if liquid or bulk cargo, via the Trans Atmospheric Petroleum Pipeline down to Brazil.

On the ground, ships land at large concrete landing pads at the starport which itself is usually located slightly away from the colony in case of accident. These starports resemble airports, with similar types of buildings and facilities. The different types of starports are described on pg 84. Non-commercial starships typically follow a similar schedule. Without the obligations of passengers or cargo, however, these vessels can choose to travel much faster.

LOADING & UNLOADING

Most commercial ships have cargo to unload and load. If the ship is a freighter assume that a cargo charter will occupy all of the capacity of the cargo hold. Some will also carry passengers that must be deboarded. With a combination of liquid transfer pumps, boom conveyors, cranes and reachstackers, a ship can be unloaded at a speed of 500 tons per hour. Class C and D starports lower this to 300 tons. Make a Crisis roll (pg 54): on a 1, the loading or unloading hits a problem. The reason might be political, legal, administrative, technical or logistical (such as other ships need loading first). A character may make a task roll to circumvent the hold-up. Make either an Admin or Loader roll to get the loading started in ½ day. If that fails, try again every 24 hours. These rules all apply to both loading and off-loading. The player might want to replace these rolls with roleplaying or scene resolution as the characters plot to jump the queue or solve the hold-up dilemma. Most ships have capacity to carry a small number of passengers in hyperspace pods. These are woken up on landing and walk off the ship with their belongings.

REFUELLED

Starships require copious amounts of liquid hydrogen fuel, which is refined at an A or B class starport either from gasses skimmed from a nearby gas giant, or from local surface water or ice resources. Commercial starships can purchase this refined fuel. Unrefined fuel (water) is available at C and D class ports, but using this type of fuel as a reaction mass degrades the manoeuvre drive's efficiency to 90% when calculating normal space travel times. The starline will cover the cost of fuel for the mission (along with life support and supply costs). If the ship has fuel processors, it can actually refine unrefined fuel that it has skimmed from a gas giant or bought from a starport, either on the pad or in flight, usually taking 24 hours. If speed of refuelling is important to the plot, use these figures: fuelling takes 15 minutes for a small craft, 3 hours for starships of 6,000 tons or less, 4 hours for starships of between 6,100 and 15,000 tons, and 6 hours for starships massing larger than 15,000 tons. Double these times for a D class starport. The player might want to check for hold-ups as with *Loading & Unloading* (above).

Manoeuvre Drive Fuel

Ships require liquid hydrogen to the amount of $0.1 \times \text{Hull Tonnage} \times \text{Manoeuvre Drive Rating}$. This provides 24 'Burns' at the reaction drive's rating for a starship, or 12 Burns if a small craft.

Powerplant Fuel

The fusion reactor requires an amount of liquid hydrogen coolant. It typically provides for 12 months of operation and does not need replenishing after each flight.

Gas Giant Refuelling

Starships fitted with fuel scoops may dive into the upper atmosphere of a gas giant and fill their tanks with unrefined hydrogen. This is known as gas giant (or 'wilderness') refuelling. The star system must have a gas giant present. Once in orbit around the gas giant, the pilot can attempt a close approach into the upper atmosphere. Meanwhile the engineer monitors the gas intake and fuel tank pressures throughout the manoeuvre. Scooping takes 1D6 hours. The pilot makes a Pilot roll to carry out this manoeuvre. Failure indicates that there are high velocity winds that damage the scoops (Engineer task roll, taking 1D6 hours, required to repair).

Water & Ice: If there are no gas giants, the ship can exploit ice sheets, rivers or oceans, and pump the water aboard as unrefined fuel. Of course this requires landing in a wilderness situation, always a risk, but a common occurrence for a survey ship that must travel around star systems without starports at which to refuel.

FLIGHT

Once fuel, cargo and supplies have been loaded on-board, the ship can power up and lift off, heading directly out into space on a trajectory plotted to take it to the nearest viable hyperspace point. Ships docked to an orbital highport simply undock. A full fuel tank equates to 12 'Burns' for a small craft, or 24 Burns for a starship. Burns must be rationed, no-one wants to be stranded without enough fuel to get home. Plan ahead. Do I need to refuel at a gas giant (if one exists in the destination star system)? Ask The D6: on a 1, the pilot needs to make a trajectory change, with a successful Pilot skill roll. If failed, the ship uses 1 extra Burn to reach its destination (whether it be a hyperspace point, moon, gas giant or other planet). A table that illustrates the fuel costs for a variety of manoeuvres is found below.

Sensors: Routine tasks carried out by the sensor operator include all communications and conducting sensor sweeps as the starship moves through real-space. These tasks do not require dice rolls. During encounters in normal-space, the sensor op will make a Comms roll to identify starships encountered, or to get to the bottom of any mysteries that appear on the In-System Encounters table.

Manoeuvre Carried Out	Burns Required
Leave orbit for trip to another planet	4
Decelerate & enter orbit around a planet of gas giant	4
Leave orbit for a trip to a local moon	1
Enter orbit around a moon or planet	1
Travel out to the Hyperspace Point	4
Travel from Hyperspace Point to mainworld or gas giant	-
Small craft deorbit burn & descent to moon's surface	1
Small craft ascends to orbit from moon's surface	1
Standard starship deorbit burn & descent to planetary surface.	2
Streamlined starship deorbit burn & descent to planetary surface.	1
Standard or streamlined starship ascends from planetary surface	2
Note: A change in orbit or vector will not require any Burns if the Pilot can make a Pilot skill roll. If failed, the cost is 1 Burn.	

How Far Are You Going?

This section provides a number of suggested destinations and distances (in Mkm, or millions of kilometres). Note that the Habitable Zone sits somewhere between the Inner and Outer Zones, and is the assumed location of the star system's mainworld. Note that, since the hyperspace points themselves move in their orbits, the roll to determine their distance from the mainworld must be made every time the system is visited or exited. Ask The D6: on a 1, the navigator needs to plot a revised course, with a successful Navigation skill roll. Failure provides a penalty DM of +1 on one of the following D6 being rolled:

• Hyperspace Point to or from Mainworld	2D6 x 10 Mkm
• World in the Inner Zone of the Star System	1D6 x 1D6 x 20 Mkm
• World in the Outer Zone of the Star System	1D6 x 1D6 x 100 Mkm
• Nearest gas giant (if one exists)	1D6 x 1D6 x 20 Mkm
• The Kuiper Belt	6000 Mkm
• Planet to a Moon*	1D6+2 hours
• From One Gas Giant Moon to Another*	2D6+2 hours

- * Moons are on a different scale of distance to planets, and ships will not have enough time for a coast stage, merely accelerating midway then decelerating to enter orbit around the moon.

How Long Will It Take?

We try to keep all in-system distances listed as Millions of kilometres (Mkm). The pilot opens up the reaction motors for a long-duration burn lasting several hours, before turning them off to coast mid-way. The final segment of the trip involves decelerating and (usually) entering the destination world's orbit. Divide the distance to destination (a planet, a gas giant or a hyperspace point) by the Distance Per Day value in the table to determine how long the flight will take.

Manoeuvre Drive Rating	Distance per Day in Mkm
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80

HYPERSPACE

Hyperspace points are surveyed locations beyond a star's habitable zone, they are the perfect confluence of gravity, dark matter and orbital mechanics that allow easy access to hyperspace. There are scores of these in any one star system. Starships enter hyperspace with a substantial velocity and exit a hyperspace point in the destination system on a trajectory taking it directly to the mainworld. Roll randomly for the distance to the destination world. This means that accelerating to a hyperspace point costs 4 Burns, and decelerating from the exit point toward the mainworld (and entering its orbit) costs another 4 Burns. Just prior to arriving at the hyperspace point, the crew enter hypersleep. Once the ship enters the zone occupied by the hyperspace point, the ship's computer activates the hyperdrive. Hyperdrive speeds are rated at 'parsecs per week'.

Hyperspace Interrupted

During hyperspace travel, the player rolls 2D6. On a result of '2' there is some on-board malfunction serious enough to force the computer to follow protocols and drop the ship back into normal space. What could the problem be? It is almost certainly repairable by the engineering crew, but how long will it take?

INTERRUPTION TO HYPERSPACE

1D6	Malfunction	DM to Repair	Time
1	Life Support	+2	½ day
2	Fuel Pump	-	½ day
3	Hyperdrive Coupler	-	1 day
4	Field Generator	-2	1 day
5	Hypersleep Bay	-	½ day
6	Fusion Reactor	-2	1-3 days

Hypersleep

Days or weeks will pass until the ship enters the destination star system where it will emerge at a pre-calculated hyperspace point, travelling on a coasting trajectory with engines shut down. Automated systems wake the sleeping crew and the starship is then brought online. The ship's computer automatically revives the crew who each make an Endurance check with a DM +4. Failure to revive successfully results in feeling ill and groggy for the rest of the day. All skill rolls that day (piloting, engineering, comms, etc.) are conducted with a DM of -1. The ship's medic can remove that -1 penalty with a successful Medical check for the patient.

LANDING

Once in orbit around the mainworld, the starship begins a deorbit burn and enters the atmosphere (if one exists). It will touch down around half-an-hour later at a landing pad assigned by local traffic control. Some missions will involve the unloading of a cargo in orbit (either at an orbital high port, or perhaps at some remote asteroid or deep space transfer location, far from the mainworld). Docking at a station, or landing at a starport require the pilot makes a Pilot roll (DM +3) to successfully dock or land. Remove the DM if the docking station is not responding for some reason, the weather is extreme, or the starport is non-existent (a class X port). Failure indicates a delay, or perhaps damage to the starship (roll for a Ship Malfunction, pg 120).

The crew cannot relax until the contract is fulfilled and the cargo is unloaded and signed for. Companies typically mandate two or three days of enforced 'down time' at this point. The stop-overs also allow ship systems to be checked, and routine maintenance and flight instrumentation checks to be carried out. But crews often get drunk, make friends, get into arguments, fall in love – in short, live a little. All too soon the captain recalls the crew-members and the ship is prepared for take-off, either back to Earth, or on to another frontier star system where a new cargo is waiting to be transported on a journey to ... who knows where?

AIRLOCKS

A ship typically has several airlocks, with one being the primary exit and entrance. The average airlock is large enough for three people in vacc suits to pass through at the same time and takes six seconds (one combat round) to cycle. Airlocks can be locked from the bridge which means they will then require an Engineering or Mechanical roll (DM -2) to override. An unlocked airlock can be triggered from outside. Airlocks generally have vacc suits and zero-G tools in a EVA locker nearby.

DISTRESS SIGNALS

According to Interstellar Commerce Organisation (ICO) regulations, all registered vessels must be fitted with a transponder which continually broadcasts the ship type and registration. Transponders are sealed and tagged to dissuade tampering or attempts to turn them off. Criminals are able to bypass the seals and switch off the unit. When the ship is in trouble the crew may set the transponder to transmit a distress signal, the ship's computer may also initiate this signal. Ship captains picking up the signal are legally obligated to offer assistance. In the event that the commander of a vessel is unable or to respond to such a call, they are required to log their reason in the mission report for not doing so. Such crews may suffer severe financial penalties. The use of false distress signals is against international law.

COMMUNICATIONS

Standard communication suites on spacecraft, stations and planetary installations allow for light-speed radio and laser communications system-wide: messages take 6 minutes per 10 million km (Mkm). Faster-than-light (FTL) comms (both sending and receiving) using a hyperwave transceiver are possible both while the ship is in hyperspace and when it is in 'real space'. Speed of the FTL 'Network' is 1 parsec per day. Hyperwave bandwidth is small, however, allowing only a short burst of text (200 characters).

STARLINE SHIPPING CORPORATIONS

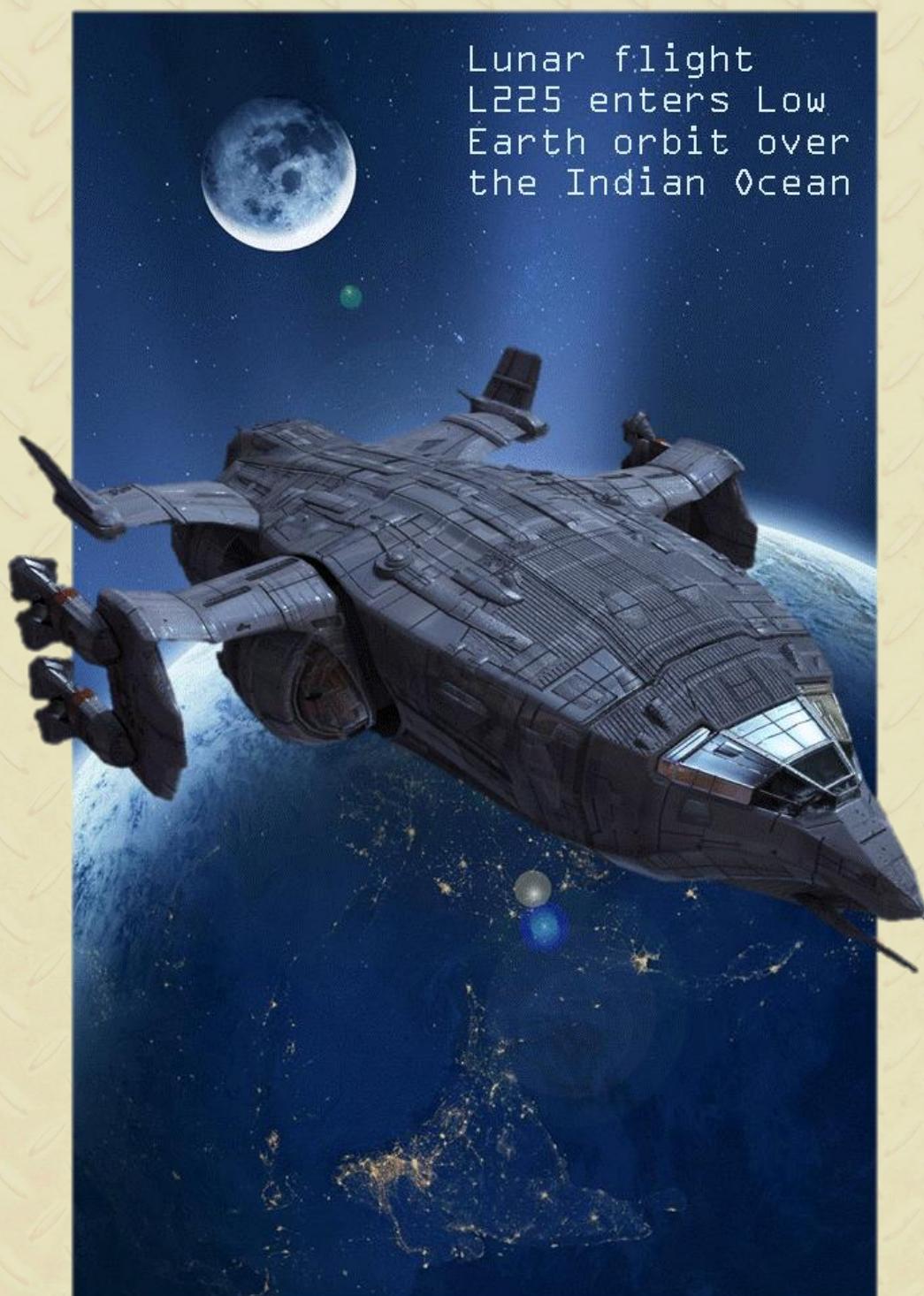


BRANIFF INTERSTELLAR



DOCKING

Two spacecraft may dock if they are close together and neither ship attempts to resist the docking manoeuvre. Many airlock designs across interstellar space are compatible; for incompatible airlocks, ships extend flexible plastic docking tubes that adapt to the target airlock. If the ship is actively attempting to avoid being boarded by manoeuvring, the boarders must match the target's velocity and dock with it but this is a difficult Pilot task (DM -2). If this fails, the boarders must try to land on the hull in vacc suits to use an airlock or cut through from outside (using a hand welder or blasting with C-4 plastic explosive).



SHIP TYPES

The following ship summaries provide all the information needed for use in **Hostile Solo**. More detailed descriptions are found in the **Hostile Setting** book, should they be required. Note that there are many other minor components included in a ship design, including a medbay or infirmary, airlocks, offices or briefing rooms, engineering control rooms, rec rooms or a lounge, and so on. The components listed in the ship data cards below are those that assist in the ship's specific mission.

CIVILIAN SHIPS

Ship Type	Hull (tons)	Hyper Drive	Reaction Drive	Comp	Cargo (tons)	Crew/ Pass	Notes
Escape Pod	10	-	1G	1	-	0/8	Automated
Workpod	10	-	4G	1	-	1/0	Salvage & repair pod
Lifeboat	20	-	1G	1	9	1/5	Also used as a shuttle
Ship's Boat	30	-	3G	1	10	2/8	Used as a shuttle
Heavy Shuttle	90	-	3G	1	42	2/10	
Expedition Lander	90	-	2G	1	19	2/10	With living quarters & 2 Quad Tracks
Lt. Towship	5,000	2pc/wk	6G	2	32	6/2	Tows 5,000 tons
Hvy. Towship	15,000	4pc/wk	8G	5	216	7/0	Tows 100,000 tons, with Lifeboat
Bulk Carrier	20,000	3pc/wk	3G	6	11,000	8/2	Hauls ore, wheat, coal, with Lifeboat
Container Ship	20,000	4pc/wk	1G	6	15,200	8/0	With Ship's Boat
Tanker	40,000	1pc/wk	1G	7	32,200	9/1	With Ship's Boat
Fast Freighter	1,000	4pc/wk	4G	4	350	7/2	With Lifeboat
Colonial Freighter	5,000	2pc/wk	2G	3	3,250	8/30	With Ship's Boat
Small Mining Rig	400	3pc/wk	2G	3	125	9/0	Drilling rig, ATV, Mining Drones, Quad Tracks
Mobile Mining Vessel	6,000	2pc/wk	1G	3	3,600	72/4	Ore smelter, 2 Ships Boats, ATV, Mining Drones, Quad Tracks, Mining Vehicles
Colonial Support Vessel	10,000	2pc/wk	3G	4	4,452	19/2000	Colony set-up ship, with 3 Expedition Landers & terraforming machinery
Research Scout	300	2pc/wk	3G	4	60	12/0	Labs, ATV, Quad Tracks, Jeep, Probe Drones
Resource Exploration Ship	2,000	2pc/wk	2G	4	500	19/1	Labs, Ore Processor, 2 ATVs, Quad Tracks, Probe Drones
Corporate Transport Ship	800	5pc/wk	3G	5	122	8/15	With Spaceplane, 3 Escape Pods, suites, lounges, meeting room

MILITARY SHIPS

Ship Type	Hull (tons)	Hyper Drive	Reaction Drive	Comp	Cargo (tons)	Crew/ Pass	Notes
Gunboat	30	-	3G	3	6	2/8	Light military shuttle
Dropship	20	-	2G	3	7	2/7	Rocket pods, Gatling Gun, cargo or APC
Military Shuttle	90	-	3G	1	33	2/28	Military shuttle
Patrol Cruiser	2,000	2pc/wk	4G	7	73	54/16	With 2 Gunboats, Probe Drones, Missile Bay, Laser Turrets & Railguns, 27 Marines
Assault Ship	3,000	3pc/wk	3G	6	380	231/10	With 193 Marines, Probe Drones, Missile Bay, & Railguns, 6 Dropships, 2 Military Shuttles, 9 APCs, 5 Jeeps & 5 Trucks, cannot land
Fast Response Ship	4,000	5pc/wk	4G	6	120	58/6	With 27 Marines, 8 Escape Pods, 2 Dropships, Probe Drones, 2 Military Shuttles, Particle Weapons, Missile Bay, & Railguns, cannot land



SHIP NAMES

When encountering a ship, you may want to determine its name. Invent one, or roll D66 on one of the following tables for inspiration.

COMMERCIAL [1]

11	Pure Michigan	31	Unity Challenger	51	Taurus Celebration
12	Majestic Andromeda	32	Stellar Promise	52	Northern Commercial
13	New Hampton	33	Rapid President	53	Star Accord
14	Elbek	34	Excel Norsk	54	Commercial Envoy
15	Pelias Argo	35	Olympic Express	55	Statesman
16	Forum Giant	36	Louise Borchard	56	Stellar Equity
21	Johanna	41	ConAm Delta	61	Efficient Transfer
22	Cape Charles	42	Spirit of Sirius	62	Commercial Action
23	Neptune	43	New Horizon	63	Spinward Fortune
24	Transtar Mobile	44	Helena	64	Dark Star
25	Neuberg	45	Caroline	65	Horizon Enterprise
26	Spica Everest	46	Takeko	66	Macau Champion

COMMERCIAL [2]

11	Rimward Express	31	Galaxy Norsk	51	Qingdao Senior
12	Nova Leanne	32	Big Sky Country	52	Vigo Mercury
13	Rebecca Horizon	33	Rigel Confianza	53	Hanjin Capella
14	Canopus Expeditor	34	Commerical Equity	54	Magnus Pride
15	Southern Spinward	35	Rift Giant	55	Lodestar Giant
16	Blue Star	36	Electra Speed	56	Coreward Charger
21	Dauphin	41	Command Trader	61	Blue Cosmos Financial
22	Hanjin Maturity	42	Magellan Comet	62	Starco Katarina
23	Galaxy Union	43	Proficient Laura	63	Coreward Jaguar
24	Gemma Star	44	Polestar Valiant	64	Borchard Rigel Eloise
25	Nebula Fortunate	45	Phoenix Enterprise	65	Comet Matilda
26	London	46	Solar Queen	66	Sunstar Meteor

COMMERCIAL [3]

11	Bold Venture	31	Gone With the Wind	51	Pacific Wonderland
12	Cornucopia	32	Lady Luck	52	Journeyman
13	Islands of Aloha	33	King of the Hill	53	Caveat Emptor
14	Dead Reckoning	34	Destiny's Child	54	Patron's Choice
15	Orwell	35	Bonhomme	55	Fortuna
16	Rampant Speculation	36	Bid With Confidence	56	Far Traveller
21	Profit Margin	41	Leaping Lena	61	Skymaster
22	Maxim	42	Far Future	62	Long View
23	Star Trader	43	Norsk Carrier	63	Free Enterprise
24	Star Venturer	44	Seven Stars	64	Bottom Line
25	Victoria Norsk	45	Agent of Change	65	Golden Opportunity
26	Goodwill	46	Incommunicado	66	Disco Volante

EXPLORATION

11	Reliant	31	Spirit of Adventure	51	Pulsar
12	Endurance	32	Challenger	52	Coriolis III
13	Pioneer	33	Corona	53	Pathfinder
14	Voyager	34	Call of the Wild	54	Frontier Explorer
15	Cygnus	35	Adventurer	55	Proton
16	Esperance	36	Endeavour	56	Orbiter
21	Nova	41	Discovery	61	Parallax
22	Nebula	42	Long Duration	62	Magellanic
23	Resolution	43	Zodiac	63	Andromeda
24	Zenith	44	Icarus	64	Event Horizon
25	Cosmic Wanderer	45	Spinward Surveyor	65	Daedalus
26	Zenith	46	Radiant	66	Prometheus

US SPACE COMMAND

11	USS Colorado	31	USS North Carolina	51	USS Sea Dragon
12	USS Alan Shepard	32	USS White Wing	52	USS Florida
13	USS Neil Armstrong	33	USS Wyoming	53	USS Linebacker
14	USS Virgil Grissom	34	USS Kyle Schaeffer	54	USS California
15	USS Wild Weasel	35	USS Alabama	55	USS Niagara
16	USS Deke Slayton	36	USS Igloo White	56	USS Milwaukee
21	USS Karen Walden	41	USS Washington	61	USS Rolling Thunder
22	USS Idaho	42	USS Eileen Collins	62	USS Rhode Island
23	USS Pegasus	43	USS Montana	63	USS John Glenn
24	USS Enola Gay	44	USS Lewis and Clark	64	USS Okinawa
25	USS Bockscar	45	USS Cooperstown	65	USS Pathfinder
26	USS Peacemaker	46	USS Tinian	66	USS Black Knight

MINING

11	Energy Advantage	31	Blue Canyon	51	Mount Rushmore
12	Global Challenge	32	Deepcore	52	Solomon's Sprit
13	Progress	33	High Plains Drifter	53	Stena Tay
14	Kristina	34	Deepspace Horizon	54	Hamilton
15	American Endurance	35	Delta Oregon	55	Son Tay
16	Tallahassee	36	Thule Energy	56	Falcon
21	Wichita King	41	Integrity	61	Marco Polo
22	Helena	42	Northern Giant	62	Provider
23	Providence	43	Fronter 513	63	Altair
24	Freya	44	Petro Columbus	64	Saturn 5
25	Aztec Star	45	West Alliance	65	Janus
26	Mercury First	46	Jennifer	66	Maju Jaya

RANDOMISED INTERIORS

You might find it useful to have some rough layout of a particular orbital platform (space station), starship or colony outpost available. The random tables here provide a thumbnail sketch of a platform colony building or ship interior, showing the general layout of sections and corridors.

ORBITAL PLATFORMS

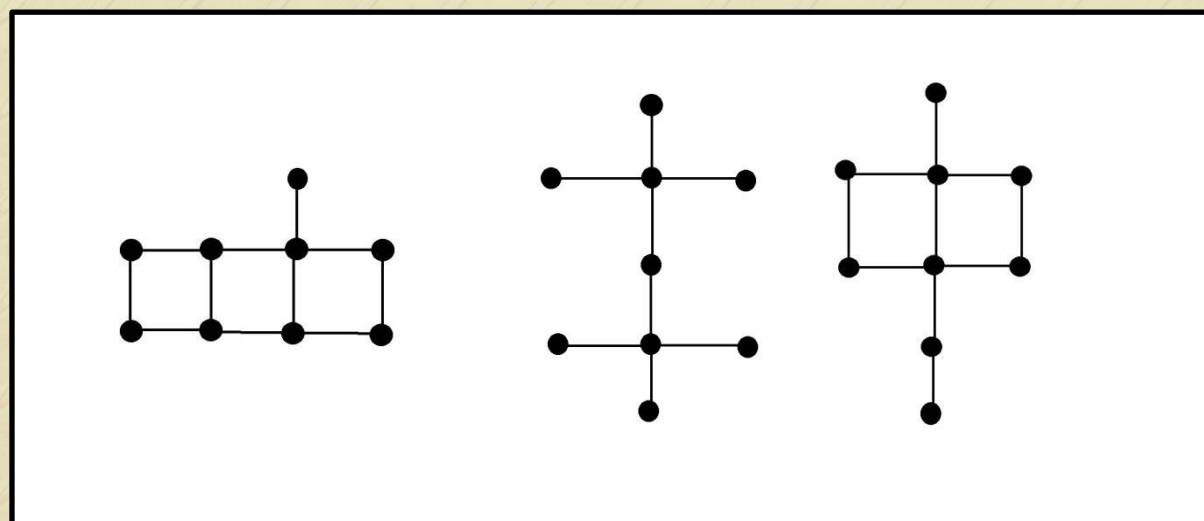
A 1D6 table is provided for each type of platform 'deck'. Decide how big the platform is; this indicates the number of decks. Some decks might be duplicated on the platform, depending on its mission. In the **Hostile** setting, all platforms have their own gravity, and are laid out like tall buildings. Control centres are usually on the top-most deck, with engineering on the lowest deck. Large or Massive platforms might have multiple engineering decks.

PLATFORM SIZE

Platform Size	Number of Decks
Small	3
Standard	5
Large	8
Massive	10

All platforms must include a Control Deck, a Crew Deck and an Engineering Deck. Other decks are optional, based on the mission type. These include: Autofactory Deck, Cargo Deck, Corporate Deck, Fuel Refining Deck, Mineral Refining Deck, Passenger Deck and Science Deck.

The Schematic – Draw out a schematic for a particular deck as a series of nodes connected by lines, or corridors. There should be 9 nodes. Three schematics are illustrated below, but you can create your own repeated pattern. It will be replicated for each deck.

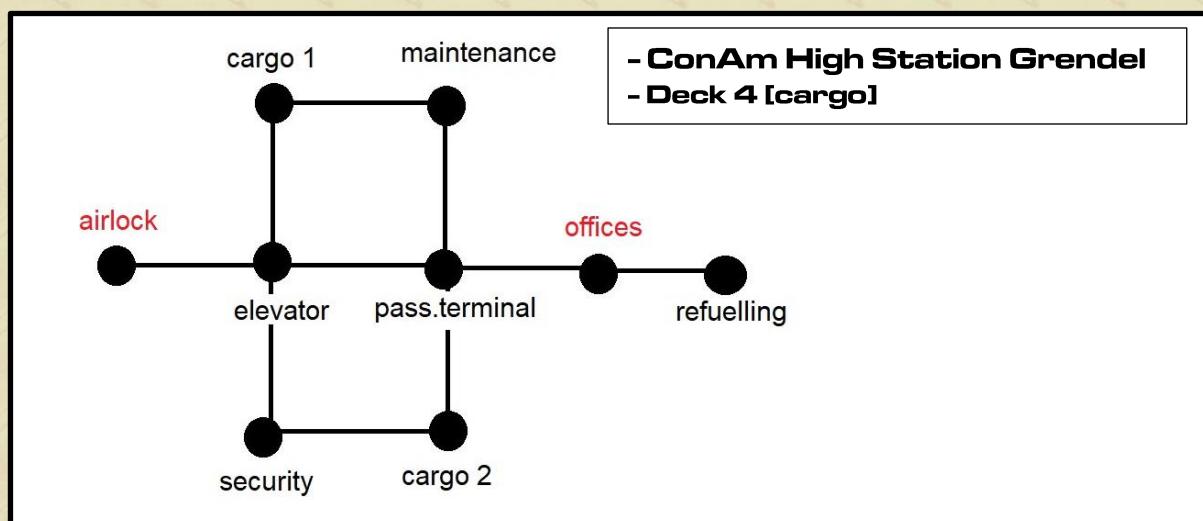


Assigning Meaning to the Nodes – Now, for the deck you are interested in, a centrally located node should be assigned as 'elevator', this will be in the same place on every deck. Next, pick a node and roll 1D6 from the relevant deck table. Assign that facility to the node. Pick another node (any node) and roll 1D6 again on the same table. Assign the facility to the new node. If you already have that facility, then use the next facility DOWN the table if your result was even, or the next facility UP the table if your result was odd. If you go off the end of the table, then return to the opposite end of the table. All six facilities will have been assigned to your nodes, leaving two spare (remember that the elevator has already taken up a node). For these two spare nodes, roll twice on the Auxiliary Facility table. Your deck is complete. If you wish to swap the positions of one or two facilities, then go ahead.

A stairwell features on the Auxiliary Facility table. You decide if they go up, down or both; if on the top (Control) deck, they can only go down. If on the lowest Engineering deck (if there are more than one) then it must go up. If you specify that stairs lead to another deck, then you must place stairs on the same node on that deck when it comes to mapping it. Lines between nodes/facilities are darkly-lit corridors filled with industrial gratings, exposed pipework, electrical conduits and so on.

Example: *Let's build a waystation, a terminal around the planet Aurora, with cargo and passenger handling facilities. It is a Standard (5-deck) platform called Grendel High Station, and is owned and operated by transport giant, ConAm. We look at the different types of decks and select Control (deck 1), Crew (deck 2), Passenger (deck 3), Cargo (deck 4) and Engineering (deck 5). In this scenario, I'm interested in the Cargo Deck. I choose the following schematic and allocate the middle-left node as the elevator. Next I begin allocating the six facilities by rolling on the Cargo Deck table.*

Two nodes are unallocated, so we roll on the Auxiliary Facilities table and identify one as an office area and the other as an airlock. We can also say that both cargo areas also have large airlocks for connecting with starship cargo bays. After eight rolls the deck looks like this, with cargo facilities in black and the auxiliary facilities marked in red.



Random Deck Tables**AUTOFACTORY DECK****1D6 Facility**

- 1 Factory Floor 1
- 2 Parts Storage
- 3 Office Area
- 4 Factory Floor 2
- 5 Workshop
- 6 Warehouse

AUXILIARY FACILITIES**1D6 Facility**

- 1 Airlock
- 2 Tool Room
- 3 Computer Access Room
- 4 Office Area
- 5 Stairwell Up/Down/Both
- 6 Life Support Machinery

CARGO DECK**1D6 Facility**

- 1 Passenger Terminal
- 2 Security Section
- 3 Cargo 1
- 4 Maintenance
- 5 Refuelling Station
- 6 Cargo 2

CORPORATE DECK**1D6 Facility**

- 1 Office Area 1
- 2 Conference Room
- 3 Lounge
- 4 Office Area 2
- 5 Restaurant
- 6 Manager's Office

CONTROL DECK**1D6 Facility**

- 1 Operations Centre
- 2 Office Area
- 3 Conference Room
- 4 Computer Centre
- 5 Avionics Section
- 6 Medbay

CREW DECK**1D6 Facility**

- 1 Stateroom Block 1
- 2 Gym
- 3 Laundry
- 4 Recreation Room
- 5 Stateroom Block 2
- 6 Lounge

ENGINEERING DECK**1D6 Facility**

- 1 Workshop
- 2 Airlock
- 3 Fusion Reactor Control
- 4 Life Support Control
- 5 Fuel Pumps
- 6 Parts Storage

FUEL REFINING DECK**1D6 Facility**

- 1 Airlock
- 2 Fuel Tank 1
- 3 Fuel Pumps
- 4 Fuel Test Lab
- 5 Fuel Tank 2
- 6 Workshop

HANGER DECK**1D6 Facility**

- 1 Workshop
- 2 Airlock
- 3 Hanger 1
- 4 Equipment Lockers
- 5 Hanger 2
- 6 Parts Storage

MINERAL REFINING DECK**1D6 Facility**

- 1 Ore Transfer Bay
- 2 Office Area
- 3 Ore Bay 1
- 4 Mineral Crushers
- 5 Ore Bay 2
- 6 Mining Drone Hanger

PASSENGER DECK

1D6 Facility

- 1 Hotel
- 2 Shopping Mall
- 3 Gym
- 4 Atrium/Meeting Area
- 5 Infirmary
- 6 Restaurant

SCIENCE DECK

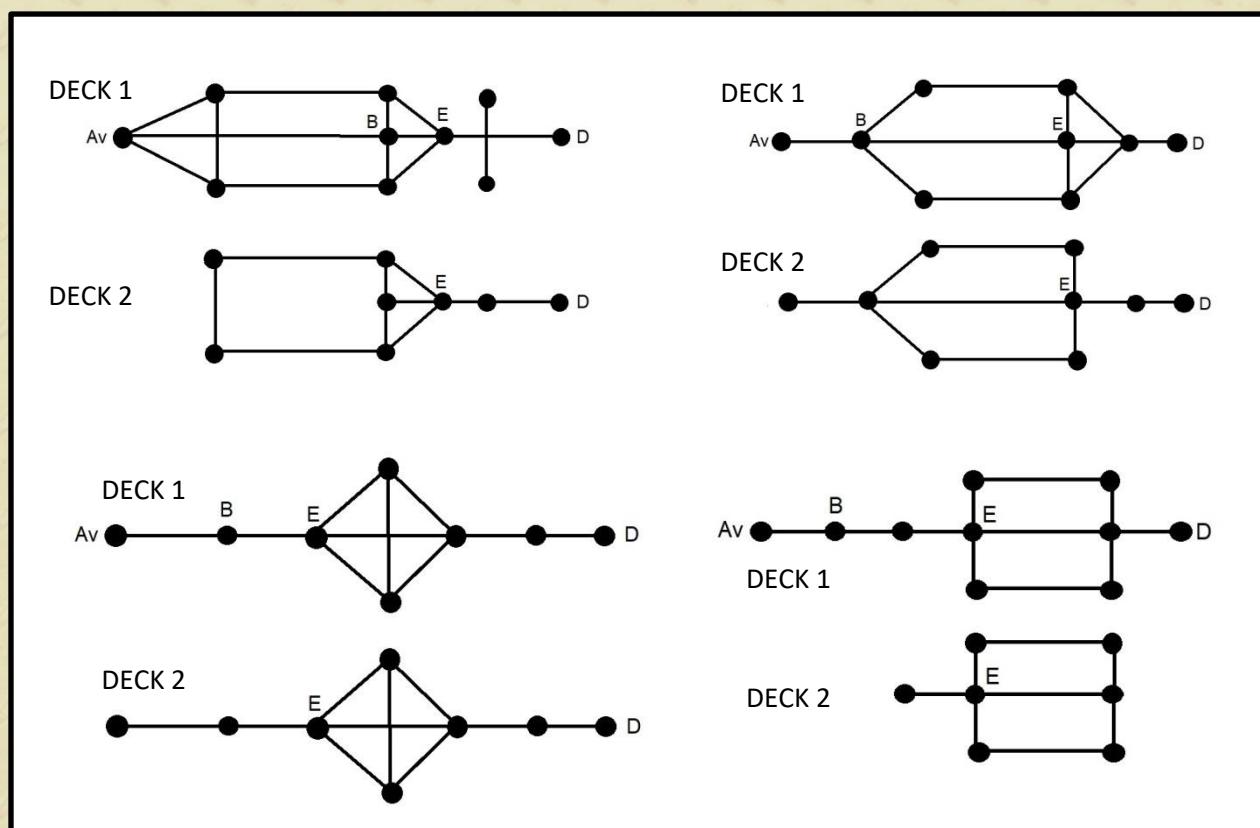
1D6 Facility

- 1 Lab 1
- 2 Office Area
- 3 Lab 2
- 4 Store Room
- 5 Conference Room
- 6 Lounge

STARSHIPS

Starship layouts are more standardised than orbital platforms, with the avionic sensors and bridge at the front, fusion reactor and manoeuvre drive (the 'drives') at the rear. Ships can be very large in size, with several decks. Large ships will require a lot of propulsion equipment and so the drives may occupy more than one deck.

The Schematic – Draw out a schematic for a ship as series of nodes connected by lines, or corridors. There should be eighteen nodes. Four schematics are illustrated below, each with two decks, but you can create your own pattern. The labels are: Av (Avionics Bay), B (Bridge), D (Drive Section), E (Elevator).



Assigning Meaning to the Nodes – Deck 1 is the Operations Deck, where the ship is controlled and its crew work and live. Deck 2 is the Mission Deck, where the machinery or spaces that give the ship its reason for existing, are situated. You will assign a facility to each node by rolling 1D6 on two tables, one of the various mission tables for Deck 2 based on the ship type, and the Operations table for Deck 1. The avionics bay, bridge, elevator and drive section are all prepositioned for you. Assign a facility to a node. Pick another node (any node) and roll 1D6 again on the same table. Assign the facility to the new node. If you already have that facility, then use the next facility DOWN the table if your result was even, or the next facility UP the table if your result was odd. If you go off the end of the table, then return to the opposite end of the table. Once the six facilities have been assigned to the nodes on that deck, move to the next deck.

Lines between nodes/facilities are darkly-lit corridors filled with industrial gratings, exposed pipework, electrical conduits and so on. Larger ships simply have longer corridors and much, much larger mission facilities, rather than dozens more decks or more and more complex deck designs. Crews on starships are usually small and restricted to a small area of the total starship bulk (most of which is filled with fuel, cargo, ore or other mission-related materials).

Random Deck Tables

OPERATIONS DECK

1D6 Facility

- | | |
|---|--------------------|
| 1 | Stateroom Block |
| 2 | Small Craft Hanger |
| 3 | Cargo Supplies |
| 4 | Hypersleep Chamber |
| 5 | Medbay |
| 6 | Crew Lounge |

MINING SHIP

1D6 Facility

- | | |
|---|------------------------|
| 1 | Ore Bay 1 |
| 2 | Airlock |
| 3 | Workshop |
| 4 | Ore Bay 2 |
| 5 | Drill Machinery |
| 6 | Drone & Vehicle Garage |

EXPLORATION SHIP

1D6 Facility

- | | |
|---|-----------------------|
| 1 | Lab 1 |
| 2 | Office Area |
| 3 | Lab 2 |
| 4 | Airlock |
| 5 | Briefing Room |
| 6 | Ground Vehicle Garage |

CARGO SHIP

1D6 Facility

- | | |
|---|---------------------------|
| 1 | Airlock |
| 2 | Cargo 1 |
| 3 | Cargo Loading Machinery |
| 4 | Cargo 2 |
| 5 | Passenger Hypersleep Pods |
| 6 | Cargo 3 |

MILITARY SHIP

1D6 Facility

- | | |
|---|-----------------------|
| 1 | Airlock |
| 2 | Weapon Bay 1 |
| 3 | Briefing Room |
| 4 | Weapon Bay 2 |
| 5 | Ground Vehicle Garage |
| 6 | Troop Barracks |

EXECUTIVE TRANSPORT SHIP

1D6 Facility

- | | |
|---|---------------------------|
| 1 | Airlock |
| 2 | Luxury Suite |
| 3 | Conference Room |
| 4 | Passenger Hypersleep Pods |
| 5 | Passenger Staterooms |
| 6 | Passenger Lounge |

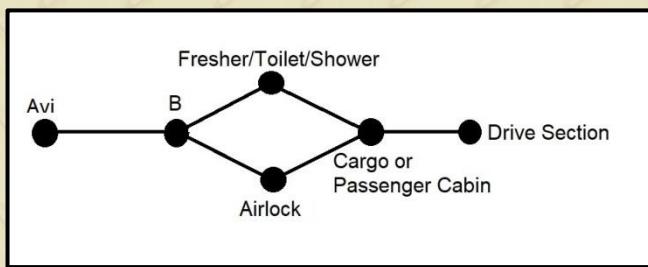
TOWSHIP**1D6 Facility**

- 1 Airlock
- 2 Cargo 1
- 3 Fuel Pumps
- 4 Engineering 1
- 5 Workshop
- 6 Engineering 2

COLONY SUPPORT SHIP**1D6 Facility**

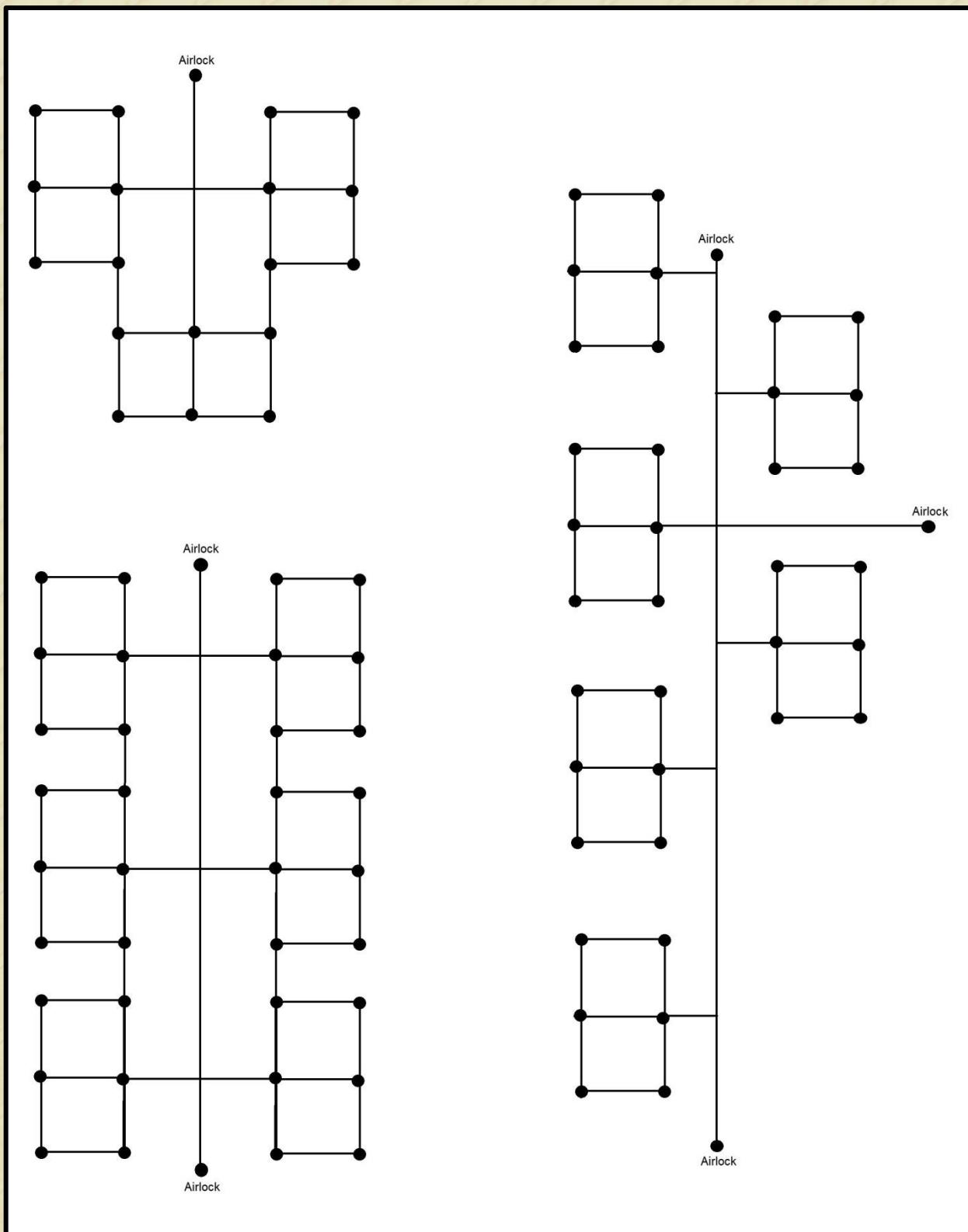
- 1 Cargo 2
- 2 Cargo Loading Machinery
- 3 Airlock
- 4 Ground Vehicle Garage
- 5 Passenger Hypersleep Pods
- 6 Cargo 1

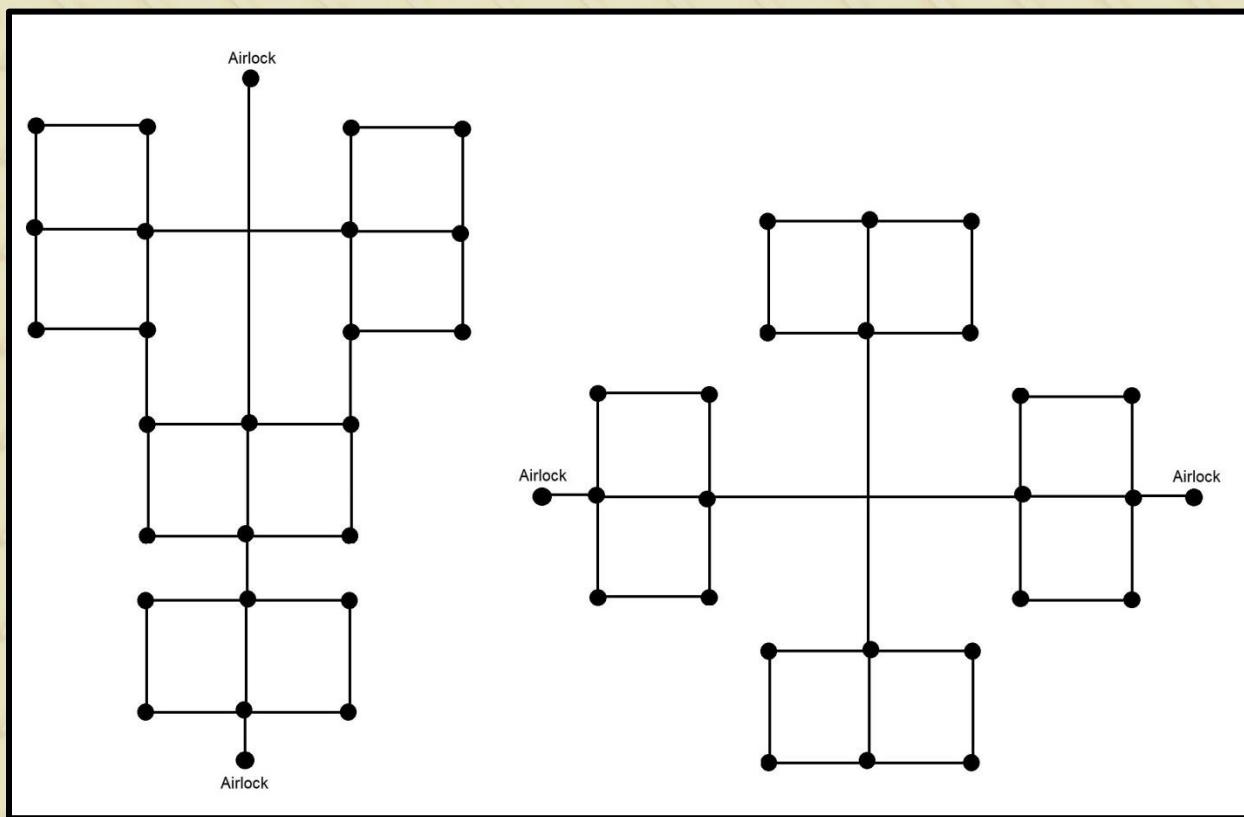
Small Craft – Shuttles, lifeboats, ship's boats and other small auxiliary craft typically share the same, basic layout. The fresher is a small combination toilet & shower facility.

**COLONY OUTPOSTS**

Small colony outposts, such as mining installations, science outposts and agricultural stations can also be mapped with schematics. We can generally assume these schematics are all single storey, although, if you wanted a multi-storey structure (like the Con-Am 27 titanium mine in the 1982 movie, *Outland*), you could instead use one of the platform schematics, with integral elevator shafts. Outposts don't have decks, they are arranged as a connected set of 'complexes' with each complex serving as a discrete part of the colony with its own purpose and role. Decide on the installation's overall purpose, is it a gold mine? A hydroponics station? A start-up colony settlement? An exploration base? A secret corporate laboratory? Once decided, you will better be able to select appropriate random complex tables with which to assign facilities to the nodes.

The Schematic – The building block for an outpost schematic is the standard six-node complex, each of which will have a purpose (science, technical, mineral refining, hanger, etc.). On the schematic examples below, you will see that they are all made up of standard complexes connected together by corridors in a variety of ways. Decide what purpose each complex serves, but do include a Crew complex and a Technical Complex as a bare minimum. Five colony outpost schematics are illustrated below, but of course you can create your own pattern. The label 'Airlock' is a pressurized entry/exit with equipment and suit lockers. On worlds with breathable atmospheres, these are simply heavy-duty storm doors.





Assigning Meaning to the Nodes – For each six-node complex, you will assign a facility to each node by rolling 1D6 on the relevant random complex table. Assign a facility to a node. Pick another node (any node) and roll 1D6 again on the same table. Assign the facility to the new node. If you already have that facility, then use the next facility DOWN the table if your result was even, or the next facility UP the table if your result was odd. If you go off the end of the table, then return to the opposite end of the table. Once the six facilities have been assigned to the nodes in that complex, move across to the next complex.



Random Complex Tables**AUTOFACTORY COMPLEX****1D6 Facility**

- 1 Factory Floor 1
- 2 Parts Storage
- 3 Office Area
- 4 Factory Floor 2
- 5 Workshop
- 6 Warehouse

CORPORATE COMPLEX**1D6 Facility**

- 1 Office Area 1
- 2 Conference Room
- 3 Lounge
- 4 Office Area 2
- 5 Restaurant
- 6 Manager's Office

CREW COMPLEX**1D6 Facility**

- 1 Stateroom Block 1
- 2 Gym
- 3 Laundry
- 4 Recreation Room
- 5 Stateroom Block 2
- 6 Lounge

HYDROPONIC COMPLEX**1D6**

- 1 Plant Room 1
- 2 Water Recycling Tanks
- 3 Plant Room 2
- 4 Workshop
- 5 Plant Room 3
- 6 Seed Storage

LANDING FIELD COMPLEX**1D6 Facility**

- 1 Passenger Terminal
- 2 Security Section
- 3 Warehouse 1
- 4 Maintenance
- 5 Refuelling Station
- 6 Warehouse 2

MINERAL REFINING COMPLEX**1D6 Facility**

- 1 Ore Transfer Bay
- 2 Office Area
- 3 Ore Bay 1
- 4 Mineral Crushers
- 5 Ore Bay 2
- 6 Chemical Treatment Tanks

RETAIL COMPLEX**1D6 Facility**

- 1 Hotel
- 2 Shopping Mall
- 3 Gym
- 4 Atrium
- 5 Infirmary
- 6 Restaurant

SCIENCE COMPLEX**1D6 Facility**

- 1 Lab 1
- 2 Office Area
- 3 Lab 2
- 4 Store Room
- 5 Conference Room
- 6 Lounge

TECHNICAL COMPLEX**1D6 Facility**

- 1 Operations Centre
- 2 Life Support
- 3 Conference Room
- 4 Workshop
- 5 Powerplant
- 6 Medbay

VEHICLE HANGER COMPLEX**1D6 Facility**

- 1 Workshop
- 2 Airlock
- 3 Hanger 1
- 4 Equipment Lockers
- 5 Hanger 2
- 6 Parts Storage

USING THE SCHEMATICS

Use these schematics when exploring a derelict ship, when planning a raid, or hunting a deadly alien predator. They provide you with a guide to the general layout of a ship or platform. Each facility will be of a size and capability suited to the number of crew on board and the size of the ship. A cargo bay on a tiny 400-ton vessel will be dwarfed by the cavernous cargo hall of a 20,000-ton transport, but both will be represented on the schematics as a note titled 'cargo1'. Add extra detail and colour to the facility at the node as needed to fit the in-game situation.

Your characters can move from one node to the next along corridors. It might make sense for them to already have a schematic at hand and already be aware of the layout. In that case, pre-roll all of the nodes in the schematic. If they have arrived at the station or outpost 'cold', then it will be a node-by-node, facility-by-facility, exploration. Roll for a node when the characters reach it. However, don't feel compelled to roll randomly for the placement of facilities at the nodes; you might instead want to place the facilities in a manner that seems logical to you. Or, you might want to place key facilities that you think should occupy a particular location. Use placement, randomisation, or a bit of both, as you prefer.

Current State – What the characters discover at a particular facility depends greatly on the 'state' of the starship, platform or colony outpost. There are two states (Active and Cold & Dark), and you will know which state to use based on the current situation.

Active – A normally functioning ship or platform, with a crew going about their duties efficiently. Note that on an active schematic the characters will probably not have easy access to some of the facilities (such as the fusion reactor, personal staterooms, operations section, labs and offices). These facilities will be restricted to those crewmen or colonists who carry out their jobs at this location.

Cold & Dark – The ship or station is shut down, seemingly uninhabited and abandoned, dark and in some cases without power in some or all of the facilities. There may be some signs of the incident which caused the ship or outpost to be in this state.

Example: *In James Cameron's 1992 Special Edition cut of his movie Aliens, we first see the colony on Acheron in an active state, with colonists going about their day-to-day lives. Later, when the Marines arrive, we see the same colony in a cold & dark state.*

How Cold, How Dark? Upon entering the ship/facility, roll 2D6 for each of these components to see if it is operating: Air Recycling (9+), Lights (6+), Heating (7+), Computer Terminals (9+), Bio-Hazard Quarantine (6+). To repair a damaged component, refer to the Ship Malfunction rules on pg 120. If Bio-Hazard Quarantine is not operating, then roll on the Bio-Hazard Threats table to determine the nature of the infestation. You might also want to roll six times on the Ship Malfunction chart to determine what other systems are inoperative. For those in a particular location (drives, autodoc or hypersleep chamber, for example) these can be checked to see if they are operating on 8+ when the characters actually reach that location. The type of malfunctions might give you a clue as to what happened to the ship or installation.



BIO-HAZARD THREATS

2D6	Type of Threat	Skill Required (if applicable)
2	Single hostile parasite	-
3	Illegal salvagers/pirates	-
4	Multiple, hard-to-kill predators	-
5	Toxin in the air	Medical
6	Toxic fast replicating fungi	-
7	Small, fast replicating, flesh eating insectoids	-
8	Single, hard-to-kill predator	-
9	Crew driven crazy by blood-born parasite	Medical
10	Crew unconscious from airborne particulates	Medical
11	Water reclamation tainted	Medical or Mechanical
12	Multiple hostile parasites	-

CAMPAIGN 01: SHIPPING

Extra-solar colonization was always about resource extraction, about getting valuable raw materials back to a stripped-out, deforested, overpopulated and polluted Earth. Interstellar colonies are more like Alaska than Acapulco and, using this analogy, transport out to these hostile planets is achieved on-board industrial ships, slow cargo vessels and mobile mining rigs. A commercial starship crew runs a ship and are hired out (a 'wet' lease) to undertake charters, salvage operations and special one-of-a-kind missions. Sometimes it's just hauling cargo because the regular freighter is unserviceable. More often the cargo is hazardous, or has to go somewhere off the beaten track, or it is dangerous or illegal. The crew don't ask questions and their lives (and the missions themselves) are varied, interesting and not without danger.

ESTABLISHING

CAREER TYPES

Design a crew that includes the captain, pilot, navigator, sensor operator, engineer and ship's doctor (or scientist). The suggested careers are: Physician, Scientist, Spacer and Technician. A ship like the Argosy freighter, recommended for this crew, also has an assistant engineer (or technician), making a crew of seven.

STARTING LOCATION

Missions will start on Earth or at a B class starport; the colony worlds of Hiroshima, Armstrong, Jade Palace, Defiance, Tau Ceti, Hamilton, La Paz, Fomalhaut all have B class starports along with associated orbital highports. These are transport hubs, with facilities for repairing, maintaining and servicing large interstellar starships. The crew will be residing in a hotel at the starport, or close by, ready for the next commission and flight out. They are just waiting for the exec to call them on the videophone in their rooms, or meet them face-to-face in a Taste O' Texas bar & grill.

STARTING VEHICLE

The recommended vehicle for this campaign is the Argosy freighter, a versatile colonial supply ship with a huge cargo bay. No cargo is too big to haul. Of course it is a great ship for salvage work too. Remember to name your starship and decide which conglomerate you work for.

Tharsis Argosy**5,000-ton Colonial Freighter**

The Argosy is a colonial support vessel (CSV) designed to resupply small colonies and outposts that depend of regular shipments of necessities for survival. It can land on small colony landing pads, and has its own cranes and equipment to off-load supplies. It has a large three-storey cargo deck (with a cross-walk gantry) as well as a secondary cargo hall.

Drives: Using a 5,000-ton standard hull the Argosy mounts a hyperdrive allowing a speed of 2 parsecs per week; a level 2 powerplant and a 2-G reaction drive (20 Mkm per day). Fuel tankage comprising 1100 tons of liquid hydrogen is used by the reaction drive and can provide coolant to the fusion reactor for 12 months of continuous operation.

Bridge: The bridge has a Model/3 computer and basic civilian sensors.

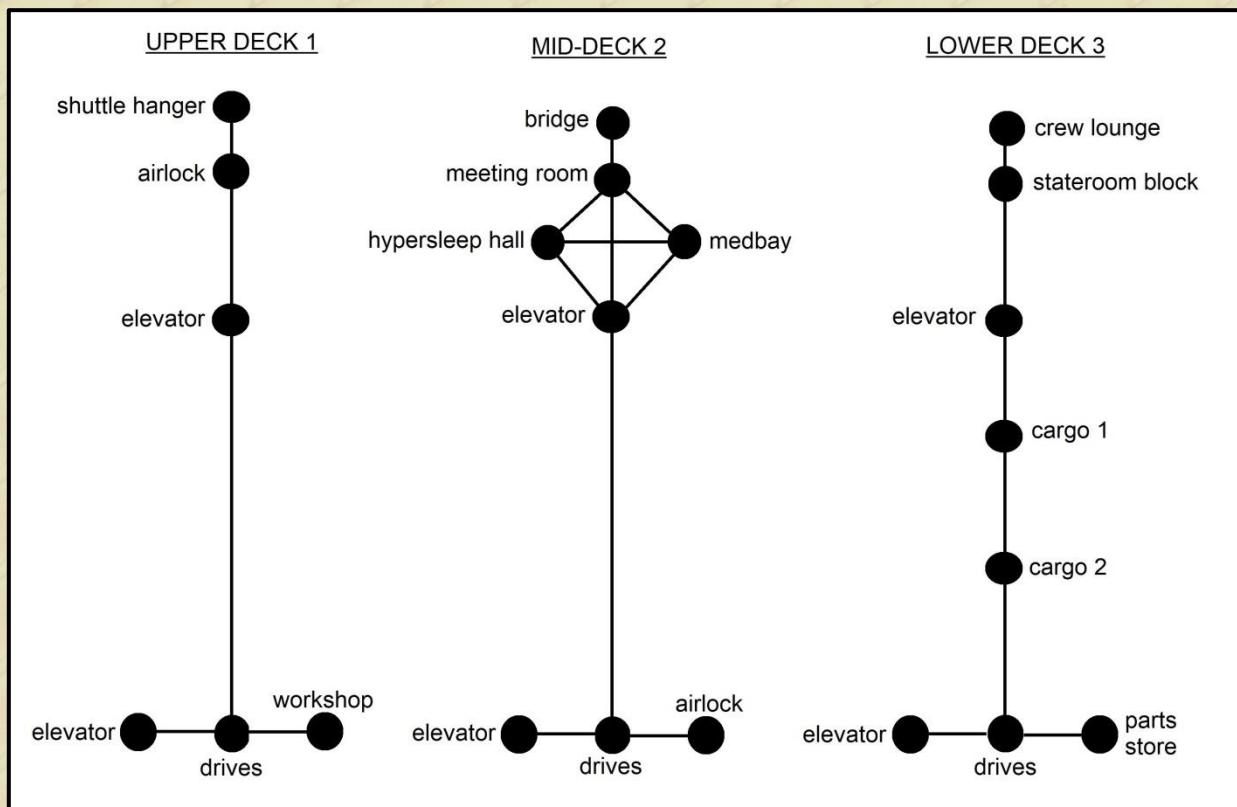
Accommodation: The ship has a crew of seven: captain, pilot, navigator, medic, sensor operator, chief engineer and assistant engineer. The ship has the capability to carry thirty passengers (typically colonists or miners transiting to or from Earth). There are eight hypersleep pods for crew use and twelve staterooms provided for the crew and up to four company officials. There are thirty hypersleep pods installed for colonial passengers.

Cargo: A vast, three-storey cargo deck of 2253 tons carries supplies for the colonies. A 1000-ton liquid chemical tank is installed for colony fuel supplies.

Weaponry: None

Internal Features: Fuel scoops and processors that can create up to 1,000 tons of liquid hydrogen each day, six cargo lifts, two standard overhead cranes, a pair of liquid transfer manifolds, heavy duty landing gear and a medbay.

On-Board Vehicles: Six all-terrain buggies are carried for crew movements around the cargo deck and for pulling and pushing cargoes and containers into position. There is also an exoskeleton workloader, a forklift and a 3-ton Matsuyama Reachstacker which are all carried on the cargo deck. The Argosy carries a 30-ton Nomad ship's boat.



Military transport
USS Kyle Schaeffer
en route to Tau Ceti



SHIPPING CAMPAIGN CHECKLIST

- 1** Create 7 characters for the starship.
- 2** Roll for a mission. Does any character have a stake in the mission (roll 9+)?
- 3** Select a suitable star system as the destination (see starmap).
- 4** Randomly create colony in that star system now, or wait until step 15.
- 5** Select one character as your primary focus. Roll a Spotlight for that character as a pre-mission event or situation.
- 6** Assemble the crew at the starport. Make a Reaction roll (8+).
- 7** Plan the flight. How far to the hyperspace point? How far to the destination star system? How long will it take? How many Burns will you expect to use? Will you need to refuel anywhere? Check the Loading and Refuelling procedures. Will there be any hold-ups? Roll 1D6; a '1' indicates a hold-up.
- 8** Roll a Starport Encounter.
- 9** Take-off. Roll 1D6: on a 1, the pilot needs to make a trajectory change, with a successful Pilot skill roll. If failed, the ship uses 1 extra Burn to reach the Hyperspace Point.
- 10** Travel to Hyperspace Point, $2D6 \times 10$ Mkm. Roll 1D6: on a 1, the navigator needs to plot a revised course, with a successful Navigation skill roll. Failure provides increases distance by 10 Mkm. Roll for a Star System Encounter.
- 11** Crew enter hypersleep; ship enters hyperspace.
- 12** Check for hyperspace dropout, roll 2D6, on a '2' – drop out of hyperspace. Deal with any problems that might have occurred.
- 13** Exit hyperspace; crew emerge from hypersleep. Endurance roll +4 to avoid a day of sickness.
- 14** Travel from Hyperspace Point to the mainworld colony, or to some mission-related location in-system. Distances vary (see pg 88). How long will this take? Roll for a Star System Encounter.
- 15** Arrive at mainworld colony or mission-related location. Randomly create the colony using the *Detailing A World* section.
- 16** Land or dock the starship with a Pilot roll, DM +3. If there is a high port, roll 1D6: ship must dock at high port on 1-3, or land at the surface starport on 4-6.
- 17** Carry out unloading and refuelling. Will there be any hold-ups? Roll 1D6; a '1' indicates a hold-up.
- 18** Update Burns ('fuel') total. Update tally of full or partial days that have passed.
- 19** Roll a Starport Encounter.
- 20** Off-duty. Downtime for 2-3 days. Reaction roll. Roll for a colony encounter each day. Resolve any situations that may arise.
- 21** Return to step 2.

MISSIONS

Create a mission for a Shipping campaign by rolling on the Mission table, below. Select a world from the starmap as the destination.

SHIPPING MISSIONS

D66	Mission Description
11	Locate and salvage a derelict starship in a remote star system.
12	Transport supplies to a colony world.
13	Transport an unmanned mining rig to an asteroid.
14	Transport a science expedition to an uninhabited world and assist in establishing a base.
15	Recover a science expedition on an uninhabited world that has completed its mission.
16	Transport bulk ore from a mine on an Off-World colony, to Earth's Liberty orbital station.
21	Transport a top secret, sealed cargo to a corporate research station in a remote orbit of a settled star system.
22	Rescue a crew and ship stranded in a nearby star system that has asked for assistance before communication was lost.
23	Transport dozens of frozen 'proles' (vat-grown clone labourers) for manual labour on a colony world.
24	Deploy research satellites in close orbit around an unstable star or gas giant.
25	Transport raw materials back to Earth's Liberty station from a colony world.
26	Salvage components from a wrecked starship.
31	Transport a large industrial component back to Earth from a colony world.
32	Transport emergency supplies to an Off-World colony that is under threat from a natural disaster.
33	Ferry US Marines or private military contractors, their equipment and a shuttle, to an undisclosed star system for an undisclosed reason.
34	A colony FTL transmitter has gone down, ferry supplies to the colony and help get it up and running again.
35	Transport a working fusion reactor to an Off-World colony.
36	Transport raw materials to a start-up colony to help it expand its operation.
41	Transport colonists out to a fledgling start-up on a low population world.
42	A small colony is about to face destruction by natural events. Evacuate all of the colonists.
43	Pick up raw materials from one colony world and transport them to a second colony that is in dire need of them.
44	Transport food supplies, goods and equipment to a mining/logging/fishing/farming/oil drilling outpost.
45	Locate a missing cargo ship from your own company in a distant star system.
46	Salvage components from a decommissioned space station.
51	Salvage parts from a wrecked ship drifting in an asteroid field.
52	Salvage components from an abandoned research facility.
53	Assist a mining operation by towing a small asteroid across a star system.

54	Relocate a space station to a higher orbit by towing it to the new location.
55	Tow an automated oil refinery back to Earth from a colony world.
56	Transport ore back to Earth from an asteroid mining operation.
61	Assist another cargo ship from your corporation that is stuck on a small colony's only pad, preventing other supply ships from landing and unloading.
62	On a supply run to an asteroid research station, steal a sample or some data, for your own corporation.
63	Transport a group of colonists with their equipment and habitats to an uninhabited world, and spend two weeks assisting them in establishing their settlement.
64	Transport military supplies and hardware to the US forces fighting Chinese insurgents on the super-jungle planet of Tau Ceti.
65	Transport consumer goods, computers and vehicles to an Off-World colony.
66	An unstable decommissioned ship requires towing to a higher orbit and the fusion reactor safely shutting down.

SALVAGE

A **derelict ship** has been abandoned, drifting without control or in an unstable orbit. Recovery requires a 'shaky' scene resolution plan, and each attempt takes two weeks. If successful, the salvage crew can expect to receive a handsome financial bonus of \$40,000 plus \$2000 x 2D6. Reduce this to one tenth if the ship is a shuttle or other small craft. They will need to either tow it back to the Core worlds (with a tow-ship) or fly it back. When dealing with a **wrecked ship**, the salvors can strip whatever assets they can from it, although you must first decide which systems survive undamaged (hyperdrive, medbay, etc.). Recovery requires a 'solid' scene resolution plan, and each attempt takes one week. Components can continue to be stripped out until a scene resolution fails. There are usually 1D3+2 salvageable systems in a damaged ship. Each salvaged system nets every crewman \$1000 plus \$1000 x 1D6. Wrecked ships are often on record as having been lost in action or accident and deemed unrecoverable by the insurers. Roll on the Ship Encounters table to determine the type of ship involved. Both derelict and wrecked ships are 'cold & dark' (see Current State pg 105).

SALVAGE MISSIONS - SITUATION

2D6 Situation
2 Violent squatters have occupied the ship, or parts of it
3 Under computer control, will actively manoeuvre to prevent docking or boarding
4 Impacted on an unstable asteroid (wrecked only)
5 In two parts some distance from each other (wrecked only)
6 Unstable – catastrophic collapse may occur upon boarding (wrecked only)
7 Trajectory towards a star or planet
8 Tumbling erratically
9 Irradiated – Limits time to be spent inside the ship
10 Alien exomorph infestation
11 Rogue crewmember is living aboard some, or part of, the ship
12 Repair drones will attack the intruders

CARGO & PASSENGERS

You may want to create a random passenger or a random cargo for the mission, or for some encounter or other situation within the game. Use the tables below as required.

CARGO SUGGESTIONS

For starships coming from the Outer Rim or Frontier colonies to the core worlds of the Near Earth Zone, use 1D6 more often than D66. For ships travelling out from the Near Earth Zone to the colonies, or from one colony to another, use D66.

D66	Cargo Suggestions
11	Metal Ingots (iron, gold, aluminium, lead, titanium, cobalt, lithium, etc.)
12	Valuable wreckage from a colony, starship or space station.
13	Industrial Gasses.
14	Agricultural Produce, such as wheat, rice, soya or barley.
15	Industrial Chemicals, used in manufacturing: cyanide, hydrochloric acid, etc.
16	Petroleum.
21	Medical supplies and hospital equipment.
22	Parts of a fusion reactor for an atmospheric processor or power-plant.
23	Structural building materials for a colony extension.
24	Air compressors, air-lines and hydraulic motors.
25	Special alloys manufactured for the Off-World colonies.
26	Computer, IT equipment, workstations and electronic components.
31	Farm animals in hypersleep.
32	Survival equipment, masks, vacc suits, shelters and life support parts.
33	Refining machinery, ore processors, drill pipes and drill bits.
34	Refined petrochemicals, used as fuel or lubricants.
35	Cryogenic chemicals and hypersleep chamber parts.
36	Solar arrays and power distribution equipment.
41	Processed food supplies.
42	Life support spares, plus gases, filters and flushing agents.
43	Habitat equipment – beds, furniture, chairs, etc.
44	Android spare parts, android replacements, recharge stations and tools.
45	Firearms, ammo, vehicles and armour for a Colonial Defence Force.
46	Radioactives for fusion – deuterium, helium-3, tritium, or uranium ore.
51	Liquid hydrogen refined fuel
52	Robots used for industry, farming, security or manufacturing.
53	Consumer goods: clothes, electronics, fashion items, gadgets, etc.
54	Vehicles for a colony – suitable for that world.
55	Industrial machinery for installation into a factory.
56	Wind or tidal turbines and power distribution equipment.
61	Power tools and construction machinery.
62	In vitro clones in hypersleep going out to a colony to work.
63	Pipes of various lengths and diameters for industrial use.
64	Modular colony buildings.
65	Agricultural machinery, fertilizers and animal feed.
66	Explosives and detonators for a mining colony.

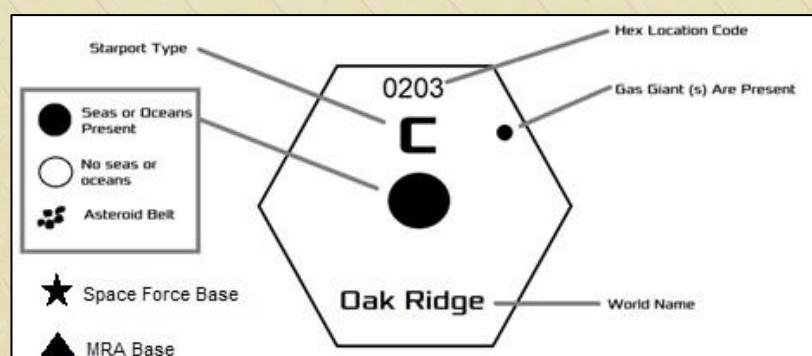
PASSENGER SUGGESTIONS

You may want to know the reason for a single passenger to travel, or the nature of an entire group of passengers. Use this table for individuals or groups.

2D6 Passenger Suggestions	
2	Federal Marshal
3	Private Military Contractor ('corporate mercenary')
4	Scientist
5	Corporate administrator
6	Family of colonists
7	Miner
8	Technician
9	Colonial worker
10	Medical worker
11	Criminal gang-member working as ... re-roll
12	Corporate Agent hit-team posing as ... re-roll

DETAILING THE MAINWORLD

The starmap shows the name and location of colony worlds along with the starport type, any bases located there, presence of a gas giant, whether the world has liquid water, or not, and whether it is a solid world or an asteroid belt. Of course there will be other planets and moons and asteroid belts within that star system, but the colony world is the 'mainworld' which is often in the habitable zone. If you have the **Hostile Setting** book, more detail on each world can be found there. If not, use the following randomised procedure to 'flesh out' the basic facts that the map provides. In the following order, create: Size, Atmosphere, Surface Water, Surface Temperature, Population, Government, Current Situation, Industries. Note that any mainworld on the starmap with a letter-number designation, such as LV209 or LX504, is uninhabited and uncolonised. It has been marked as a likely spot for any future colonial venture in that star system.



SIZE

2D6	Size	Surface Gravity
2	Asteroid	Negligible
3-4	Planetoid	0.25G
5-6	Small World	0.5G
7-8	Medium World	1G
9-12	Large World	1.4G

ATMOSPHERE

DM -4 if Planetoid; 'No atmosphere' if Asteroid.

2D6	Atmosphere	Requirements
0-2	Trace	Vacc Suit
3-5	Thin	Survival Mask
6-7	Toxic	Survival Mask
8-9	Standard or Dense	none needed
10-12	Extreme & Corrosive	Vacc Suit (for 2D6 hours only)

SURFACE WATER

'None' if starmap indicates Asteroid or No Seas or Oceans. DM -4 if Planetoid.

2D6	Surface Water
2-4	None - Desert World
5-7	Some - Scattered Small Seas
8-9	Moderate – Seas and Oceans
10-11	Extensive – Mostly Seas and Oceans
12	Waterworld – Maybe scattered islands or no land at all

SURFACE TEMPERATURE

'Frozen' if Trace atmosphere. DM +2 if Desert, +1 if Some Surface Water, -2 if atmosphere Thin. If atmosphere Extreme, roll 1D6: odd result +5, evens result -5.

2D6	Category	Temperature (°C)
2-3	Frozen	-100°C or lower
4-5	Cold	-15 °C or lower
6	Cool	-10 °C to -1
7	Temperate	0 °C to 24 °C
8	Warm	25 °C to 34 °C
9-10	Hot	35 °C or higher
11-12	Inferno	100 °C or higher

POPULATION

The starport determines the population value, created by rolling a 1D3 (a 1D6 with the result halved and rounded up). This number should be read as a number of zeros following a one, so Population 3 indicates a population in the thousands (1,000).

Starport Type	Population Value
A	10 billion people (planet Earth <i>only</i>)
B	1D3 + 4
C	1D3 + 2
D	1D3 + 1
E	1D3
X	No Population



GOVERNMENT

2D6	Government Type	Description
2	Captive Government	In the hands of auditors or ESCA
3	Impersonal Bureaucracy	Restricted private committee rule
4	Feudal Technocracy	Engineers & scientists are currently in charge
5	Representative Democracy	There is a colonial council
6	Self-Perpetuating Oligarchy	Friends and relatives of the manager in charge
7	Company/Corporation	Direct rule by a corporate executive
8	Charismatic Dictator	After a crisis, a popular leader has taken over
9	Charismatic Oligarchy	A popular group or faction has taken over
10	Civil Service Bureaucracy	Manager and assistants hired to do the job
11	Balkanization	Current chaos with two competing factions
12	Religious Dictatorship	A cult or religious group run the colony

CURRENT SITUATION

Roll for a situation upon arrival. Can it be tied in to what you already know about the world? If not, re-roll. The Current Situation provides adventure hooks and plot suggestions that might develop into a Storyline.

1D6	1D6	Situation
1,2	1	Natural disaster
	2	Dangerous discovery
	3	Innocent
	4	Urgent expedition
	5	Reckless practices
	6	Production halts
3,4	1	Ferocious wildfire
	2	Unsolved murders
	3	Illness sweeps through
	4	Broken truce
	5	Supplies scarce
	6	Trade blocked
5,6	1	Brutal weather
	2	Disastrous accident
	3	Old wounds reopened
	4	Mysterious phenomenon
	5	Cursed past
	6	Crew caught in the crossfire

INDUSTRIES

Why was the colony founded? How does it make money? What does it export? Choose two industries that dominate the exports back to Earth and the Core worlds.

Ranching – Standard or Dense atmosphere; Cool to Warm; Not Waterworld or Desert.

Mining – Not Waterworld.

Oil Drilling – Any world except Asteroid, Planetoid or Trace atmosphere.

Fishing – Only on Moderate or Extensive Surface Water, or Waterworld.

Logging – Standard or Dense atmosphere; Cool to Warm; Not Waterworld, Not Some Surface Water, Not Desert.

Agriculture – Standard or Dense atmosphere; Cool to Warm; Not Waterworld; Not Toxic, Trace or Extreme Atmospheres; Not Some Surface Water; Not Desert.

Manufacturing – Roll 1D6: Manufacturing on 8+; DM +2 if Starport C; DM +4 if starport B.

ENCOUNTER TABLES

Random encounters offer players a sense of variety in their gaming experience. These colourful encounters often include individuals pursuing goals that are unrelated to those of the player characters themselves. From a roleplaying perspective, random encounters help create the illusion of a universe that exists outside of the characters' own experiences, thus creating a sense of verisimilitude. Random encounters can typically be determined by rolling a D66 as and when the player feels an encounter is appropriate or needed.

SPACE ENCOUNTERS

Typically, roll once on the trip out to the hyperspace point, and again on the trip in the destination system, from the hyperspace point to the destination world.

D66	Encounter
11-12	Ship Encounter if mainworld has an A class starport.
13-14	Ship Encounter if mainworld has an A or B class starport.
15-16	Ship Encounter if mainworld has an A, B or C class starport.
21-22	Ship Encounter if mainworld has an A, B, C or D class starport.
23-24	Ship Encounter if mainworld has an A, B, C, D or E class starport.
25-26	Ship Encounter if mainworld has a A, B, C, D, E or X class starport.
31	A distress call is picked up by the ship. Regulations demand such calls to be investigated, or a penalty will be made to the crew's final bonus payment. Make a Comms per hour roll to locate the signal.
32	Sensor operator may detect some type of wreckage.
33	A Comms roll reveals that a ship seems suspicious. Perhaps crewed by desperate miners, smugglers, shady salvors, rogue colonists, hijackers, or anti-corporate guerrillas. Failure means a surprise!
34-36	Ship Encounter
41	Strange readings on the bridge suggest there might be a stowaway. Make a series of Computer rolls to locate the source.
42	The ship computer is acting oddly. Why? Is it malfunctioning? Has it been reprogrammed? Make a series of Computer rolls to locate the trouble.
43	Fire in the cargo (or other) area.
44	Routine maintenance requires all crew to help replace a huge component.
45	Sensors are producing false readings. Or are they? If so, why?
46	Cargo has shifted due to compensator malfunction. Needs to be stabilized.
51	A crewman becomes sullen, uncommunicative and makes mistakes, but will not discuss.
52	Captain runs a crew training session: see Shipboard Training Table.
53	Two crewmen have a blazing and unresolved argument. It needs resolving!
54	Crewman is very ill, but the reason is a little mysterious.
55	An accident aboard ship requires repair and involves an injury to a crew-member. See Ship Malfunction Table.
56	Captain runs a crew training session: see Shipboard Training Table.
61-66	Ship Malfunction. Check the Ship Malfunction table.

SHIP ENCOUNTERS [A, B, C, D, E Starport]

2D6	Encounter
1	Resource Exploration Vessel
2	Mobile Drill Ship
3	Heavy Towship
4	Colonial Support Vessel or Fast Freighter
5	Petroleum Carrier
6	Cargo Carrier
7	Heavy Lift Shuttle
8	Modular Shuttle
9	Ship's Boat
10	Light Towship
11	Container Carrier
12	Executive Transport
13	Patrol Vessel
14	Gunboat
15	Military Shuttle
16	Vertical Assault Ship

If Military Base in that system: DM +2
If A or B Starport in that system: DM +2
If D or E Starport in that system: DM - 2

SHIP ENCOUNTERS [X Starport]

1D6	Encounter
1-3	Resource Exploration Vessel
4	Mobile Drill Ship
5	Expedition Lander
6	Colonial Support Vessel

SHIPBOARD TRAINING

2D	Training Duties	2D	Training Duties
2	Nav Training	8	Radiation Leak Drill
3	Fuel-Leak	9	Anti-Hijack or Anti-Piracy
4	Depressurization	10	Computer Malfunction
5	Seminar on Procedures	11	Zero-G Training
6	Fire-fighting	12	Vacc Suit Operations
7	Individual training		

SHIP MALFUNCTION

D66	Malfunction	Skill Required
11	Airlock malfunction	Mechanical
12	Grav plates	Electronics
13	Water recycling	Mechanical
14	Computer glitch	Computer
15	Hypersleep chamber	Mechanical and Medical
16	Flooding	Mechanical
21	Fusion overheat	Engineering
22	Plasma leak	Engineering
23	Air recycling	Mechanical
24	Ship's Boat/Lifeboat/Auxiliary Craft drive	Engineering
25	Heating/Life support problems	Mechanical
26	Hyperdrive calibration	Electronics or Engineering
31	Security lock-outs	Computer
32	Long range sensor imaging	Electronics or Comms
33	Sensor hardware failure	Electronics and Comms
34	Hull stresses	Mechanical
35	Micrometeoroid strike, 1D6 damage	-
36	Hyperdrive field generator	Engineering
41-42	Hyperdrive initiation trigger	Engineering
43	Fuel pump problem	Engineering or Mechanical
44	Autodoc malfunction	Computer and Medical
45	Radiation leak	Engineering
46	Fusion plant sensor failure	Electronics
51	Plasma coil replacement	Engineering
52	Computer core failures	Computer
53	Bridge instrument display glitch	Electronics or Computer
54	Inertial compensators failing	Electronics
55-56	Manoeuvre drive	Engineering
61	Fuel pump problem	Engineering or Mechanical
62	Bay-door jamming	Mechanical
63	Coolant leak	Engineering
64	Landing gear stress weakness	Mechanical
65	Kitchen malfunction	Mechanical
66	Waste disposal problem	Mechanical

FIXING A MALFUNCTION

Roll Engineering skill every hour to diagnose the problem. Once diagnosed, roll 1D6+5 as a target number for repair and use the 'Skill Required' as a positive DM. Each attempt requires 1D6+1 hours of work; there should be tools and spares on-board. Several skilled crewmen may help. One is the leader and makes the skill roll. One or two assistants can make their rolls, providing a +1 DM if succeeding, or a -1 DM if failing their skill roll. If the roll is an Extreme Failure, the malfunction cannot be fixed at all without outside help. Failure to address a malfunction may have dire (or just annoying) consequences later on ...

SHIP REACTIONS

Can anything meaningful come of distant ship encounters? Sometimes adventures can begin when the navigator raises a ship on the comm system ... roll for a Ship Reaction if desired.

3D6 Frontier (*for exploration/military ships roll on appropriate table*)

- 3-5 Fugitives from the law, they need a new ship...
- 6-7 Debris and wreckage from the rolled ship, not the ship itself
- 8-9 Radio silence, they fear pirates
- 10 Ignore you, but polite
- 11-12 Asks for info on world you've just left
- 13 Asks for help with a repair
- 14-15 Crew are hostile and suspicious, warning you away
- 16-18 Medical emergency, they have no doctor or supplies

3D6 Exploration

- 3-5 Explorer in distress; it has returned from a failed mission
- 6-7 Warn you away from a gravitational disturbance
- 8 On way to map a moon
- 9 Mapping gravitation anomalies
- 10-11 Launching a nav beacon
- 12 Friendly hail, ask about world you have come from
- 13 Ignore you, but are polite
- 14 Ask for your sensor logs
- 15 Mapping hyperspace points, stay clear
- 16 Need a civilian spare part
- 17-18 Looking for a missing ship

3D6 Industrial

- 3-5 Thinks you are a pirate, based on rumour
- 6-7 Thinks you are from rival company, warns you away
- 8 Comms are out, radio silence
- 9 Medical emergency, their doctor is ill!
- 10-11 Ignore you, but polite
- 12 Asks for info on world you've just left
- 13 Requires help with repair, please!
- 14-15 Require assistance with violent crewman
- 16 Refined ore in space from that ship. But no ship.
- 17-18 Hijacked vessel, unusual trajectory/call signs

3D6 Transport/Special

- 3-5 Thinks you are a pirate, based on rumour
 6-7 Transport matches a ship that went missing last year
 8 Comms are out, radio silence
 9 Medical emergency, their doctor is ill!
 10-11 Ignore you, but polite
 12 Asks for info on world you've just left
 13 Requires help with repair, please!
 14-15 Require assistance with violent passenger/crewman
 16 Cargo in space from that ship. But no ship.
 17-18 Hijacked vessel, unusual trajectory/call signs

3D6 Military

- 3-6 Warn you of an unidentified ship in this system
 7 Need some civilian spare parts from your ship
 8 Asking for info on world just left
 9 Ignore you, will not answer comms
 10-11 Ignore you, but are polite
 12 Asking for your sensor logs
 13 Security checks
 14 Boarding
 15-16 Warn you of piracy in this system
 17-18 One of your crew is wanted

COLOURFUL LOCAL ENCOUNTERS

D66	Individuals	D66	Individuals
11	Corporate Agents	41	Union Activist
12	Starship Crew	42	Potential Patron
13	Ambushing Thieves	43	Public Demonstration
14	Doctor	44	Religious Fanatics
15	Thugs	45	Reporters
16	Miners	46	Researchers
21	Drunken Crew	51	Marshal & Deputies
22	Fugitives	52	Security Troops
23	Colony Officials	53	Android
24	Crime Syndicate Gangsters	54	Colonial Defence Patrol
25	Hunters and Guides	55	Street Vendors
26	Law Enforcers on Patrol	56	Technicians
31	Sex Workers	61	Colonists
32	Maintenance Crew	62	Proles
33	Trade Team	63	Traders
34	Military Personnel on Leave	64	Investigators
35	Corporate boss with Retinue	65	Workers
36	Farm workers	66	Player's Choice

COLONY ENCOUNTERS

A significant or memorable colonial encounter could happen once per day if the player so chooses. Or the player can roll for an encounter any time he feels that it is appropriate.

SMALL COLONY ENCOUNTERS (Pop <100,000)

D66	Encounter
11	Colonial leader talking with operations team
12	Computer technicians at work
13	Corporate android
14	Starship crew off-duty
15	Supplies being delivered/off-loaded
16	Colonial workers off-duty
21	Family members socializing
22	Medical emergency
23	Colony manager with his deputy
24	Argument raging in public
25	Investigator for the corporation
26	Miners just coming off-shift
31	Visitors have arrived from another colony
32	Security cordon
33	Mysterious official
34	Miners off-duty
35	Technicians at work
36	Exhausted workers
41	Workers about to go on-shift
42	Drunk, partying colonists
43	Kids playing
44	Administrator carrying out checks
45	Colonial Marshal on a case
46	Marshal arresting a suspect
51	Hot-shot shuttle pilot
52	Off-world official, missing home
53	A Patron wants to hire your services
54	Senior engineers struggling with a problem
55	Scientists at odds with one another
56	Drug dealers at work
61	Gossip is overheard
62	Colonist threatening another
63	Meet a local as a potential contact
64	Meeting of managers
65	Damage to the colony structure needs repair
66	Maintenance crew about to repair something

LARGE COLONY ENCOUNTERS (Pop 100,000+)**D66 Encounter**

11	Crime. Roll 9+ to avoid a random non-lethal crime. Add Streetwise skill.
12	Roll on Colourful Locals table.
13	Sudden weather change may affect travel plans
14	Political coup or revolution causes chaos, for travel, security and trade.
15	Sudden restriction on movement, unless you can find a way to avoid it
16	A patron wants to hire your services.
21	Invited to a posh function
22	Ruined structure holds your interest
23	Discover a landed spacecraft. Why is it there?
24	Interesting or potentially dangerous encounter with some local wildlife.
25	Overhear some scandal about a local big-shot (politician/gangster/corporate/celebrity)
26	Holiday or festival celebrations slow things down, but become an enjoyable diversion.
31	A side job from a Patron comes up that will last up to three days.
32	The local community is either not what it seems, or very welcoming
33	Discover a wonderful little-known retreat, a place to relax - or to hide.
34	Security check. Roll 9+ to avoid a complete check of papers and a search of belongings and vehicle. Add Admin skill.
35	Patron offers you a short-term courier job.
36	Transport delays
41	Meet a fellow traveller as a potential contact. Roll on reaction table to make their acquaintance. Roll on the Patron table to determine their identity.
42	Crime. Roll 9+ to avoid a random non-lethal crime. Add Streetwise skill.
43	Harassed by a group of locals. Roll on Colourful Locals table.
44	Learn a secret on planet, political, corporate, etc. you can profit from this, if you decide. If so, roll Streetwise to get away with it and gain a cash reward, fail and face being arrested, pursued or shipped off planet.
45	Pick up a rumour of some missing fortune out in the wilderness.
46	You are offered the chance to make extra money by a Patron, at a job lasting one day.
51	Find yourself with a group of interesting locals, gain useful information about the world.
52	Local crisis; bush-fire, earthquake, hurricane, rioting.
53	Colourful Locals make life hell for you (see sub-table).
54	Colourful Locals make life hell for you (see sub-table).
55	You are offered the chance to take part in a risky but rewarding venture by a Patron.
56	Introduced to local entertainments, spending hundreds of dollars (\$100 x 1D6) but gaining a friend and memories of a good time!
61	Job opportunity comes up that will last up to three days and pay \$1000 plus 1D6 x \$100. Roll on the Patron tables.
62	You get ill. Roll 1D6, on 1-3 it is some bizarre local disease requiring services of a local doctor, otherwise you are bedridden each day till you successfully roll Endurance 8+.
63	You are approached to smuggle illegal goods off-planet. If you accept, roll Bribery 8+ to succeed. There may be other complications. If you refuse you may make an enemy of the smuggler.
64	Meet a local as a potential contact. Record the reaction result. Require a result of 8+ for a friendship. When met again, roll reaction result or less for assistance. Roll on Patron table to determine their identity.
65	Embroiled in legal trouble. A character with Admin 8+ roll will sort out the problem quickly, otherwise you may have to resort to bribery or other methods to get out of the situation.
66	Another off-worlder befriends you, they are in a spot of bother it soon transpires, would you help? There may be payment, or a favour.

STARPORT ENCOUNTERS**D66 Starport Event**

- 11 Starport Shutdown for 1 week. Issue is a labour dispute, accident, quarantine or security problem.
- 12 Your cargo is in the wrong place (either waiting for loading, or just unloaded by you) and your ship can't wait till whenever for it to be moved. Will Bribery or Admin help ?
- 13 Your ship or ship's crew are in trouble, perhaps legally, perhaps personally or perhaps mechanically. They may need assistance.
- 14 Customs - Roll 5+ for the cargo to clear customs. If not, there may be a 1 week delay. Find a loophole with an Admin roll.
- 15 Red Tape - Transfer papers contain irregularities. Bribery or Admin helps.
- 16 Security - Security at starports is always high, you and your cargo are searched. The search will throw up some issue to do with your cargo or luggage you were unaware of on a 6 on 1D6. Arrest? Detention? Week-long delay? Roleplay the results.
- 21 Meet a fellow traveller as a potential contact. When met again, they may either offer assistance or ask for your help.
- 22 One of your contacts needs financial, legal, administrative or personal help
- 23 Your cargo is pilfered or suffers some minor damage.
- 24 Asteroid miners in port cause trouble all week for port officials and other travellers.
- 25 Meet a minor celebrity/business leader in the company of a couple of aides/guards.
- 26 Port personnel confuse you with someone else; roll 1D6 and on 1-3 this is good, on 4-6 it is bad. A quick ID check should sort it out – shouldn't it?
- 31 A ship has limped into port this week with damage and crew casualties.
- 32 Meet one of your contacts – they are desperate for help.
- 33 Find a great hang-out/bar/cafe/restaurant at the port. Perfect for hiding away, making deals or wooing someone.
- 34 Mysterious ship landed at the port, no-one allowed to see it or go near it, though there are plenty of rumours around.
- 35 Commercial ship crew arrested and their ship seized.
- 36 Someone needs to get off-world fast ... but it's not as simple as that
- 41- One of your skills is recognized by a port employee ... they have a little problem,
- 43 could you help them with it?
- 44 You are approached to smuggle illegal goods off-planet. If you accept, make a Bribery roll to succeed. There may be other complications. If you refuse you may make an enemy of the smuggler.
- 45 A corporate ship is in port, its personnel are looking for someone - or something.
- 46 A military ship is in port causing a variety of problems for travellers.
- 51- Meet a fellow traveller as a potential contact. When met again, they may offer
- 53 assistance, or ask for your help.
- 54- Meet one of your contacts.
- 56
- 61- Nothing out of the ordinary occurs. What a relief!
- 66

INFLUENCING ATTITUDES

The player determines the starting attitude of any non-player character the crew encounter during the game, or he can roll randomly for those attitudes. The characters can try to influence the character's attitude using Social Standing or skills such as Liaison and Carousing.

ATTITUDE DESCRIPTIONS

2D6	Reaction	Description
2-3	Hostile	NPC will actively work against the PCs.
4-5	Guarded	NPC does not trust the PCs. Will show no favours.
6-8	Neutral	Treats PCs like everyone else. Unconcerned.
9-10	Friendly	There is some point of connection or common interest. They may show some favour to the PCs.
11-12	Allied	NPC finds a common cause with the PCs and show favour, assist or help further the cause of the group.

Characters can attempt to improve an NPC's attitude, using a Difficult (-2) Social Standing-based check using an appropriate skill, usually Liaison, Leader or Streetwise. With a success, the character's attitude is improved by one step; with an exceptional success, the attitude improves by two steps. Note that a particularly bad influence check can actually make a character's attitude worse. On an exceptional failure, the character's attitude shifts one step towards Hostile. In general, a character can attempt to influence another character only once in any given scene.

PATRON ENCOUNTERS

Use Patrons as a tool to engage characters in side-adventures, they represent the beginning of an adventure idea or job offer. The Patron provides a mission that serves as the basis for an adventure, as well as the reward for successfully completing it. Roll a D66 on the Patron Identity, Mission and Target tables to create a job outline.

1 - Patron Identity

D66	Patron	D66	Patron
11	Junior Military Officer	41	Corporate Official
12	Reporter	42	Scientist
13	Wilderness Ranger	43	Spy
14	Soldier	44	Broker
15	Diplomat	45	Technician
16	Senior Military Officer	46	Financier
21	Noble	51	Government Official
22	Marine NCO	52	Survey Scout Captain
23	Asteroid Miner	53	Doctor
24	Corporate Bureaucrat	54	Corporate Boss
25	Starport Official	55	Local Colonial Defence Officer
26	Colonial Farmer	56	Navigator
31	Assassin	61	Smuggler
32	Avenger	62	Researcher
33	Trader	63	Engineer
34	Rogue	64	Private Military Contractor
35	Professor	65	Police Officer
36	Gangster	66	Starship Owner

2 – Patron Mission

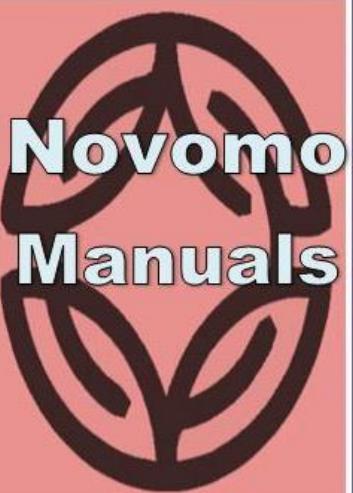
D66	Mission	D66	Mission
11	Explore a moon or asteroid	41	Protect someone
12	Explore ruins	42	Assist someone
13	Salvage	43	Rescue someone
14	Survey area	44	Join Expedition
15	Capture animal	45	Infiltrate Group
16	Hijack vehicle or ship	46	Find Missing Ship
21	Assassination	51	Find Missing Goods
22	Theft	52	Join Expedition
23	Steal	53	Provide Protection on a Journey
24	Burglary	54	Trick Someone
25	Blackmail	55	Bribe
26	Discredit	56	Sabotage
31	Investigate Theft	61	Find Missing Person
32	Investigate Murder	62	Transport Special Item
33	Investigate Mystery	63	Transport Illegal Goods
34	Investigate Accident	64	Transport Data
35	Research a target	65	Transport Dangerous Cargo
36	Spy on a Location	66	Transport Person

3 - Target of the Mission

D66	Mission Target	D66	Mission Target
11	Executive Transport	41	Remote Outpost
12	Cargo Ship	42	Orbital Station
13	An innocent and oblivious person	43	Starport
14	Military Patrol Ship	44	City Building
15	Cargo Ship	45	Underground Vault or Bunker
16	VIP's Private Quarters	46	Nightclub
21	Biological Sample	51	Crime Gang
22	Chemical Canister	52	Corporation
23	Data Card or Disc	53	Intelligence Agency
24	Money or Bonds	54	Media Corporation
25	Prototype	55	Colonial Government
26	Weapon	56	Local Police Unit
31-	Illegal Cargo	61-	Remote Asteroid Base
33		63	
34-	Legitimate Cargo	64-	Two targets, roll twice
36		66	

RANDOM PEOPLE & LOCATIONS

D66	CREW	COLONISTS	COLONY	SHIP/STATION
11	captain	ops manager	gym	bridge
12	captain	asst ops manager	mainframe	avionics bay
13	sensor operator	chief engineer	ops centre	stateroom
14	sensor operator	engineer	office	crew lounge
15	weapon operator	doctor	office	stateroom
16	weapon operator	nurse	warehouse	airlock
21	captain	driver	corridor	airlock
22	android	farmer	mine processing	cargo bay
23	android	child	infirmary	cargo bay
24	passenger	robot technician	atrium	cargo bay
25	loader	logistics clerk	family room	tactical centre
26	loader	comms operator	lounge	mainframe
31	engineer	computer tech	stateroom	corridor
32	chief engineer	security guard	stateroom	main engineering
33	engineer	miner	retail store	main engineering
34	engineer	logger	retail store	shuttle hanger
35	engineer	farmer	stateroom	workshop
36	engineer	teacher	stateroom	drive bay
41	pilot	retail worker	restaurant	medbay
42	navigator	life support tech	hydroponics	medbay
43	navigator	factory worker	family room	office
44	loader	warehouseman	garage	office
45	loader	scientist	garage	hypersleep bay
46	medic	worker	storeroom	hypersleep bay
51	medic	construction	security centre	corridor
52	medic	technician	workshop	corridor
53	navigator	construction	powerplant	shuttle hanger
54	pilot	logistics clerk	life support	fuel processor
55	pilot	visitor	water pumps	captain's office
56	sensor operator	android	workshop	galley kitchen
61	passenger	prole	canteen	storeroom
62	passenger	farmer	canteen	shuttle hanger
63	scientist	factory worker	powerplant	laboratory
64	scientist	miner	electrical bay	laboratory
65	scientist	technician	storage area	weapon bay
66	scientist	cleaner	bar	weapon bay

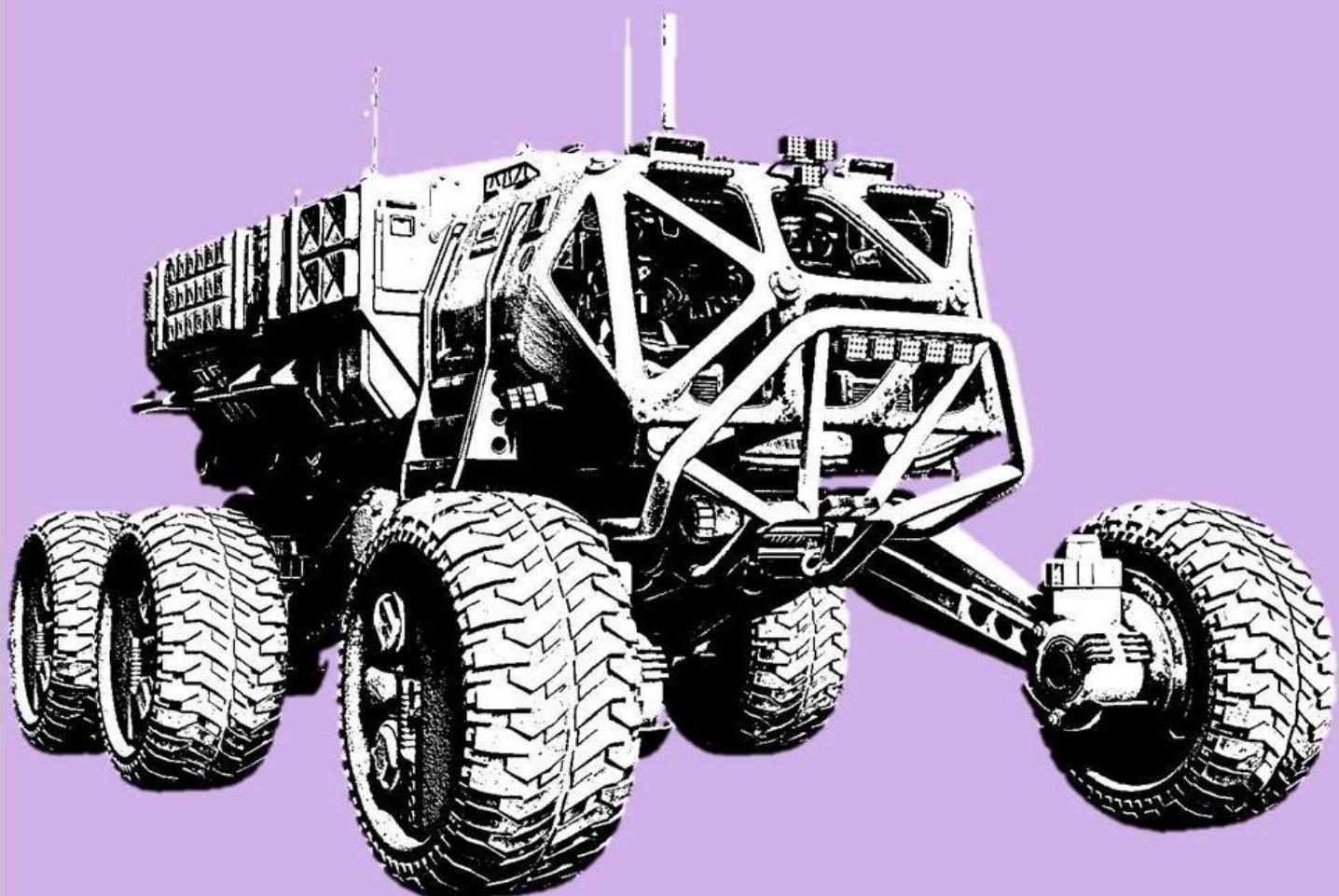


ARMADILLO

GT800 ATV

2200 to 2225 All Models
300, 800S, 820, 820VA, 821T

Technical Manual



CAMPAIGN 02: EXPLORING

There is no greater science fiction theme than the exploration of uncharted space; many novels, movies and TV series have gone down this route. For **Hostile Solo** games space exploration provides an almost perfect solitaire-play set-up: a ship, a crew and an unexplored star system to fly around without the need for NPCs, meddling governments or regulations. The Exploring campaign still utilises Storylines, plans and random tables, but just like the Shipping and Colony Survival chapters, unique tables and rules are needed to ensure an enjoyable session of exploration. In the depths of deep space, without the usual RPG plot elements of non-player characters, corporate rivals, Patrons, random colonists, guerrilla wars, espionage and subterfuge, much of the plot and action comes either from the terrain and elements, or the actions of the player characters themselves. Survey scouts ('explorers'), are a tough and resourceful bunch. The ship will have a captain, but other crewmen will work as a team, and perhaps share responsibilities or take responsibility for tasks assigned to them.

ESTABLISHING

CAREER TYPES

Design a crew that includes the captain, pilot, navigator, sensor operator, engineer, ship's doctor and two expedition members. Available careers are survey scouts, spacers, colonists or technicians, as long as you can fill those crew positions – a colonist or technician might serve as the engineer if they have the right skill, for example. The two expedition members can be scientists, survey scouts, technicians or roughnecks as desired. The captain might be scientist or a corporate exec, who doubles up as the crew's business manager. The sensor operator can be a spacer or survey scout (both have access to Comms skill).

STARTING LOCATION

Missions will start on Earth or at a B class starport; the colony worlds of Hiroshima, Armstrong, Jade Palace, Defiance, Tau Ceti, Hamilton, La Paz, Fomalhaut all have B class starports along with associated orbital highports. These are transport hubs, with facilities for repairing, maintaining and servicing large interstellar starships. The crew will be residing in a hotel at the starport, or close by, ready for the next commission and flight out. They are just waiting for the exec to call them on the videophone in their rooms.

STARTING VEHICLE

The recommended vehicle for this campaign is the Castle Bravo survey ship, a useful exploration vessel with a variety of surface vehicles for planetary travel. Remember to name your starship and decide which conglomerate you work for.

Voroncovo Castle Bravo

The Voroncovo Castle Bravo is a deep space survey ship designed to carry out short, preliminary assessments of potential colony sites. It can land on small colony landing pads, and has several vehicles for surface exploration.

Drives: Using a 300-ton standard hull the Castle Bravo mounts a hyperdrive allowing a speed of 2 parsecs per week; a level 2 powerplant and a 3-G reaction drive (30 Mkm per day). Fuel tankage comprising 96 tons of liquid hydrogen is used by the reaction drive and can provide coolant to the fusion reactor for 12 months of continuous operation.

Bridge: The bridge has a Model/4 computer and an advanced sensor array.

Accommodation: The ship has a crew of eight: captain, pilot, navigator, ship's doctor, sensor operator, engineer and two expedition members. There are eight hypersleep pods and eight staterooms for crew use, as well as four hypersleep pods and staterooms for additional scientists or survey personnel if needed.

Cargo: A two-deck cargo hold has a 60-ton capacity, and also hangerage for the ground vehicles.

Weaponry: None

Internal Features: Fuel scoops and processors that can create up to 100 tons of liquid hydrogen each day, rear-facing cargo ramp, heavy duty landing gear and a medbay, office, briefing room, workshop and two laboratories.

On-Board Vehicles: There is a forklift used for cargo movement. There are ten survey probes, and in the vehicle bay a variety of surface exploration vehicles: an Armadillo All-Terrain Vehicle for long expeditions, two QuadTrack bikes and a Coyote Off-Road jeep.

300-ton Survey Vessel

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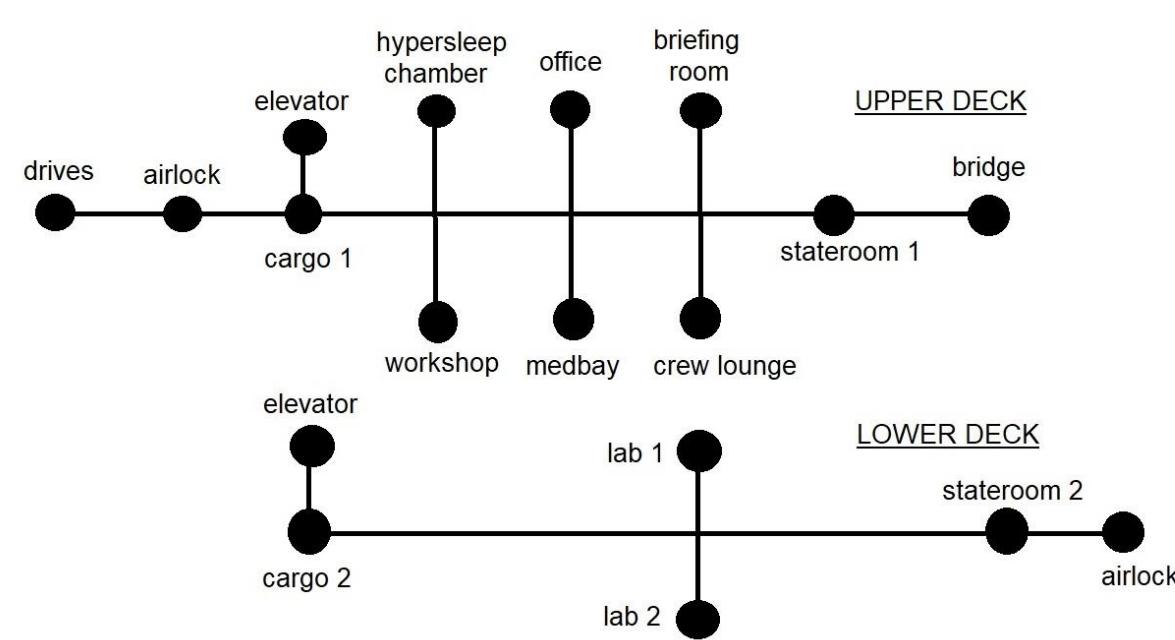
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Internal Features: Fuel scoops and processors that can create up to 100 tons of liquid hydrogen each day, rear-facing cargo ramp, heavy duty landing gear and a medbay, office, briefing room, workshop and two laboratories.

On-Board Vehicles: There is a forklift used for cargo movement. There are ten survey probes, and in the vehicle bay a variety of surface exploration vehicles: an Armadillo All-Terrain Vehicle for long expeditions, two QuadTrack bikes and a Coyote Off-Road jeep.





The USCS Morpheus returns to
Americo after a three-month
exploration mission

SURVEY CAMPAIGN CHECKLIST

- 1** Create 8 characters for the survey ship.
- 2** Select a suitable star system for the mission (see starmap).
- 3** Assemble the crew at the starport. Make a Reaction roll (8+).
- 4** Plan the flight. How far to the hyperspace point? How far to the destination star system? How long will it take? How many Burns will you expect to use? Will you need to refuel anywhere? Check the Loading and Refuelling procedures. Will there be any hold-ups? Roll 1D6; a '1' indicates a hold-up.
- 5** Roll a Starport Encounter.
- 6** Take-off. Roll 1D6: on a 1, the pilot needs to make a trajectory change, with a successful Pilot skill roll. If failed, the ship uses 1 extra Burn to reach the Hyperspace Point.
- 7** Travel to Hyperspace Point, $2D6 \times 10$ Mkm. Roll 1D6: on a 1, the navigator needs to plot a revised course, with a successful Navigation skill roll. Failure provides increases distance by 10 Mkm. Roll for a Star System Encounter.
- 8** Crew enter hypersleep; ship enters hyperspace.
- 9** Check for hyperspace dropout, roll 2D6, on a '2' – drop out of hyperspace. Deal with any problems that might have occurred.
- 10** Exit hyperspace; crew emerge from hypersleep. Endurance roll +4 to avoid a day of sickness.
- 11** Survey the system with a Navigation roll (DM -2) taking 1D6+1 hours. Build a list of all orbital bodies.
- 12** Locate survey targets on three different orbital bodies. Next roll a Resource for each of those orbital bodies.
- 13** Travel from Hyperspace Point to the first survey target. Distances vary (see pg 88). How long will this take? Roll for a Star System Encounter.
- 14** Arrive at mission-related location. Touchdown with a Pilot roll.
- 15** Roll to determine distance to the Resource from the landing site.
- 16** Roll for Time to Survey.
- 17** Take samples, measurements and recordings, and analyse them on the ship.
- 18** Locate other related resources and possible colony sites in the area.
- 19** Roll to determine a Survey Problem. Resolve it.
- 20** Once survey points have been determined, launch an overland expedition to the other Survey Target on the world. Determine the distance to this site.
- 21** Use Travel Across Planet rules, including Cross-Country Travel Encounters.
- 22** Arrive at survey target via ATV. Roll for Time to Survey.
- 23** Take samples, measurements and recordings, and analyse them
- 24** Roll to determine a Survey Problem. Resolve it.
- 25** Once survey points have been determined, take-off and travel to the second orbital body with a survey target and resource to be studied. Repeat Steps 14-24.
- 26** Repeat for the third orbital body in the star system with a survey target and resource to be studied. Repeat Steps 14-24.
- 27** Take-off, travel to a Hyperspace Point, roll for a Star System Encounter, and return to home base.
- 28** Return to step 2.

MISSIONS

The player should identify a suitable star system for the mission. To increase the chance of discovering an undiscovered resource as yet unknown to science, the target system should not be within the Near Earth Zone. The star system may be uninhabited, evident when the mainworld on the starmap has no name, and instead has a letter-number designation, such as LV209 or LX504. These are uninhabited and uncolonised. The mainworld has been marked as a likely spot for any future colonial venture in that star system. Whether inhabited or uninhabited, both types of star systems have vast areas of unsurveyed and unexplored real estate just waiting for the PCs to investigate. There are *many* potential target locations within a single star system.

REGIONS OF THE SYSTEM

Region	Description
Inner System	This is the hot region close to the main star that extends out to (and includes) the system's habitable zone. Our own Inner System extends from the Sun and encompasses the orbits of Mercury, Venus and Earth. Most mainworlds are located at the outer edge of the Inner System.
Outer System	This is the cold region that sits beyond the habitable zone. Our own Outer System stretches from Mars out to the orbit of Neptune. There may be dwarf planets, asteroid belts and comets, as well as gas giants and their moons. Some gas giants, the Hot Jupiters (or 'epistellar Jovians') orbit within the Inner System. Here we are talking about the cold gas giants thriving out beyond the habitable zone. Such gas giants can be exploited by the survey crew as a fuel stop, involving the skimming of hydrogen fuel from the upper atmosphere in a manoeuvre that takes several hours (pg 87).

SURVEYING THE SYSTEM

Characters must travel to the star system, and standard practice is to come out of hyperspace at a hyperspace point and then to remain there to conduct a system survey. The ship then proceeds one-by-one to three survey targets identified in the survey that are scattered across one or more worlds. The player can select a destination in the habitable zone (the 'mainworld' – that planet within the habitable zone where a likely colonial establishment might be made), the Inner Zone, or the Outer Zone. Its distance from the hyperspace point must be rolled randomly as normal (see pg 88).

Time to man the sensor stations and find out what is out there! Creating a detailed astronomical analysis of the planets, moons and stars within the new system takes time. A crewman must make a difficult Navigation roll (DM -2) which will take 1D6+1 hours. Failure simply means the task isn't finished. Try again! Success provides the PCs with a map of the star system and an idea of what kind of bodies occupy each orbit. The player should use dice to map out the star system for the player characters.

HOSTILE RULES

If you have the Hostile Setting book, each star system is listed in the Catalog of Off-World Colonies on p.50, and this list provides details of the stars within each star system. This will tell you whether the system has one star, two, three or even four!

ORBITS & PLANETS

Each system contains a minimum of one star and 2D6+2 planetary bodies. These bodies are located in orbits around the central star, numbered from Orbit 1 (closest to the star). To create a star system, first roll 2D6+2 and determine the number of planetary bodies that orbit the star. Make a note of these bodies on the MRA's System Survey Sheet (pg 138), starting at Orbit 1, close to the star.

OTHER STARS

Many systems have two or even three stars and these additional stars orbit the central star either closely, or at a distance – far beyond the orbit of the planets and gas giants. Roll 2D6; on a 9+ the system is binary, whilst a result of 11 or 12 indicates the existence of a trinary (triple) star system. Where can these companion stars be found? For a binary system, roll 1D6. An 'odds' result indicates that the companion occupies Orbit 1, whilst an 'evens' result indicates that it occupies the orbit beyond the system's furthermost planetary body. For a trinary system the procedure is the same; roll 1D6. An 'odds' result indicates that one of the two companions occupies Orbit 1 and that the other sits out on the edge of the system, in the outermost orbit after the last planetary body. An 'evens' result indicates that both the second and third star both occupy the orbits beyond the system's furthermost planetary body.

MAINWORLD ORBIT

The mainworld is placed next and its location determines the habitable zone of the system. Roll 1D3+2 and place the mainworld by counting out from the central star (or a companion, if a second star occupies Orbit 1). Roll to determine the mainworld's planetary designation on the Mainworld Type table.

MAINWORLD TYPE

2D6 World Type	
2-5	Rock
6	Hellhole
7	Desert World
8-11	Garden World
12	Waterworld

GAS GIANTS

The starmap will indicate the presence of any gas giants (Jupiter or Saturn-type worlds). The presence of a gas giant allows a starship equipped with fuel scoops to refuel by skimming. Refueling in this fashion requires 1D6 hours. Gas giants are relatively common, check the starmap. If gas giants are present then roll 1D6 to determine their number. A roll of 6 must be rerolled, and one of the rerolled gas giants must be placed into Orbit 1, becoming a 'hot Jupiter' that has migrated toward the Inner System. The other gas giants are placed by rolling 1D6 and counting out from the mainworld (counting the mainworld orbit as '1'). An already occupied orbit cancels out the current attempt at gas giant placement, move on to the next one. If the orbit is occupied by the mainworld then roll 1d6; on 4-6 the mainworld orbits the gas giant as a moon. Otherwise place the gas giant one orbit further out.

ASTEROID BELTS

For each remaining planetary body that has not already been identified as a gas giant (or a star), roll 1D6. On a result of 6 the body is actually an asteroid belt. Asteroid belts exist in many systems, and will be of value to miners looking for ice, ore and other interesting things. The Solar System contains a single major asteroid belt between the orbits of Mars and Jupiter.

THE REST OF THE PLANETS

Any body that remains after determination of companion stars, main world, gas giants and asteroid belts is a minor planet (i.e. not a mainworld). Those within the Inner System (starward of the mainworld) typically have rocky surfaces, whilst those beyond the orbit of the mainworld, in the Outer System, are usually covered by sheets of ice. Roll to determine the minor planet's designation on the Planetary Type table, based on its location in the Inner or Outer Zone.

OTHER PLANETARY TYPES

World Type	Inner System	Outer System
Rock or Iceball*	2-8	2-9
Hellhole	9-10	11-12
Desert	11-12	

* Rock if Inner System; Iceball if Outer System

For additional details about these worlds, the player can refer to the Planetary Details table, below. The designations used are more fully described in the *Detailing the Mainworld* section of the Shipping chapter (pg 114). All rolls on this table are made with 1D6; results marked with * instead require a roll on the appropriate table in the *Detailing the Mainworld* section.

PLANETARY DETAILS

Type	Size	Atmosphere	Hydrographics	Temperature
Rock	1-4 Planetoid 5-6 Small	1-4 Trace 5-6 Thin +1 if Planetoid	1-6 No 7 Small Seas +1 if Thin Atmos	Inner Orbit 1 or 2: Inferno Other Inner Orbits: Hot Mainworld: Temperate
Hellhole	*	Extreme/ Corrosive	1-3 None 4-5 Small Seas 6 Seas & Oceans	1-3 Frozen 4-6 Inferno
Iceball	1-4 Planetoid 5-6 Small	1-3 Trace 4-6 Thin	No	Frozen
Desert	*	1-2 Thin 3 Poison/Toxic 4-6 Standard	No	1-2 Cold 3-6 Hot
Garden	*	*	*	*

NAMING PLANETS

Explorers use a standardized and scientific method of applying labels to the worlds and planets that have been mapped out. All bodies occupying an orbit will be named after the subsector hex they occupy, with a Greek-letter suffix. From Orbit 1 moving out from the central star, use letters of the Greek alphabet to identify the planetary bodies. If the Solar System occupied hex 0806, for example, Mercury would be 806 Alpha, Venus would be 806 Beta, Jupiter becomes 806 Epsilon, etc. Here is an example star system:

Example Uninhabited Star System LR806		
Orbit	Body	Notes
0	Star	
1	806 Alpha	Hot Jupiter
2	806 Beta	Rock
3	806 Gamma	Garden (Mainworld)
4	806 Delta	Gas Giant
5	806 Epsilon	Iceball

INNER SYSTEM

OUTER SYSTEM

Greek Letters

1	Alpha
2	Beta
3	Gamma
4	Delta
5	Epsilon
6	Zeta
7	Eta
8	Theta
9	Iota
10	Kappa
11	Lamda
12	Mu
13	Nu
14	Xi
15	Omicron
16	Pi
17	Rho
18	Sigma
19	Tau
20	Upsilon
21	Phi
22	Chi
23	Psi
24	Omega



SYSTEM SURVEY SHEET

Survey Form 01/SDS/538741-M ESCA

SYSTEM

SURVEY POINTS:



Orbit	Body	Notes:
0		
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		

INNER SYSTEM

Mark the Boundary

OUTER SYSTEM

SURVEY TARGETS	
Planet	Target details & notes

LOCATING SURVEY TARGETS

So the ship has scanned the star system and the crew have come up with a general 'map' or orbit list of what is out there. What now? Human exploration means getting up close to interesting phenomenon - measuring, imaging, recording and analyzing. To do that the crew must identify a number of prospective survey targets.



ROLL THREE TIMES

The player should identify three specific bodies in the region of the star system that the player's ship is currently in. Next, roll **once** on the target table suitable for that type of astronomical body (such as an asteroid belt, gas giant, planet, etc). Of course there are many more sites of interest, but these are the ones that the crew have prioritized and look to be the most attractive. Creating this list of three worlds to survey takes time (1D6 hours). Have a crewman make a Comms roll to use the sensors to detect the three targets. If assisted, a second skilled crewman can make their roll, and if successful bring a DM +1 to the first crewman's Difficult (-2) Comms roll. If failed, then the PCs manning the sensor stations can be directed to make further analyses. Each time this occurs, however, the time it takes to conduct the search gets longer and longer.

• Initial Search	2D6 hours
• Second Search	1-3 days
• Third (and subsequent) Searches	7 days

The aim of these searches of course, is not to document from orbit and then fly away, it is to find a target site that the crew can visit in person, suit up, carry all the equipment they need and get their hands dirty!

D66 Garden World Targets

11	Intelligent Alien Life: see sub-table
12-13	Mineral Deposits: 1D6: 1-2 radioactive; 3-4 high-value; 5-6 unusual composition
14	Ice. 1D6: 1-2 Ice Fissure; 3-4 Ice Discolouration; 5-6 Ice Formation or Structure.
15	Canyon. 1D6: 1-2 Deep; 3-4 Extensive; 5-6 Extremely long.
16	Sinkholes. 1D6: 1-2 Lead to cave systems; 3-4 Extinct Lava tubes; 5-6 Seasonal.
21	Island Chain. 1D6: 1-2 Volcanic; 3-4 Coral Reefs; 5-6 Drowned Landscape.
22	Linear Features. 1D6: 1-2 Fault line; 3-4 Volcanic rock formation; 5-6 Vegetation.
23	Ocean currents. 1D6: 1-2 Hot spots like El Niño; 3-4 Fast moving; 5-6 Water discolouration.
24	Moon. 1D6: 1-2 Craters; 3-4 Unusual peaks; 5-6 Irregular shape.
25	Volcano: 1D6: 1-2 In mountain chain; 3-4 Solitary; 5-6 Seabed.
26	Fumaroles (Thermal Vents): 1D6: 1-2 Steam vents; 3-4 Lava landscape; 5-6 Poison gas vents.
31	Dust Storm: 1D6: 1-2 Extensive, almost global; 3-4 High, almost to space; 5-6 Very abrasive.
32	Impact Crater: 1D6: 1-2 Deep; 3-4 Rich mineral content; 5-6 Recent.
33	Lake: 1D6: 1-2 Shape or location odd; 3-4 Ancient dry lakebed; 5-6 Mineral or gas content.
34	Coastal Formations: 1D6: 1-2 Arches and stacks; 3-4 Raised beaches; 5-6 Very High cliffs .
35	Tectonic Plate Boundary: 1D6: 1-2 Rift valley on land; 3-4 Ocean trench; 5-6 Mid-ocean ridge.
36	Waterfall: 1D6: 1-2 Entire chain or series; 3-4 Very high; 5-6 Very wide.
41	River: 1D6: 1-2 Very long; 3-4 Huge delta; 5-6 Eroded deep canyon
42	Weather: 1D6: 1 High rainfall; 2 High winds; 3 Acid rain; 4 Jungle humidity; 5 Mountain cloud effects; 6 Hurricane.
43	Tides: 1D6: 1-2 Fast moving; 3-4 Tide is very high; 5-6 Uncovers strange rock formations.
44	Wind Erosion: 1D6: 1-2 Long yardangs; 3-4 Inselberg plain; 5-6 Fairy chimneys.
45-51	Anomaly (Surface): see sub-table
52-54	Anomaly (Orbit): see sub-table
55-62	Animal Life (Fauna): 1D6: 1-2 Interesting ecosystem; 3 Microfauna (microscopic); 4 Megafauna (large animals); 5-6 Interesting or bizarre behaviours
63-66	Plant Life (Flora): 1D6: 1-2 Interesting ecosystem; 3 Plants in extreme environments; 4 Carnivorous plants; 5-6 Large tree-type plants

WHERE IN THE WORLD?

Often the type of terrain or climatic environment around a survey target is self-explanatory (tides, moon, ice, wind erosion, etc.) Where the surrounding environment is more ambiguous, then select a terrain type from the table below, or roll 2D6. The target, for example, might be an impact crater. But where on the Garden World is this impact crater? We roll the dice: 11 – that is cool grassland, or steppe. How about coastal formations, what is the landscape like? We roll the dice: 4 – that is temperate forest. This adds detail that will affect the equipment needed as well as some of the challenges that must be overcome.

2D6 Garden World Terrain Types

2	Polar ice cap
3	Tundra
4	Forest – Temperate or Cold
5	Scrubland
6	Mountain
7	Desert
8	Warm Grassland (Savannah)
9	Humid Rainforest
10	Dry (Warm Temperate)
11	Cool Grassland (Steppe)
12	Swamp

D66 Desert World Targets

11	Intelligent Alien Life: see sub-table
12-13	Mineral Deposits: 1D6: 1-2 radioactive; 3-4 high-value; 5-6 unusual composition
14	Volcano: 1D6: 1-2 In mountain chain; 3-4 Solitary; 5-6 Seabed.
15	Weather: 1D6: 1-2 Dust devils; 3-4 High winds; 5 Fog Banks; 6 Hurricane.
16	Sinkholes. 1D6: 1-2 Lead to cave systems; 3-4 Extinct Lava tubes; 5-6 Seasonal.
21	Dry Lake or Sea: 1D6: 1-2 Shape or location odd; 3-4 Soft or liquid beneath; 5-6 Patterned.
22	Linear Features. 1D6: 1-2 Fault line; 3-4 Volcanic rock formation; 5-6 Vegetation.
23	Tectonic Plate Boundary: 1D6: 1-2 Rift valley on land; 3-4 Ocean trench; 5-6 Mid-ocean ridge.
24	Moon. 1D6: 1-2 Craters; 3-4 Unusual peaks; 5-6 Irregular shape.
25	Impact Crater: 1D6: 1-2 Deep; 3-4 Rich mineral content; 5-6 Recent.
26-31	Fumaroles (Thermal Vents): 1D6: 1-2 Steam vents; 3-4 Lava landscape; 5-6 Poison gas vents.
32-33	Dust Storm: 1D6: 1-2 Extensive, almost global; 3-4 High, almost to space; 5-6 Very abrasive.
34	Sand Dunes: 1D6: 1-3 Very high; 4-6 Unusual shapes and formations.
35	Depression: 1D6: 1-2 Quicksands; 3-4 Salt marsh; 5 Salt Pans, 6 Oases.
36-41	Canyon. 1D6: 1-2 Deep; 3-4 Extensive; 5-6 Extremely long.
42-43	Dry River Bed: 1D6: 1-2 Very long; 3-4 Alluvial fan; 5-6 Eroded deep canyon
44-45	Wind Erosion: 1D6: 1-2 Long yardangs; 3-4 Inselberg plain; 5-6 Fairy chimneys.
46-51	Anomaly (Surface): see sub-table
52-54	Anomaly (Orbit): see sub-table
55-62	Animal Life (Fauna): 1D6: 1-2 Interesting ecosystem; 3 Microfauna (microscopic); 4 Megafauna (large animals); 5-6 Interesting or bizarre behaviours
63-66	Plant Life (Flora): 1D6: 1 Interesting ecosystem; 2-4 Plants in extreme environments; 5 carnivorous plants; 6 Tree-type plants.

3D6 Rocky World Targets

3-4	Mineral Deposits: 1D6: 1-2 radioactive; 3-4 high-value; 5-6 unusual composition
5	Volcano: 1D6: 1-2 In mountain chain; 3-4 Solitary; 5-6 Seabed.
6	Linear Features. 1D6: 1-2 Fault line; 3-4 Volcanic rock formation; 5-6 Unusually long ridge
7	Moon. 1D6: 1-2 Craters; 3-4 Unusual peaks; 5-6 Irregular shape.
8	Sinkholes. 1D6: 1-4 Lead to cave systems; 5-6 Seasonal.
9	Rille or Canyon. 1D6: 1-2 Deep; 3-4 Extensive; 5-6 Extremely long.
10-11	Impact Crater: 1D6: 1-2 Deep; 3-4 Rich mineral content; 5-6 Recent.
12-13	Lava Plain: 1D6: 1-2 Recent Lava Flows; 3-4 Lava channels; 5-6 Very High cliffs .
14	Dust: 1D6: 1-2 Fine and deep; 3-4 Oddly dark/light in colour; 5-6 Partially covered another feature (roll again).
15	Anomaly (Surface): see sub-table
16	Anomaly (Orbit): see sub-table
17	Plant Life (Flora): 1D6: 1-2 Interesting ecosystem; 3-6 Plants in extreme environments.
18	Animal Life (Fauna): 1D6: 1-2 Interesting ecosystem; 3-5 Microfauna (microscopic); 6 Interesting or bizarre behaviours

D66 Hellhole World Targets

11	Intelligent Alien Life: see sub-table
12-13	Mineral Deposits: 1D6: 1-2 radioactive; 3-4 high-value; 5-6 unusual composition
14	Canyon. 1D6: 1-2 Deep; 3-4 Extensive; 5-6 Extremely long.
15	Sand Dunes: 1D6: 1-3 Very high; 4-6 Unusual shapes and formations.
16-21	Sinkholes. 1D6: 1-2 Lead to cave systems; 3-4 Extinct Lava tubes; 5-6 Seasonal.
22	Dry Lake or Sea: 1D6: 1-2 Shape or location odd; 3-4 Soft or liquid beneath; 5-6 Patterned.
23	Linear Features. 1D6: 1-2 Fault line; 3-4 Volcanic rock formation; 5-6 Vegetation.
24	Moon. 1D6: 1-2 Craters; 3-4 Unusual peaks; 5-6 Irregular shape.
25	Volcano: 1D6: 1-2 In mountain chain; 3-4 Solitary; 5-6 Seabed.
26	Fumaroles (Thermal Vents): 1D6: 1-2 Steam vents; 3-4 Lava landscape; 5-6 Poison gas vents.
31	Dust Storm: 1D6: 1-2 Extensive, almost global; 3-4 High, almost to space; 5-6 Very abrasive.
32	Impact Crater: 1D6: 1-2 Deep; 3-4 Rich mineral content; 5-6 Recent.
33	Lake: 1D6: 1-2 Shape or location odd; 3-4 Seasonal; 5-6 Mineral or gas content.
34	Coastal Formations: 1D6: 1-2 Arches and stacks; 3-4 Raised beaches; 5-6 Very High cliffs .
35	Tectonic Plate Boundary: 1D6: 1-2 Rift valley on land; 3-4 Ocean trench; 5-6 Mid-ocean ridge.
36	Waterfall: 1D6: 1-2 Entire chain or series; 3-4 Very high; 5-6 Very wide.
41	River: 1D6: 1-2 Very long; 3-4 Huge delta; 5-6 Eroded deep canyon
42-44	Weather: 1D6: 1 Daily mist-effects; 2 High winds; 3-4 Acid rain; 5 Mountain cloud effects; 6 Hurricane.
45	Tides: 1D6: 1-2 Fast moving; 3-4 Tide is very high; 5-6 Uncovers strange rock formations.
46-52	Wind Erosion: 1D6: 1-2 Long yardangs; 3-4 Inselberg plain; 5-6 Fairy chimneys.
53-55	Anomaly (Surface): see sub-table
56-62	Anomaly (Orbit): see sub-table
63-64	Plant Life (Flora): 1D6: 1-2 Interesting ecosystem; 3 Plants in extreme environments; 4 carnivorous plants; 5-6 Large tree-type plants
65-66	Animal Life (Fauna): 1D6: 1-2 Interesting ecosystem; 3-4 Microfauna (microscopic); 5 Megafauna (large animals); 6 Interesting or bizarre behaviours

3D6 Iceball World Targets

3-4	Mineral Deposits: 1D6: 1-2 radioactive; 3-4 high-value; 5-6 unusual composition
5	Subsurface ocean. 1D6: 1-2 Thin ice above; 3-6 Fissures in ice lead to subsurface ocean.
6	Linear Features. 1D6: 1-2 Fault line; 3-4 Volcanic rock formation; 5-6 Unusually long ice ridge
7	Moon. 1D6: 1-2 Craters; 3-4 Unusual peaks; 5-6 Irregular shape.
8	Sinkholes. 1D6: 1-4 Lead to cave systems; 5-6 Seasonal.
9	Cryovolcano: 1D6: 1-4 In mountain chain; 5-6 Solitary
10	Rille/Canyon. 1D6: 1-2 Deep; 3-4 Extensive; 5-6 Extremely long.
11-12	Ice. 1D6: 1-2 Ice Fissure; 3-4 Ice Discolouration; 5-6 Ice Formation or Structure.
13-14	Impact Crater: 1D6: 1-2 Deep; 3-4 Rich mineral content; 5-6 Recent.
15	Anomaly (Surface): see sub-table
16	Anomaly (Orbit): see sub-table
17	Plant Life (Flora): 1D6: 1-2 Interesting ecosystem; 3-6 Plants in extreme environments.
18	Animal Life (Fauna): 1D6: 1-2 Interesting ecosystem; 3-5 Microfauna (microscopic); 6 Interesting or bizarre behaviours

D66	Water World Targets
11	Intelligent Alien Life: see sub-table
12-13	Mineral Deposits: 1D6: 1-2 radioactive; 3-4 high-value; 5-6 unusual composition
14	Ice. 1D6: 1-2 Ice Fissure; 3-4 Ice Discolouration; 5-6 Ice Formation or Structure.
15-21	Undersea Canyon. 1D6: 1-2 Deep; 3-4 Extensive; 5-6 Extremely long.
22-25	Island Chain. 1D6: 1-2 Volcanic; 3-4 Coral Reefs; 5-6 Drowned Landscape.
26-31	Ocean currents. 1D6: 1-2 Hot spots like El Niño; 3-4 Fast moving; 5-6 Water discolouration.
32	Moon. 1D6: 1-2 Craters; 3-4 Unusual peaks; 5-6 Irregular shape.
33	Seabed Volcano: 1D6: 1-2 In mountain chain; 3-4 Solitary; 5-6 Seabed.
34	Seabed Fumaroles (Thermal Vents): 1D6: 1-2 Steam vents; 3-4 Lava landscape; 5-6 Poison gas vents.
35-36	Coastal Formations: 1D6: 1-2 Arches and stacks; 3-4 Raised beaches; 5-6 Very High cliffs .
41	Tectonic Plate Boundary: 1D6: 1-2 Rift valley on land; 3-4 Ocean trench; 5-6 Mid-ocean ridge.
42-43	Weather: 1D6: 1 High rainfall; 2 High winds; 3 Acid rain; 4 Daily fog events; 5-6 Hurricane.
44	Tides: 1D6: 1-2 Fast moving; 3-4 Tide is very high; 5-6 Uncovers strange rock formations
45-51	Anomaly (Surface): see sub-table
52-54	Anomaly (Orbit): see sub-table
55-62	Animal Life (Fauna): 1D6: 1-2 Interesting ecosystem; 3 Microfauna (microscopic); 4-5 Megafauna (large animals); 6 Interesting or bizarre behaviours
63-66	Plant Life (Flora): 1D6: 1-2 Interesting ecosystem; 3 Plants in extreme environments; 4 carnivorous plants; 5-6 Large tree-type plants

2D6	Hot Jupiter Targets	2D6	Gas Giant Targets
2	Dust Ring	2	Dust Ring
3	Storm	3	Storm
4	Aurora	4	Radiation Belt
5	Cloud Formations	5	Cloud Formations
6	High Speed Winds	6	Moon: Rocky Planet: see sub-table
7	High Speed Winds	7	Moon: Iceball World: see sub-table
8	Radiation Belt Storm	8	High Speed Winds
9	Hot Spot	9	Ice Ring
10	Hot Spot	10	Ice Ring
11	Moon: Rocky Planet: see sub-table	11	Aurora
12	Radio Emissions	12	Radio Emissions

2D6	Asteroid Belt Targets
2	Fault Line or Crevasse
3	Unusual Peak
4	Loose and shifting conglomeration of rocky bodies
5	Gravel Field
6	Mineral Deposits. 1D6: 1-2 radioactive; 3-4 high-value; 5-6 unusual composition
7	Fault Line or Crevasse
8	Irregular Shape
9	Deep crater
10	Recent impact crater
11	Sinkhole or Cave
12	Anomaly (Orbit): see sub-table

2D6 Intelligent Alien Life

- | | |
|-------|--|
| 2-9 | Intelligent creatures. Easily overlooked as some ubiquitous and unassuming life-form. On Earth that might be turtles, crows, chimpanzees or coral. |
| 10 | Intelligent megafauna. On Earth that would be whales, giant squid or elephants. |
| 11-12 | Intelligent alien beings, frozen, dead, fossilized, alive, or living in secret. |

2D6 Anomaly (Space)

- | | |
|-------|---------------------------------------|
| 2-3 | Abandoned Spacecraft/Station |
| 4 | Abandoned Lifeboat |
| 5-7 | Debris |
| 8-9 | Asteroid Cut and Carved By Alien Tech |
| 10 | Abandoned Alien Drone/Probe |
| 11-12 | Abandoned Alien Starship |

2D6 Anomaly (Surface)

- | | |
|-------|--|
| 2-4 | Humans. What are <i>they</i> doing here? |
| 5 | Alien Temple or Monument |
| 6 | Scientific Complex |
| 7 | Alien Bunker |
| 8-9 | Markings/Carvings/Glyphs |
| 10-11 | Alien Roadway |
| 12 | Abandoned Alien City or Colony |

**INTELLIGENT ALIENS**

There are no known alien civilisations in Hostile. Such a revelation could be a game changer. Or the alien society could be dead, wiped out by some horrific and mysterious force. Perhaps there are only artefacts and fossilised bodies left ... similar to the 'Space Jockey' civilisation on Alien. Or you could roll again ...

RESOURCES

For each world identified with a potential survey target, the crew will also roll to identify a Resource for that world— perhaps the location of a rich mineral vein, forests, oil, suitable cropland and so on ... any of which might be worth millions of dollars to a corporation. Roll once on the table below that matches the world type. The most promising Resource site identified by the crew will be added as a second survey target and the ship needs to land at that location.

ROCK WORLD RESOURCE

1D6 Resource	
1-3	Ore
4	Precious Metals
5	Lava Tubes or Caves
6	Gems

WATERWORLD RESOURCE

1D6 Resource	
1	Oil
2-3	Animal Products
4	Biopolymers
5	Gems
6	Industrial Chemicals

DESERT WORLD RESOURCE

1D6 Resource	
1	Ore
2	Precious Metal
3	Gems
4-5	Oil
6	Lava Tubes/Caves

ICEBALL WORLD RESOURCE

1D6 Resource	
1-2	Industrial Gasses
3-4	Precious Metals
5-6	Gems

GARDEN WORLD RESOURCE

2D6 Resource	
2-3	Gems
4	Oil
5	Animal Products
6	Timber
7	Cropland
8	Biopolymers
9-10	Ore
11-12	Precious Metals

ASTEROID RESOURCE

1D6 Resource	
1-3	Ore
4	Precious Metals
5	Industrial Gasses
6	Gems

HELLHOLE WORLD RESOURCE

1D6 Resource	
1	Industrial Gasses
2-3	Industrial Chemicals
4	Ore
5	Precious Metals
6	Lava Tubes/Caves

GAS GIANT/HOT JUPITER RESOURCE

1D6 Resource	
1-3	Industrial Gasses
4-6	Nothing

LIST OF RESOURCES

Animal Products – Alien wildlife is an exploitable resource, it might be their unusual pelts, or the fact that they taste good and carry plenty of meat for shipping back to Earth. Ranchers will be needed to domesticate the creatures and breed them at purpose-built ranching stations, or they might be fished.

Biopolymers – Biopolymers are natural polymers produced by the cells of living organisms; Terran examples include collagen, rubber, chitosan, enzymes, starch and silicone. Biological analysis of alien plants and animals will be required to detect a biopolymer that might be useful in an industrial capacity.

Cropland – Expansive, flat and well-watered soil – fertile and perfect for the growth of Terran crops. Cropland will require preparing and farming by colonist homesteaders or corporate farming concerns.

Gems – Gemstones used in fashion, industry or technology have been located, they may be various coloured diamonds, rubies, jadeite, emeralds and gems unique to alien worlds. Gems will be exploited by mining concerns and small-time mining outfits.

Industrial Chemicals – Growing harder to secure or manufacture on Earth, industrial chemicals can be shipped to Earth for a profit. They include (but are not limited to) sulfuric acid, hydrochloric acid, sodium hydroxide, natural ethylene, styrene, acrylonitrile, phenol, nitrogen dioxide, butadiene , and so on.

Industrial Gasses – As with industrial chemicals, some hell worlds (atmospheres 10-12) may be wreathed in atmospheres filled with gases that could be used for industrial purposes back on Earth. Such a project would involve a large atmospheric extraction plant (costing around \$3M and massing 100 dtons).

Lava Tubes – Ancient lava tunnels, now cold and empty, exist on the Moon, Mars and Earth. On a colony world they might make a good basis for an underground colony as a pre-dug tunnel system. Then again, they might be in totally the wrong location!

Oil – Still in incredible demand on a world obsessed with plastics and petroleum, oil can be found in certain rock strata on worlds with a fossil history. Explorers will need to set up an exploratory drill rig. Oil will be extracted by mining concerns and also by small-time mining outfits.

Ore – Ore is king, minerals are the primary reason many colonies are founded in the first place. Valuable minerals include uranium, tungsten, lead, iron, bauxite, copper, tin, zinc, nickel, titanium, cobalt and mercury. Explorers typically make wide-ranging surface samples. Roughnecks will follow up later with deep drilling expeditions. A mine and refinery will form the core of any future colony. Open cast is cheaper and preferred, but expensive deep shaft mines will be established if the ore is too far down for an open cast mine.

Precious Metals – Some metals have great value, even in small amounts; investment and industrial uses are some significant sources of the demand for precious metals. Metals such as gold, silver, beryllium, bismuth, gallium, tellurium and the platinum metals (iridium, platinum, palladium and others) are of great value in high-end electronics and component technologies. A mine and refinery will form the core of any future colony. Precious metals are generally extracted using deep shaft mines.

Timber – The world may be home to some form of ‘point producer’ - a tree of some description. There is no rule that says an alien ‘tree’ must resemble a sequoia or an oak ... but nevertheless, it may hold value and produce useful timber products for shipment back to Earth. Extraction of timber will be managed by logging teams from a colony.

LANDING & EXPLORATION

Calculating a trajectory to the target world requires a successful Navigation roll, with each attempt requiring one hour. Calculate travel times by using the 'Distance per Day in Mkm' given in the *Spaceflight* chapter (pg 84). Remember, it will cost 4 Burns of fuel to make an approach to the target world, and another 4 Burns to slow down and then enter orbit around it. Ships can refuel using water or ice, if required (pg 87).

Once the survey ship has arrived in orbit around the target world (gas giant, rock, garden world ... or whatever) the crew are ready to begin work, the survey sensors scan the target for a suitable landing site close to the main Resource site – perhaps the location of a rich mineral vein, forests, oil, suitable cropland and so on ... any of which might be worth millions of dollars to a corporation. This is where you can create some details about the landing site close to the survey target. The crew have to land the ship safely, but hopefully not too far from the Resource target. Resources are the 'pull' of the adventure. Why are we here? What are we looking for? The team will need to:

1. Locate the resource using sensors, drilling or field expeditions
2. Take samples
3. Analyse samples back at the ship
4. Locate other related resources
5. Find a location suitable for a human colony (to eventually extract the resource)

TOUCHDOWN

Touching down on a planet or moon requires a 20 minute deorbit burn and controlled descent. Descending to a moon's surface costs 1 Burn; descending to a planet's surface costs 2 Burns. Note that ships struggle to find a decent landing site, they are more used to nav beacons, landing lights and concrete pads. Finding ground large enough, stable enough and strong enough to carry the weight of a multi-kiloton hunk of metal is tough. This means there will be some travel in the ATV or QuadTracks involved to get to the identified survey locations. Travel means danger, danger means adventure!

How close can they land? This is up to the pilot's skill. Roll 2D6, and then subtract double the Pilot's skill level. Multiply the result by 1 km. The other survey target on the world will be a number of kilometres away from the landing site in a random direction. Roll 2D6 and multiply the result by 100 km. Get into the ATV or jeep to go and investigate that site!

Ships cannot land on the surface of a gas giant, they must either remain in orbit or enter the upper atmosphere where they can skim for hydrogen fuel or conduct sensor readings during the bumpy (and dangerous) atmospheric flight. Asteroids are rendezvoused with, not landed upon – no Burns required. Most dedicated mining vehicles, such as drilling rigs, have heavy duty landing suspension, pitons, harpoons or rock drills that are needed to anchor the vehicle and prevent it from drifting away in an

asteroid's pathetic gravity field. Nothing bigger than a QuadTrack bike can be used on the surface of an asteroid, crews usually move on foot. Mining drones use both tracks *and* thrusters and are able to operate on the low-G surface of an asteroid successfully.

With the ship landed and powered down, the crew will need to decide what needs to be surveyed or explored, and which characters will do those jobs. What equipment will be needed? There is the Resource site to be surveyed, as well as the Survey Target that was identified in the system scan. The ship's on-board vehicles, ATV, jeep and QuadTrack bikes, will be put to use ferrying characters around to these two sites. Since the cost in fuel to take-off and reposition is immense (as much as it was to land from orbit), survey ships generally remain static and the explorers instead travel by land to carry out their missions. A survey mission might last a week or more, depending on what kind of complications arise.

THE SURVEY

1 – How Long Will A Survey Take?

Decide who will conduct a survey, and what they might be doing. What equipment will the need. Will it be dangerous? How long will it take? It might require several hours or several days. Roll 1D6:

2 - Survey Problems

At each survey target, once the team have landed and begun to explore and take measurements and samples, **roll once** on the Survey Problem table, below. This provides a problem that must be overcome, usually with a skill roll, but sometimes with some creative roleplaying on behalf of the player! Obviously, a PC can only attempt a skill roll if they are at the survey site. If no-one present has the required skill, then maybe another skill might be used (at a slight -1 penalty) or the roll will have to be made at a -3 penalty for being unskilled. The player needs to adjudicate.

1D6	Planned Time to Survey Target
1	12 hours
2	24 hours
3	2 days
4	3 days
5	4 days
6	5 days
	8 days

Problems occur all the time on field trips, TV nature documentaries, scientific expeditions and so on. It's life. The table can be consulted to determine what the nature of that problem was. The problems are fairly generic, since they must be applicable to icy moons, Venusian hell-worlds, Earth-like planets, and everything in-between. Because of this, the player will have to use his or her imagination to interpret the result, factoring in his team, the environment and the nature of the survey target. For example, how exactly did the team leader become seriously injured? We are investigating tides on the coast – how does a team member become lost? Where are they? The player fills in these blanks, writing them up in the Mission Report. If skill rolls need to be made to refine the process, or if a scene resolution plan needs to be put in place to deal with a problem, then feel free to expand and elaborate. Use the rules and explore the situation until you, as the player, are happy that the outcome is reached. A Reaction roll for the crew involved might even be required.

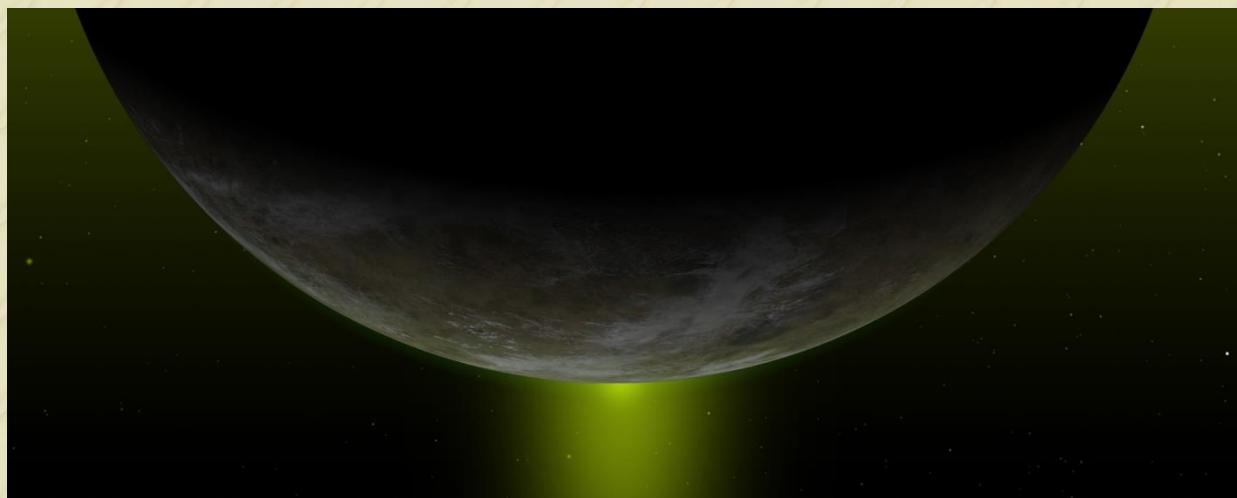
A skill roll failure indicates that the survey was impeded or held-up. Look at the Planned Time to Survey Target table, and use the time increment below the one that was initially rolled. So if the survey was due to last 2 days, a failed skill roll will extend that to 3 days.

3 – Gaining Survey Points. I don't know how much information the PCs got from that volcano, do you? Will it help consolidate an established theory? Is it revolutionary? Will it lead to new theories? We simply don't know – but the player characters do. Every survey, once begun will produce survey data and we record this as Survey Points (1D6) and these are added to any Survey Points already gained. After a number of three world survey, the crew should have a decent Survey Point score. How high can they get this score before they land back at their initial starting point? It is an abstracted measure of the success of their voyage. Exactly what did they find out? A decent haul of Survey Points for a planet is 10. During a survey of a single target, any failed Survey Problem roll reduces that 1D6 Survey Point roll by -2. Successful survey of an anomaly, or of intelligent life, will gain a DM of +2.

D66 Survey Problems		Skill Required
11-12	Radios or sensor malfunction; or a complex sensor sweep is required.	Comms or Sensors
13-16	Survey equipment malfunctions or suffers damage either from the environment or from use.	Electronics or Mechanics
21	Elusive wildlife must be carefully tracked.	Recon
22	Power systems at the survey site malfunction.	Engineering
23	Explosive charges are needed for seismic study, or to cut a hole in ice or rock.	Demolitions
24-25	The area is difficult to map or to locate.	Navigation
26	A PC goes missing at the survey site or near to it. Create a Plan.	-
31-33	A PC is injured at the survey site, or falls ill.	Medical
34-36	Difficult travelling conditions (in the vehicle used by the scouts)	Vehicle
41-42	Computer problems whilst setting up equipment, or when processing survey data.	Computer
43-44	The environment holds some real dangers that could affect the PCs. If failed, see entry 31-33.	Survival
45-46	Some of the survey gear needs to be shifted by sheer brute force; there's no way around it.	Strength
51-52	Wildlife poses a deadly hazard. If failed, see entry 31-33.	Gun Cbt or Brawling
53-54	A scientific puzzle, either geological, chemical or biological (depending on the planetary environment) must be solved before the survey can be completed.	Education
55-56	Difficult zero-G or hostile atmospheric conditions must be survived. This may not be applicable. If so, ignore the roll.	Vacc Suit
61-63	Equipment destroyed or lost.	9+ to avoid
64	Death of a PC.	8+ to avoid
65-66	Natural Catastrophe. Roll 6+ to leave the survey site without leaving behind valuable kit or having a PC injured.	6+ to avoid

RESOLVING OTHER PROBLEMS

The player should not forget that the Exploring campaign is still a roleplaying game and not an exercise in world-building. Use the previous sections in **Hostile Solo** to adjudicate scenario elements, skill rolls, combat, scene resolution and regular rolls on the character Reaction table. Do not neglect the Yes/No Questions, Ask The D6 mechanics too, which can ‘throw a spanner into the works’ and really mess up a routine spacewalk or other activity.



TRAVEL ACROSS PLANETS

At times, usually to investigate another survey target on the same world, or a resource site, the characters may have to travel across the surface of an alien moon or planet. This section provides guidelines for travel on foot or in a vehicle.

Vehicle	Max. Speed (kph)	Cross-Country Speed (kph)	Range
Tharsis Coyote Jeep	135	90	1000 km
QuadTrack Bike	68	45	300 km
Armadillo ATV	90	60	1200 km
ARCC-50 Military APC	90	60	400 km
Roadmaster Truck	135	90	600 km
CV-24 Tilt-Rotor	560	Cruise 400	950 km
UD-5 Mustang Dropship	10,000	Cruise 900	-
Hermes 206 Hovercar	300	Cruise 200	1200 km

HIKING

If characters are hiking, then assume they walk at $1D3 \times 10$ km per day, varying as the terrain changes. A slow day indicates rough terrain or thick vegetation, a fast day indicates open, flat ground.

TRAVEL ENCOUNTERS

Each day, the characters may encounter a single interesting or difficult situation (an encounter). The encounter will be rolled randomly and will occur at some point during the travel or rest period.

CROSS-COUNTRY TRAVEL ENCOUNTERS

3D6	Colony World	Uninhabited World	Example
3-4	Abandoned shelter or equipment	none	May be valuable, useless or wrecked...
5-6	Survey scouts	none	Scientific or corporate exploration team with temporary camp and vehicle.
7	Colonist	none	Lone traveller either on foot or in a vehicle.
8-9	Workers	none	Colony workers, either logging, farming, mining, drilling or prospecting with appropriate infrastructure and vehicles.
10	none	none	-
11	Obstacle	Obstacle	Travel half rolled speed for the day due to rough ground, impenetrable vegetation, etc.
12	Weather	Weather	Extreme temperature change, rainstorm, blizzard, dust storm, etc.
13	Animal	Animal	Some worlds are airless or otherwise hostile to lifeforms, the player should decide if life exists. See Animal Encounters, pg 152.
14	Unstable	Unstable	Ground needs negotiating with skill and care: quicksand, ice, soft sand, mud, etc.
15-16	Crossing	Crossing	A barrier to travel (river, canyon, etc.) must be negotiated, taking 1D6 hours and various skill rolls.
17-18	Diversion	Diversion	A feature impossible to negotiate (a deep gorge, escarpment, etc.) forces travellers in an undesirable direction for the day.

OTHER ACTIVITIES

At the end of each day travelling, the player should decide what other activities their characters will be engaged in.

TIME & DISTANCE

The player should keep a track of all elapsed time and make a note of the vehicle's fuel consumption (if relevant). Modern ATVs have roof-mounted solar panels allowing the vehicle to travel at 60 kph in sunny conditions and at 20 kph in duller conditions. The panels provide enough energy to power a fuel processor, should the Armadillo be completely out of hydrogen fuel. The combination of fuel cell, solar panels and fuel processor means that the ATV has virtually unlimited range on a wide range of planetary surfaces.

ANIMAL ENCOUNTERS

Every world with an ecosphere has unique creatures that live within it. Rather than try to create all of these lifeforms beforehand, the player can create them randomly as they appear on the encounter tables. The process is fast, and will require a little imagination to 'fill in the blanks'. What does the creature look like? Is it more timid, or more aggressive? Can it fly? Or is it amphibious, or land-based? Finally – exactly how many are there? One – a solitary pouncer? A pack of hunting predators? Or a herd of several thousand? What fits the situation and the current state of the characters? When an animal encounter is called for on one of the encounter tables, simply refer to this section:

- 1 Roll for Animal Size, note size, hits and damage inflicted.
- 2 Roll for Animal Type, note its reaction rolls (if any).
- 3 Add other details as necessary.

ANIMAL SIZE

2D6		Size	Hits	Damage Inflicted
1-7	Small	<15kg (Squirrel, Cat, Iguana, Rabbit)	1D6/2D6	1D6
8-9	Medium	<100kg (Grey Wolf, Chimpanzee)	4D6/2D6	2D6
10-11	Large	<1200kg (Lion, Buffalo, Moose, Red Deer)	6D6/3D6	4D6
12+	Mega	<25000kg (Rhino, Elephant, T-Rex)	10D6/6D6	2D6 x 3

+2 if Garden World with Dense atmosphere
-2 if terrain type jungle, forest, desert or dune sea

ANIMAL TYPE

1D6	Type	Behaviour	Morale	Attack DM
1	Scavenger	Share or steal the prey of others, It will attack on 7+, or flee on 5+.	8+	+1
2	Omnivore	Mixed diet, opportunistic. It will attack on 6+, or flee on 6+.	8+	0
3	Carnivore	Hunt and kill other animals. It will attack if the odds are good, or flee on 7+.	6+	+3
4-6	Herbivore	Eat plants and other unresisting foods. Usually flee when threatened or nervous, attacking only <i>in extremis</i> .	10+	0

Size: The actual species might be at the bottom or top end of the size variation, or slap bang in the middle. When Hits are rolled, a low score or high score might give the player a clue as to roughly how much the creature weighs. We roll a Medium-sized creature, for example, which is somewhere between 15 and 100kg. Then we roll its Hits, and roll quite high (18/9) suggesting that our new creature is at the top end of the scale – perhaps 80-90kg. This measure is only to aid in description, however.

Hits: Two values are created here, one before the slash and one after. The number before is the total amount of damage that the creature can take before it collapses unconscious, perhaps slowly dying. The second number is the total amount of further damage that will kill it.

Damage Inflicted: Do not roll this number during animal creation. Simply allocate the '1D6' or '4D6' to the creature as its damage roll in combat.

Behaviour: Use these notes as a rough guide; there are different types of carnivore, herbivore, omnivore and scavenger, but we will retain flexibility by using these much looser definitions. Some hunt in packs, some drive off other scavengers, some live a solitary existence ... The guidance on the chances of a creature attacking or fleeing are there to aid referee imagination – check for attack, if no attack occurs check for fleeing. If no fleeing takes place the animal(s) might watch, mill around or just ignore the travellers. Herbivores usually flee unless trapped or defending their young.

Morale: How will the animal react in combat? See the Combat section pg 59.

Attack DM: What bonus will the animal receive in hand-to-hand combat? See the Combat section pg 59.

How is the Animal Encountered?

It's OK rolling up a 150kg carnivore, but exactly how do the characters meet it? Animals in some movies have proved to be plot points: a rogue shark might prevent characters swimming from an island to the mainland; Riddick finds a terrifying mud demon blocks his way out of the valley; on Fyrine IV in *Enemy Mine*, the two crash survivors build a meteorite-resistant shelter from the hard shells of local omnivores. Animals don't always have to be about food or fighting. Ideas follow:

Nest	Graveyard of bones
Burrow	Corpse
Poisonous	Surprise appearance!
Healing glands	Mysterious event turns out to be an animal
Armoured	Tooth, horn, etc. is useful
Lead the way to water	Attempt to mate with character
Can undermine or dig	Laying eggs in inconvenient place

CREATING AN EXOMORPH

You will need alien predators or 'exomorphs' for certain situations, particularly a 'Looming Crisis', or for the result some random encounters. In essence, exomorphs are just alien creatures, but they also intensely dangerous, aggressive and relentless. Even small creatures, having those three attributes can be classed as an exomorph. Just look at a Terran piranha or cobra. In numbers, these smaller creatures are just as, or more, formidable than a single large predator. To create an exomorph, roll 2D6 for Size, class it as a carnivore and then roll twice on the Alien Inspiration table to give you a name that you can base a description on.

1D6	Exomorph Size
2-4	Small
5-9	Medium
10-11	Large
12	Mega
<i>DM -2 if onboard starship/station</i>	



Example: *The ship we are trying to salvage is home to several (we don't know how many) alien exomorphs. We roll for size and find they are Small, inflict 2D6 damage and have 6/7 Hits, killable with a good gunshot. But what are they? We roll twice on the Alien Inspirations table with the results 12 and 56. Our exomorph is a Mud Spawn. I'm not sure about 'mud' on the starship, so I roll again and get the result 'Devil'. Devil Spawn sound quite nasty, and fits with their small but numerous nature. I imagine them to be a mix of cockroach and scorpion. Maybe they can curl up and their Hits (a total of 13) can serve as an Armour Value if they do not move. I decide their bite is nasty, but also toxic ... making the victim vomit and delirious after 10-60 minutes.*

ALIEN INSPIRATIONS		
D66	ADJECTIVE	NOUN
11	Devil	Dog
12	Mud	Bat
13	Sky	Fiend
14	Stink	Grub
15	Purple	Leech
16	Spitting	Spider
21	Venom	Beast
22	Sand	Worm
23	Ticking	Vipers
24	Snub-nosed	Wolf
25	Blue	Horror
26	Red	Fly
31	Feathered	Bull
32	Winged	Marionette
33	Hunting	Screamer
34	Bone	Dragon
35	Eyeless	Tank
36	Long-toothed	Rattler
41	Stealthy	Charger
42	Horned	Lizard
43	Poison	Snake
44	Fire	Raptor
45	Deadly	Hound
46	Rock	Hopper
51	Dust	Beetle
52	Moon	Mantis
53	Rabid	Ghoul
54	Black	Hydra
55	Striped	Polyp
56	Vampire	Spawn
61	Zombie	Skulker
62	Shadow	Thief
63	Tentacled	Ape
64	Howling	Grappler
65	Death	Bug
66	White	Bug



CAMPAIGN 03: COLONY SURVIVAL

The events and crises that a colony experiences, particularly during its early stages, when both the population (and the margin for error) is low, make for great roleplaying. This chapter provides a way to create an ongoing narrative for a young colony with the player taking the part of a number of key personnel and making some of the key decisions and skill rolls. As a crisis erupts, the player can use this system as an adventure generator, using the random rolls to provide a problem for the player characters to solve. The rules here will handle the effects of the problem (whether resolved or not) on the rest of the colony.

ESTABLISHING

CAREER TYPES

The player will take on the roles of the 'movers and shakers' within the colony, they are responsible for solving issues and dealing with the inevitable crises that will occur. Which characters are the 'key' characters will vary from colony to colony, or from game to game. Think of this somewhat like an episode of *Space: 1999* or *Star Trek: Deep Space Nine*, the key characters featuring in each episode are not just those at the top of the hierarchy, they include lesser characters, too, that have talent and charisma and who get involved regularly with the events and emergencies. They are friends, allies and work-mates – seniority isn't worth a damn when the tsunami is heading your way, or that three-headed exomorph is hunting colonists through the corridors ...

Create eight key characters that fit the roles listed below, or swap them for other characters of your own devising that you think might work well. One of the players should definitely play the role of the colony's leader, the operations manager.

- ❖ Operations Manager
- ❖ Assistant Operations Manager
- ❖ Physician
- ❖ Chief Engineer (Engineering Department Chief)
- ❖ Veteran or Senior Roughneck (or Rancher, Farmer, Logger, etc.)
- ❖ Computer Technician
- ❖ Chief Ranger
- ❖ Scientist
- ❖ Marshal or Chief Deputy Marshal
- ❖ Colonist (Department Chief)

STARTING LOCATION

Obviously, the first step is to decide on a location for the colony. Use the starmap to locate a star system, or use one that you may have already visited whilst playing through another of the solo campaign types. The starmap shows the name and location of colony worlds along with the starport type, any bases located there, presence of a gas giant, and whether the world has liquid water, or not, and whether it is a solid world or an asteroid belt. Create the colony world using the rules in the section called *Detailing the Mainworld* on pg 114. Make sure the world has a population of between 100 and 10,000, and no bigger. Do not select an uninhabited world to play on (any world with a letter-number designation, such as LV209 or LX504). These are uninhabited and uncolonised. However, for the adventurous player, you could chart the exploration of a potential colony world using the Exploring rules, with one set of characters, then shift to first settlement with around 100 colonists and some basic equipment, right at the start of the colony's history! This would be part survival story – part colony management.

WARNING!

- Always Travel in Groups of Three
- Seal all Hatches and Doors
- Remain Armed at All Times



Serpentine Colony - Population 1,230 ~~✓~~ 26

STARTING VEHICLE

There is no starship associated with the Colony Survival campaign. Player characters are planet-bound, although they will have access to a variety of colony vehicles, often ATVs, jeeps, QuadTrack bikes and (on some larger colonies) a CV-24M Osprey tilt-rotor.

COLONIAL CAMPAIGN CHECKLIST

- 1** Choose a colony world from the Starmap.
- 2** Record the details from the Starmap, then roll the world's particulars using the *Detailing the Mainworld* rules on pg 114.
- 3** Write a short description of the world in the Mission Report.
- 4** Create several colonial districts along with their associated industries, based on the colony information and the type of world you have created.
- 5** Create eight player characters who will form the key 'movers and shakers' of the colony. If a vacuum or hellhole world, then award every character Vacc Suit-0 as a default skill.
- 6** Select one character as your primary focus. Roll a Spotlight for that character as a pre-mission event or situation.
- 7** Roll for an Initial Mission. Select two Inspiration tables and roll on those to add an extra layer to the Storyline.
- 8** Start a new Financial Year (FY) and the first quarter (Q1). Check for Stability. If this is successful, skip to 9. If unsuccessful skip to 10.
- 9** No Problem this quarter. Instead, roll for a Patron encounter and select two Inspiration tables to roll on which will add an extra layer to the Patron mission. Help to resolve their mission on the colony using roleplaying and Scene Resolution. When completed, roll for a Colony Encounter, then skip to 17.
- 10** If Stability failed, there is a Problem. Roll dice to determine the Problem. Select two Inspiration tables and roll on those to add an extra layer to the Problem.
- 11** Make a Reaction roll 8+ for the Player Character group.
- 12** Decide which PCs you use to Fix the Problem. Make a plan.
- 13** Roll for a Colony Encounter.
- 14** Roll 2D6 to resolve the Problem.
- 15** If failed make a note of the effects of the unresolved Problem.
- 16** Roll for Consequences, whether the Problem was solved or not.
- 17** Check for profit with a 1D6 roll (minus Instability score). If negative check for repercussions.
- 18** Repeat steps 8 to 17 for Q2, Q3 and Q4.
- 19** Begin a new Financial Year (FY) by creating a strategy for any failed Problem from the past FY.
- 20** Go back to step 8.

THE COLONY

To avoid friction, the United Corporate Combine only allows a single colony to be established on a world. This colony will have a corporate sponsor who will fund the building and maintenance of the colony installation and its associated industries. Of course this corporation takes all of the profits, too, as long as it can get the resources back to Earth and on budget. Some corporations gain a restricted licence to establish a mine or an oil well, but that is only temporary and the corporation must apply to the UCC (via its space resource agency, the Mining Regulation Agency) to upgrade to a colony at a later stage, and expand the operation.

When considering the layout of a colony or its buildings, look at the *Colony Outposts* section in the *Spaceflight* chapter, where schematics are discussed. All colonies require an accommodation section, not just for the miners and loggers, etc, but also for the service personnel who keep the colony going: port personnel, medics, admin staff, technicians, power engineers, security, cooks, bar staff, drivers, management, safety workers, and others. The colony also needs power, as well as an operations section that controls and communicates. There will be kitchens and canteens, maybe retail areas, warehousing, an infirmary, workshops and rec areas. Some installations will face challenging circumstances, such as seabed colonies, floating colonies and colonies underground, in vacuum or on hellhole worlds with crippling atmospheres and temperatures. These types of colonies will require airlocks and life support machinery. They will also include sealed hydroponics farms in order to feed the population. Colonies on garden worlds may have the luxury of cultivating crops on open fields.

Very small colonies may be purely industrial, much like an ocean-going oil rig today. But anything larger will include families as well as couples and single people. The colony is intended to be a self-sustaining enterprise (it helps with the profits!).

DISTRICTS

A colony is made up of two separate but connected parts: the installation, where the landing field, major power generation, accommodation, workshops, rec areas and operations nerve centre is located; and the districts, those regions distant from the installation where resources are extracted for shipment off-world. A mining colony might have four districts, for example: a region of farmland close to the installation, two oil fields with land rigs hard at work, and a nickel mine some distance away in mountainous terrain.



Districts will not be located on the other side of the planet; the raw materials (ore, grain, timber, fish, etc.) have to be transported by pipeline or road (or rail, in some instances, on high population colonies) back to the starport, and so the districts will be clustered around the colony site, although some distance away. Of course, they occupy wilderness locations, and you might give each district a unique geographical flavour based on the world type. Each district will feature one or more production or extraction facilities, such as a mine, oil well, farm complex, logging base, etc. Some districts might even be the focus of a science base, or an off-shoot colony installation established by the colonial management. Consider creating 1D3+3 (3-6) districts for a small colony, each with a stated production or extraction role, and each with its own distinctive geography. Distances from the colony will vary. Roll 1D6: on 1-2 the district is distant, on 3-6 the district is close (Distant is 1D6+1 x 100 km; Close is 1D6 x 20 km).

Districts are connected to the colony by gravel or tarmac roads. Installations in the districts will have their own power generation facilities and life support (if required). Communications with the colony will be via comms towers built at strategic points along the roadway. It is rare for there to be roads connecting districts with one another except on larger, more well-developed colonies. Roll 1D6, with a '6' result indicating a connecting road. Travel off-road is possible, of course, anywhere on the planet.

MISSIONS

Before you begin to chart the fortunes of your colony, you can first roll for a 'starting situation'. This adds some event or situation to the game as it begins that is currently 'on-going'. It is a Storyline to log in your Mission Report.

COLONY MISSIONS – STARTING SITUATION

2D6	Situation
2-3	You have just taken over and find that the colony accounts don't balance, equipment is missing and some of the infrastructure doesn't work. The Cartel, a US-based crime syndicate, is at work, extorting or bribing colonists to comply with stripping assets at the colony.
4	After an unsolved incident of sabotage, there is suspicion that enemy agents are at work destabilising the colony. No-one trusts anyone!
5	There has been a serious disaster at the colony. Morale and trust are both low.
6	You are part of new management, the colony has been taken over by your employers, a large corporation. The colonists are resentful.
7	Nothing unusual.
8	Harsh weather events threaten colony survival.
9	Reports of a mysterious predator attacking workers out in the districts.
10	Mysterious illness is affecting some of the colonists.
11-12	Reports come in from the districts of strange events, unexplained happenings and 'miracles'. Are they some new phenomena, or the result of intoxicated workers?

PROCEDURE

This colony management system is fairly abstract, moving forward through time every three months (a financial quarter, or 'Q'). A Financial Year (FY) is subdivided into four Quarters: Q1, Q2, Q3 and Q4. These are the turns used within this management procedure.

Each quarter the player makes a Stability roll. If that fails he must then roll to determine the exact cause of the colony's problem that Quarter and then make a co-operative dice roll to resolve the problem. If that fails, the colony receives an Instability point, which will make future problems more likely and also affect profits. Once Stability has been addressed, the player must make a Profit roll, to see if the colony and its extraction industry has made a profit that quarter. Most colonies will make a profit, indeed it is expected. If Instability points have been gained over the year then it becomes more and more likely that the colony will make a loss. Making a loss repeatedly will bring down the ire of the corporation that has financed the colonial endeavour. Watch out!

At the start of the next FY (and at the start of each one after that) the colony management (the player characters) can decide which department that failed to address a problem last year requires improvement. An initiative is put in place which has the chance to rid the colony of one or more of any Instability points that it has accrued. It is much easier to gain Instability points than to get rid of them, however.

Should the colony continue to make a loss, the corporation will send out troubleshooters to the location, with orders to remove the management if any more profit is lost. What will the player characters do now? We explore some interesting roleplaying options that might see the PCs get the corporation off its back!

1 - CHECK FOR STABILITY

Each quarter roll 2D6 to achieve 7+ (except every quarter of the *very first FY*, which is 10+). Apply a penalty equal to the colony's current Instability score. Success indicates that the colony is running smoothly (go to Step 5). Failure indicates a problem that must be resolved by the player characters (Go to Step 2). Check for Stability at the start of each quarter.

2 - WHAT'S THE PROBLEM?

The colony has a problem that has not been foreseen and the player characters, as the important people within the colony, must pull together to fix it. Randomly roll for a problem, or select one that you think the player characters might find both interesting and challenging.

Roll 1D6 for the type of problem: 1-2 Staff Issue, 3-4 Incident, 5-7 Malfunction (+1 DM if FY 1).

PROBLEMS - STAFF ISSUE**2D6 PROBLEM**

- | | |
|----|---|
| 2 | Outbreak of a mysterious disease |
| 3 | Unpopular department head causes unrest |
| 4 | Civil disturbance |
| 5 | Theft of supplies |
| 6 | Drug problems |
| 7 | Industrial accident |
| 8 | Assault or fight |
| 9 | Individual needs to be fired/removed |
| 10 | Rash of petty thefts |
| 11 | Murder |
| 12 | Theft of machinery, explosives or weapons |

PROBLEMS - MALFUNCTION**2D6 PROBLEM**

- | | |
|----|--|
| 2 | Evidence of sabotage - roll again to determine the system affected |
| 3 | Crops dying or ration supplies contaminated |
| 4 | Problem with a batch of vehicles |
| 5 | Structural collapse or weakness |
| 6 | Computer glitches cause widespread problems |
| 7 | Intermittent power failures |
| 8 | Key piece of industrial machinery fails |
| 9 | Water contamination |
| 10 | Heating/cooling and air recycling fails |
| 11 | Communications failure |
| 12 | A previously failed system fails again – or just re-roll |

PROBLEMS - INCIDENT**2D6 PROBLEM**

- | | |
|----|--|
| 2 | Surprise off-world audit |
| 3 | Supply ship will not arrive this quarter |
| 4 | Rumour of smuggling ring |
| 5 | Exomorph attack |
| 6 | Serious Fire |
| 7 | Bad weather affects colonial life |
| 8 | Workers on strike |
| 9 | Surface expedition disappears |
| 10 | Parasite infestation |
| 11 | Catastrophic natural event |
| 12 | Natural feature/phenomenon causes problems for workers |

3 - FIXING THE PROBLEM

To fix a problem the player characters must work together and come up with a rational plan to fix it. The player will create the plan himself and decide which PCs will tackle the problem and how they might save the colony from danger, inconvenience or other misfortune. Once player characters have come up with a plan, each selected character makes a roll on a skill that is relevant to the plan that can be justified by the player. Not everyone will make their skill roll and not everyone will have a skill that is relevant. Even so, the player might creatively conjure up some role in the problem solving process that a character might attempt – allow a roll on the most likely characteristic.

Limiting Character Selection (optional)

Here are some limits on who you can select to Fix The Problem, purely in order to force you to think creatively on how to use the PCs left to you. It is optional.

- Maximum of 3 characters
- You can't use the same NPC in succession.
- If using the same character in that FY, you cannot use the same skill as before.



Use Scene Resolution to determine the outcome. If the roll is successful, the problem was resolved successfully. If it was failed then some inconvenient workaround was made that was costly in manpower, money, resources or morale. The colony adds a point to its Instability score. Note this down. You might want to put in a limit to whom you can select (see Limiting Character Selection, on this page). This means you might have to get creative later in the year when the doctor or the engineer isn't available!

4 – CONSEQUENCES

Before we move on to assessing the colony's profit this quarter, the player characters must assess the impact of the problem on the colony, particularly if the roll to fix the problem was failed. Were any buildings, vehicles or machinery damaged or destroyed? Were any colonists injured or killed? What are the feelings of the colonists, or at least those affected by the problem? A Consequences table is provided. Roll 2D6; -4 DM if the attempt to Fix The Problem was failed.

COLONY PROBLEM CONSEQUENCES

2D6 PROBLEM
-2 2D6 colonists injured, sick or killed.
-1 1D6 colonists injured, sick or killed.
0 Colonist on your NPC sheet is killed.
1 Vehicle destroyed.
2 Criminal proceedings begun against a colonist.
3 Colonist population very unhappy and generally uncooperative all year.
4 NPC involved in problem is openly critical of the operations manager.
5 One PC involved in problem is unavailable (or off-world) for the rest of the year.
6 Vehicle damaged, with an Average (0) Mechanical roll to fix. Otherwise it is scrapped.
7 A random PC is unavailable for the next quarter.
8 A public area is off-limits and out of action for the rest of the year.
9 Personality clash between two PCs involved in solving the problem; they will only work together again on a roll of 10+ each time.
10 One PC involved in problem learns something new – increase a Level-1 skill to a Level-2.
11 Two PCs who have worked together before become close friends. Allow a +1 DM to their Fix A Problem roll if they work together again.
12 The company is thinking of investing 2D6 x \$100,000 into the colony next FY. What does the colonial management team recommend?

5 - CHECK FOR PROFIT

At the end of the quarter, roll to assess the profitability of the colony. Roll 1D6 and apply a penalty equal to the colony's current Instability score. If the result is positive (1+) then the colony is in profit and the corporation will be happy. If it is zero or negative then the colony has failed to make money or even lost money. The corporation will not be very happy.

Here Comes the Dreaded Audit

Should there be TWO or more no-profit quarters in a FY, the corporation will send a serious warning to the colony's management team (the player characters). If the same occurs again in the subsequent FY, the corporation will dispatch corporate troubleshooters to the colony. Watch out! They will also dispatch these agents if a colony fails to make *any* profits in a single FY. Please note that corporations give an amnesty to colonies for FY 1 and will not unleash the auditors for repeat profit losses in that first year.

Corporate Troubleshooters

Corporate trouble shooters are corporate agents led by a corporate executive, arriving to assess the player characters' management style, the morale and efficiency of the colonists and the day-to-day working practices. They are no nonsense, adaptable and widely skilled individuals who get everywhere. They will arrive in a Vega class executive transport and will stay for the next quarter. If there is no profit in that quarter, the corporate executive ('Chief Auditor') will summarily remove the key management personnel and step in as the colony's temporary operations manager. Those characters fired by the auditor must return to Earth on the executive transport. If you fancy playing the part of the auditors, then consider running a *Troubleshooting* campaign (pg 197), next!

Surviving the Audit

No-one wants to be shipped back to Earth in ignominy, losing that corporate job and facing a jobless future eating Kinako™ patties in a ghetto apartment. Everyone's fleeing Earth, and for good reason. And, the chance is... if you failed to meet your deadlines several times already, it's likely you'll fail this one too. So, what can you do to prevent this fate? Why not cheat? The corporate agents are everywhere, the chief auditor is snooping around and getting in everyone's faces, but there might be something you could do. Dare you try something illegal and risk getting caught? Or do you play by the rules for what might be your very last quarter on the frontier? Let's look at the player characters' options, below. Note that specific rolls are not given, these situations are ideal for roleplaying. It might be worth creating a plan of action and then using the scene resolution rolls.

Cook The Books: Get someone with computer skill to adjust the accounts as the quarter progresses. It's risky, but might just work. The hacker would have to make several rolls at different times and the troubleshooters might have to be distracted or fooled into accepting the data as real. Of course they are here to do an audit, so they will have skills to match. And if the computer hacker isn't a PC (because you don't have a computer guy in your group) then that hacker becomes a liability. Will he or she tell all?

Bring in Drugs For the Workers: Ship in the illegal drug 'hyper-amphetamine' (polydichloric euthimal, or PDE) using whatever contacts you have and distribute it amongst the workers. Productivity will soar, profits are guaranteed... just pray that the side effects kick in *after* the troubleshooters have left the colony praising you for a job well done!

Work Everyone Harder: So illegal and potentially deadly drugs may not be your style, but you could instead rely on good old corporate pressure ... threatening jobs, pay cuts and wage penalties should the mines, wells, farms or ranches not turn a profit this quarter. All of this is legal, but you risk a labour dispute, particularly if there is a representative of the Union of American Space Labour on-site (and there usually is). And once the agents have left, you are left in charge of a colony with truly awful labour relations.

Safety Shortcuts: It can be done quicker, easier, for less cost – just ignore some of those time consuming safety protocols, for this quarter only. You could easily boost profits this way. Those troubleshooters will need to be distracted, though, and have you thought how bad it would look if there was a serious industrial accident or even death due to your team's strategy?

Sacrifice Someone Else: Why should you take the blame? It might be possible to pin the blame on a particularly vocal union rep, a disgruntled supervisor or someone else, who could be set up as a fall guy for the failing profits. He might be skimming off profits, sabotaging the work of others, causing the incidents which have cost the colony so much. Who can you fit-up? Will your evidence stick?

Bribe/Blackmail the Troubleshooters: It's unlikely that a player character will have any levels in Bribery skill, but perhaps someone they can co-opt does. Bribing the auditors is a big risk, and it might be more worthwhile blackmailing one of them, if only the players could create a situation that will incriminate one of their number. Blackmail might have more effect, but the repercussions, if discovered, will be much harsher.

Take Your Cut: If you think you're doomed then why not take your cut and skim off some of this quarter's profits for yourself. A character with Admin will be very useful here, able to hide away these funds in a false bank account for when you get back to Earth. Computer skill may also be needed to erase any evidence of these transactions. If you're going back to Earth in a hypersleep chamber, then it would be nice to arrive with a nice nest-egg with which to build a new life. But can you do it under the noses of the troubleshooters and chief auditor?

6 - NEXT QUARTER

Return to Step -1

7 - A NEW FINANCIAL YEAR

After four Quarters: Q1, Q2, Q3 and Q4, we begin another Financial Year. At the start of the new Financial Year, the management team (the PCs) get together to create a strategy for the new year. If there was a problem last year that could not be fixed, the team can implement a strategy for the department involved or affected by that Problem. The initiative will run all year and cannot be changed or stopped. Once the initiative is discussed, planned and implemented, the player makes a 6+ roll on 2D6 (do not apply any Instability points to this roll). Apply a +1, +2 or +3 if the player characters can come up with an interesting and effective way of improving the efficiency of the chosen department.

If the roll succeeds, lower the colony's Instability score by 1 point. If the roll was 8+ lower it by 2 points and if it was 10+ lower it by 3 points. If the roll fails, unfortunately the Instability points remain in place and will take effect throughout the year. Better luck next year.

COLONY INTERNAL AUDIT

COLONIAL Assessment Form 12/JKA/738010-F ESCA

COLONY

INSTABILITY SCORE

0 1 2 3 4 5 6 7 8 9 10 11

WORLD DESCRIPTION [SUMMARY ONLY]

YEARLY PROFITS X or ✓				
FY	Q1	Q2	Q3	Q4
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

WILDERNESS ADVENTURES

There is more scope for adventure than what happens within the colony, of course. There is an entire world, nearly all of it unexplored, to draw out the player characters on colony-related business. It is unlikely that the operations manager will get out and about on these expeditions, but most of the other player character roles might get involved. Get out to the colonial districts, to the logging projects or the wheat farms run by a handful of workers operating agri-robots. Go out to the off-shore platforms or the titanium mines ... explore your world! You can do this by placing key NPCs, or clues that crop up in the game, out in these districts. You might be following up on a Storyline, or trying to resolve a Problem for that quarter. You might even be assisting a Patron in carrying out some mission.

These cross country expeditions, typically in an Armadillo ATV, can utilise the *Travel Across Planets* rules (pg 150), and will involve survival, encounters with local wildlife and the challenge of overcoming the harsh terrain of the planet or moon. The Zozer Games book *Dirtside* was designed specifically for this kind of wilderness game; its companion book *Explorers*, meanwhile, has additional wilderness rules as well as a complete write-up, descriptions, illustrations and deckplan of the aforementioned Armadillo ATV.



CAMPAIGN 04: MARINE SQUAD

Hostile threats to colonists, corporations and commercial starships are often met with a military response. The US Marine Corps is equipped with state-of-the-art dropships, advanced combat rifles, missiles and scanners. Its 13-man squads have a track record of dealing with all manner of violent situations including interstellar hijackings, reconnaissance, sabotage, assaults, commando missions, terror situations, uprisings, colonial insurgencies and inter-colony strife. In addition there are the many hostile exomorph (predatory alien) organisms that threaten the safety of colonists.

ESTABLISHING

CAREER TYPES

Design one half of a squad, a team of six, for special operations missions. The commander (a lieutenant) is a young officer with a sergeant as his assistant. There is also a corporal, and three privates first class (PFC). You can make the team up to eight by adding two or two civilian experts (perhaps a Ranger, Marshal, Technician, Android or Corporate Agent) who are there to carry out colonial intelligence, technical assistance and liaison duties. A civilian, or two, broadens the range of skills available.

STARTING LOCATION

The player characters will be part of 24th Marine Expeditionary Unit (MEU), a complete mobile military fighting force, always ready to be deployed. At the start of 2225 AD it was based in the Epsilon Eridani star system, on a planetoid, at USSC Base Vigilance. From here it is ready to be deployed out to the Outer Rim when needed. The 24th MEU has its operational headquarters at Twentynine Palms Base ('29 Palms'), in California, which is close to Edwards Space Force Base. Start missions from the Epsilon Eridani system or from 29 Palms, as you prefer.

STARTING VEHICLE

The vehicle for this campaign is the Shepard-class fast response vessel, a powerful US Space Command starship with a crew of 58 that can ferry a couple of squads out to any star system, as needed. Shepards are named after pioneering US astronauts.

Tharsis Shepard-Class**4,000-ton Fast Response Vessel**

The Shepard is designed to carry a Marine platoon out to a star system for special operation activities, landing them using dropships and shuttles. The ship is well-armed and capable of defending itself, should the Marine landing prove contested. The Shepard boasts an IBM AI mainframe that can operate autonomously, without a crew, if needed. To keep costs low on the frequent police or anti-terrorist actions, USSC often send out a single squad, and remove the second dropship and two shuttles for use elsewhere. The ship is operated by a single android who then accompanies the squad as a technical expert.

Drives: Using a 4,000-ton armoured, stealth-coated hull the Shepard mounts a hyperdrive allowing a speed of 5 parsecs per week; a level 5 fusion powerplant and a 4-G reaction drive. Fuel tankage comprising 1740 tons of liquid hydrogen is used by the reaction drive and can provide coolant to the fusion reactor for 12 months.

Bridge: The bridge has an autonomous Model/6 computer and basic military sensors.

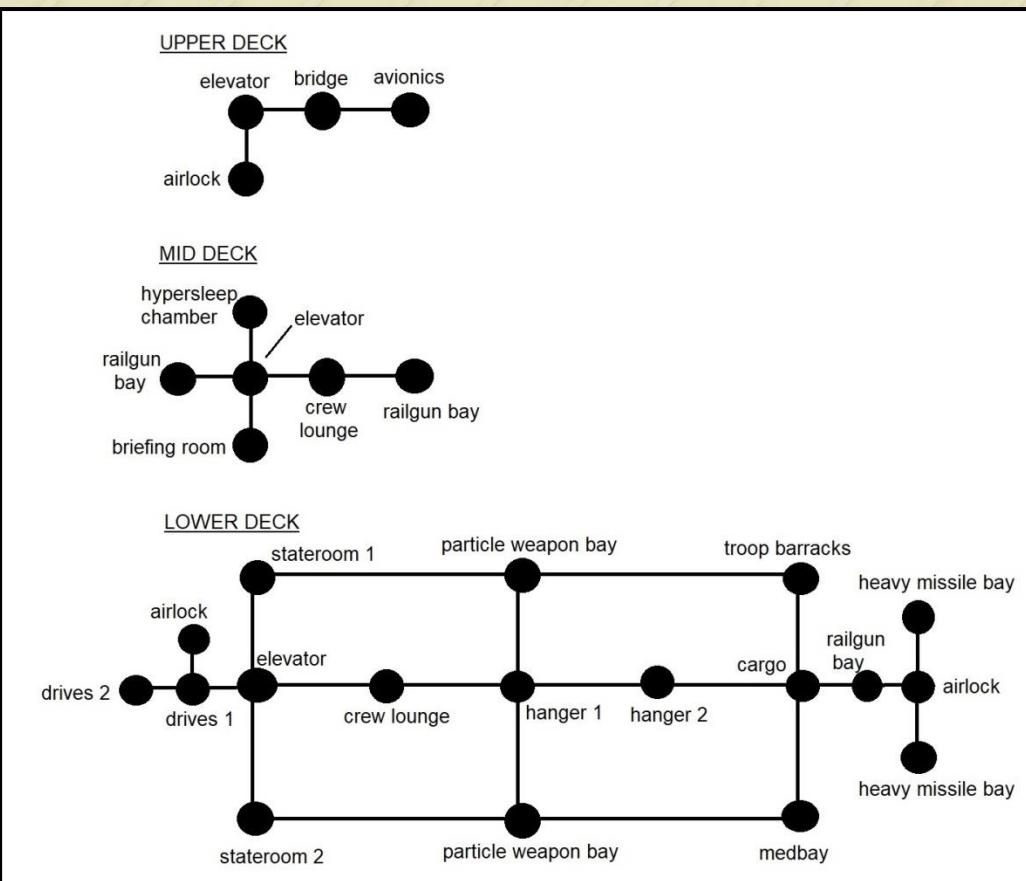
Accommodation: The ship has an official crew of forty-three including the captain and flight crew with all positions doubled-up, four engineers, shuttle and dropship crews, nine tactical weapons crew and half a dozen ancillary staff. The ship has the capability to carry 26 Marines, as well as 6 observers or military officials. There are 90 hypersleep pods for crew and passengers, twelve officer staterooms, fifteen double crew cabins, and Marine barracks.

Cargo: 120 tons.

Weaponry: Two 100-ton heavy missile bays, two particle accelerator bays, two railgun and two laser turrets. A set of countermeasures launchers.

Internal Features: Fuel scoops and processors that can create 800 tons of fuel each day, armoury, medbay, assembly area, 300-ton shuttle hanger but NO landing gear.

On-Board Vehicles: Two dropships, two heavy shuttles, two APCs, forklift and eight eight-man escape pods. It includes 5 probe drones.





A Thunderchief shuttle docks with
USS Michael Squires in orbit
around Arajona

MARINE CAMPAIGN CHECKLIST

- 1** Create 6 player characters for the first team in the squad. Assign weapons & equipment.
- 2** Name the 6 NPCs in the second team.
- 3** First mission will be a Fast Response. Roll 2D6 for mission.
- 4** Select a suitable star system for the mission (see starmap). How far to the destination star system? How long will it take?
- 5** Assemble the crew at the starport. Make a Reaction roll (8+).
- 6** Roll a Starport Encounter.
- 7** Skip from take-off to arriving in the target system.
- 8** Marines emerge from hypersleep and begin to carry out the mission.
- 9** Use task rolls, scene resolution, combat resolution and other techniques to work through the mission, its problems and solutions.
- 10** Return to the assault carrier. Return to base.
- 11** Replace casualties.
- 12** Decide on next mission: Fast Response, or a (1D3+2) multi-mission Colonial Deployment.
- 13** If Fast Response, return to step 3.
- 14** If Colonial Deployment, select a suitable colony world for the mission (see starmap). Ensure the population is 100,000 or more. Tau Ceti is a common deployment. How far to the destination star system? How long will it take?
- 15** Assemble the crew at the starport. Make a Reaction roll (8+).
- 16** Roll a Starport Encounter.
- 17** Skip from take-off to arriving in the target system.
- 18** Marines emerge from hypersleep and arrive on the colony world via shuttle.
- 19** Use Inspiration tables to get a feel for the nearby colonial settlement. Roll twice on the Objective table (pg 185) for the Marine forward operating base.
- 20** Roll a Military Base Encounter.
- 21** Attend a briefing about your mission. Roll 2D6: Assault (2-5), Patrol (6-8) or Defend (9-12).
- 22** If assault or defend, roll for the specific mission. If assault, will you have to hold your objective?
- 23** Create a Time Increment.
- 24** Create an Objective.
- 25** When beginning to assault an objective, or if your objective is being attacked, roll for a complication.
- 26** Move through the time increments to chart the chance of being relieved or being attacked. Decide what your squad does to help itself during each time increment. Use the Inspiration tables to suggest random events or situations.
- 27** Use task rolls, scene resolution, combat resolution and other techniques to gain victory or survive a defeat.
- 28** Return to base.
- 29** Replace casualties.
- 30** Roll for a Military Base Encounter.
- 31** Return to step 11.

MARINE ORGANISATION

The United States Marine Corps is America's premier quick reaction force, capable of being deployed at short notice via land, sea, air and space. When not engaged in major wars (such as on Tau Ceti at the moment), the bulk of Marine work is conducted by small, easily transportable Marine Expeditionary Units (MEUs). While the MEU has its downtime, another MEU is deployed in its place. The 24th MEU is elements of the 2nd Marine Division and is currently located in the Epsilon Eridani star system, at USSC Base Vigilance. From here it is ready to be deployed out to the Outer Rim when needed. The 24th MEU has operational headquarters at Twentynine Palms

Base, in California, which is close to Edwards Space Force Base. The 24th MEU is comprised of around 2,000 Marines, supported by an artillery battery, recon and engineering elements, armored personnel carriers and orbit-capable military space-planes called 'dropships'. The unit is transported to any required destination (given time) by US Space Command vertical assault carriers (either the Grissom or the Shepard class). These are primarily designed to hold, transport and deploy a space-capable MEU and they are on permanent stand-by to ferry parts of the MEU to anywhere required by order of the US president, Washington Salazar.

The rifle company, each commanded by a captain, is the basic fighting unit of the Marine Corps. It is comprised of three rifle platoons (of three squads each) along with a command group and a weapons (support) platoon. Platoons are led by lieutenants. It is the 13-man squads which do the dirty work, each is led by a sergeant and often divided into three teams (each commanded by a corporal). All riflemen are equipped with M24A1 8.85mm advanced combat rifle (firing caseless ammunition), the Hewison M5 Integrated Combat Suit and an M9 Eagle-Eye short-range disposable missile.

The primary transport of the Marines is an armoured personnel carrier (APC) called the Advanced Motors ARCC-50 (Armored Combat Carrier). The 140 men of the three rifle companies are carried into battle and out on long-range patrol by ten ARCCs. Each ARCC is a well-armored hostile environment rover with complete life support systems for one month, advanced imaging systems and electronic defenses, with a cabin able to carry a 13-man squad. The crew of the ARCC is two: driver and gunner/commander. For self-defense the standard personnel carrier version of the ARCC carries a cupola-mounted GAU-122 25mm Gatling gun as well as a dorsal turret mounting two Zenith 52 MW free-electron pulse lasers.

WHO'S IN CHARGE?

The squad is one of three in a platoon, led by a young lieutenant. If your squad gets a mission on its own, he will lead it. 'First', 'second' and 'third' Platoon are all part of a company, led by a captain with a three or four extra 'HQ' troops and a heavy weapons platoon. Three companies make up an MEU ground combat element, along with a unit of armour, heavy weapons, recon and engineers. A Lt. Colonel commands this force, two others command the air combat element (operating about 30 dropships and four shuttles) and the service support logistics element. In overall command of 24th MEU is Colonel Michael Carl-Taylor. On colonial deployment there will also be a mix of other battalions and regiments in the field, all commanded by a major general.

MARINE HARDWARE

ARMOUR

The Marine infantryman goes into battle wearing a Rigid Plated Armour, with helmet and leg protection (see illustration pg 180). In vacuum or hostile environments, he swaps this for an 'armoured spacesuit', the Hewison M5 Combat Suit (see illustration pg 177). Both include short-range and tactical cameras.

WEAPONS

In combat, the Marine is issued with an advanced assault rifle, either the caseless M24A1 or the older M8 battle rifle. One Marine in each squad is issued with a steady-mount stabilised light machinegun, the M3 Hydra, which can be fired while walking at no penalty. At least one Marine will serve as a marksman and carry an M33 electromagnetic coilgun which is a single-shot sniper rifle. Marines also carry a combat knife and a few carry pistols such as the VP90.

PERSONAL GEAR

Every Marine carries the following:

- ❖ Helmet with Radio & Flashlight
- ❖ Pack & Pouches
- ❖ One Field Dressing
- ❖ Tarpaulin (Size 1)
- ❖ Survival Mask
- ❖ Folding Spade (Size 1)
- ❖ Combat Knife (Size 1)
- ❖ Hydro Pack (Size 1)
- ❖ Rations for 2 days (Size 2)

Total Size = 6 (Marines can carry up to 10 Size items without penalty)

SQUAD ROLES

You might want to assign roles to your player characters. Here are some suggestions:

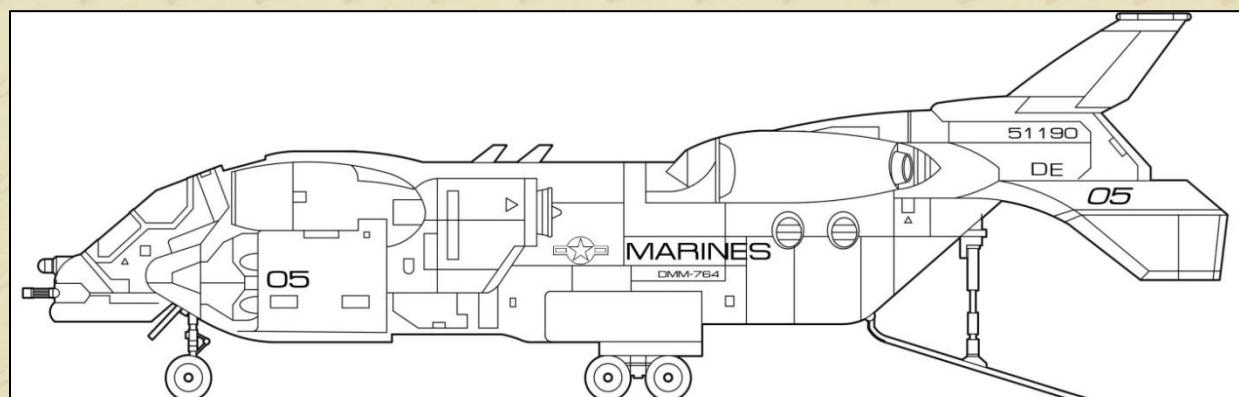
Marine Role	Required Skill	Special Equipment
Scout	Recon-1	Motion Tracker
Combat Medic	Medical-1	First Aid
Combat Engineer	Demolitions-1	Demolition Kit
Comtech	Comms-0	Field Radio
Grenadier	Heavy Weapons-1	G6 Grenade Launcher
Rifleman	Gun Cbt-1	-
Security Specialist	Security-0	Security Tool Kit
Smartgunner	Gun Cbt-2	M3 Hydra Machinegun
Squad Leader	Tactics-0	-

Skill level '0' is given along with the equipment, it represents basic familiarisation with no dice penalty for lack of skill (the skill is not given to Marines on pg 37).

VEHICLES

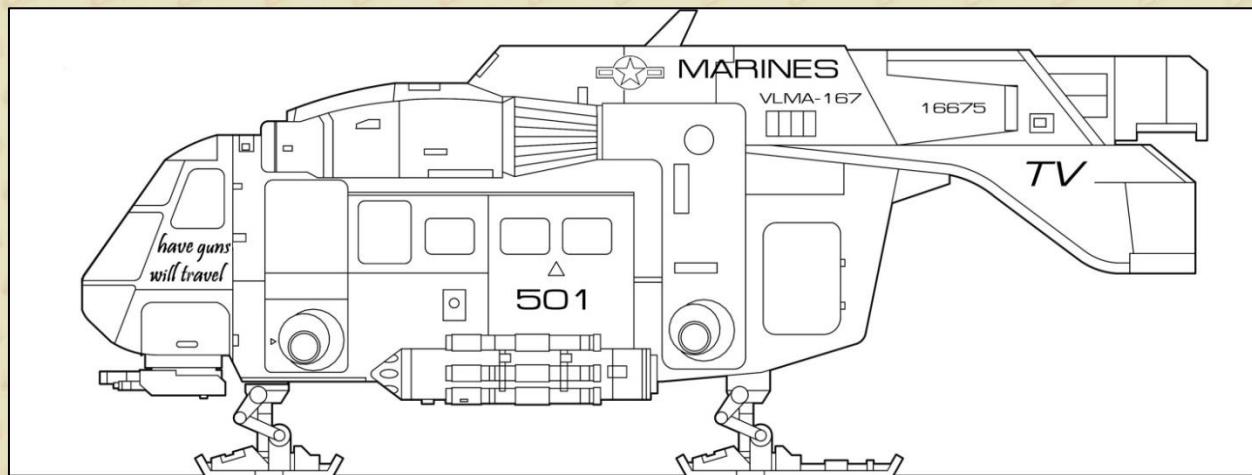
A Marine squad may be deployed with an armoured personnel carrier, and this may be carried down from orbit by an armed dropship. Sometimes the Marines are just transported in seats within the dropship hold, without the APC being on-board. It all depends on what the objective is, boarding a space platform will be done in the dropship; transport to assault an enemy outpost might be done in the APC; dropping down from orbit to deal with an alien menace will probably involve the squad inside the APC, carried down to the surface by the dropship. Be flexible! A Marine Expeditionary Unit has plenty of other vehicles too, trucks, Coyote jeeps, Quadtrack bikes, Osprey tilt-rotor planes – and more. Don't forget the tailless, jump-jet version of a helicopter, the versatile UV-56 Vector. This, and the APC and dropship all deserve a little more detail, however.

UD-5 Mustang Dropship – The Mustang is a military spaceplane that is capable of reaching orbit and re-entering a planet's atmosphere. Mustangs are often used to drop marines on to an alien world with their APC and then return them to orbit to rendezvous with their starship. Additional duties include general transport, recon, tactical air support for the ground forces (especially the ARCC and its squad), forward observation, medevac and search and rescue. As an air support platform the dumpy but powerful Mustang boasts a forward firing 25mm Gatling Gun and two rocket pods each carrying twelve 70mm unguided rockets. The Mustang is able to operate in an atmosphere with its thrust-vectorized jet turbines, and it is equipped with a Nortinghamhouse FDT-1124 ramrocket for exo-atmospheric maneuvering.



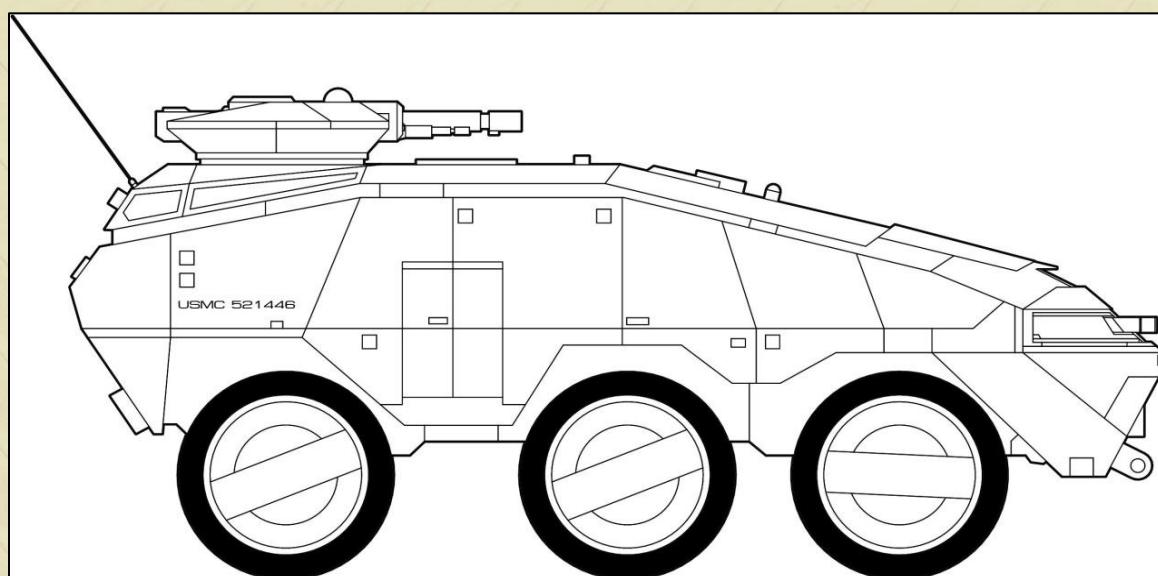
The dropship has 6 tons of fuel, enough for 3 Burns: one gets it into orbit, the other it uses to deorbit and begin its descent into Earth's atmosphere, the third is used for loitering and up to 6 hours of atmospheric flight. Under 60,000 feet altitude, the UD-5 Mustang is limited to subsonic speeds. A rear-facing cargo ramp extends to the floor for loading. There are folding acceleration seats for seven troops on either side of the cargo bay. With the seats unoccupied and no cargo carried, a 5-ton ARCC can be driven up inside the cargo bay. The Mustang has a 20 ton hull, costs \$4M and requires a pilot and crew chief.

UV-56 Vector Utility Jump-Jet – Replacing helicopters in many roles, the utility jump jet uses vectored turbofans for stability, control and forward thrust. The UV-56 Vector can be configured to carry either 16 passengers or 5,000 kg of cargo, and incorporates side-mounted sliding doors and a rear cargo ramp. It is used for search and rescue, cargo or passenger transport, fire-fighting, observation and police duties. It requires a crew of two. Speed is 420 kph and range around 400 km.



ARCC-50 Armored Combat Carrier

Each ARCC is a well-armored hostile environment rover with complete life support systems for one month, advanced imaging systems and electronic defenses, with a cabin able to carry a 13-man squad. The crew of the ARCC is two: driver and gunner/commander. For self-defense the standard personnel carrier version of the ARCC carries a cupola-mounted GAU-122 25mm Gatling gun as well as a dorsal turret mounting two Zenith 28 MW free-electron pulse lasers. Other units in the US army and marines have their own ARCC variants. The ARCC is powered by a 450 kW fuel cell (a requirement when operating in vacuum conditions) and can achieve 90 kph with an operational range of 400 km.



OTHER MARINE EQUIPMENT

Item	Size	Item	Size
Field Radio	2	Spartan Tripod-Mounted Sentry Gun	12
Demolition Kit (2 uses) 6D6 damage	4	Electromagnetic Detector (handheld)	1
Recon Drone (10 km, 40 mins)	4	Harpoon Grapnel & Cable	1
Smoke Grenade	1	Hand Welder	1
Binoculars	1	Pocket Toolkit	1
First Aid Kit	1	Ration Pack (1 day)	1
Flashlight	1	Survival Mask (tainted/thin atmospheres)	-
Folding Spade	1	Cooking Kit	1
Hydropack	1	Tarpaulin	1
Inertial Nav Unit (handheld)	1	VP90 Pistol	1
Compass & Map	-	M8 Assault Rifle	2
Counter-Security Kit	-	M3 Hydra Machinegun	4
Motion Tracker (in/outdoors 12/100m)	1	M1000 Combat Laser	2
Low-light Goggles	1	MLT Flame Unit	2
Portable Terminal	2	G6 6-shot Grenade Launcher	2
Electronic Jammer (100m range)	1	M9 Eagle-Eye Disposable Missile	2

MISSIONS

A mission is a structured scenario based around the combat activities of a Marine infantry squad. You can select one of two types of mission: Fast Response or Colonial Deployment.



FAST RESPONSE

When there is a mission requiring a small Marine unit be dispatched into the Outer Rim to deal with hijackers or alien life that is menacing colonists, for example, a Shepard-class fast response vessel will be made available. The Marines board the carrier and are sent to carry out a single mission, either rendezvousing with a space platform or starship, or landing on a colony world to deal with a specific problem. If it is a top priority or high profile mission, then everything will be loaded on-board: two Marine squads along with their ARCCs, two Mustang dropships and two Thunderchief heavy shuttles along with a full crew complement. However, most missions are low priority 'colony assist' missions or 'sneak-and-peek' recon missions when communications are lost with a starship, station or colony. Since these probably involve 'bugs' or alien predators, few resources are invested, since these missions are considered on a level with 'pest extermination' and scorned by most Marine commanders.

Most of the Shepard-class carriers assigned to these missions will have the crew replaced by a single qualified android, the Thunderchief shuttles and one of the dropships will be re-tasked elsewhere, and only a single squad and its ARCC will be loaded, along with a single dropship to get it to the surface (if required). The platoon's commanding officer, a lieutenant, will lead the squad in its interstellar mission. Marines call this stripped down mission a 'ghost ride'. All of the player characters' fast response missions will be 'ghost rides'. Roll for a random mission on either Table A or Table B.

FAST RESPONSE MISSIONS - TABLE A

2D6 Mission Description	
2	Something is brutally killing miners in the tunnels of a colony mine on one of the Off-World colonies.
3	Lost contact with a small colony. Investigate.
4	Proles (genetically-created labourers) have rebelled and killed most of the crew of a colony outpost. Rescue any survivors.
5	A starship has been hijacked in a star system 1-6 parsecs away. Retake the ship.
6	Wipe out alien creatures that are attacking farms and homesteads on an agricultural world.
7	Scientists on an unexplored world report being almost wiped out by a deadly predator.
8	A rogue salvage crew is attacking commercial starships for plunder in the same four star systems. Find them and deal with them.
9	A prison on an outpost moon reports that the inmates have taken the staff hostage. Rescue the hostages.
10	A small space station sends out a mayday signal, then goes quiet. Investigate.
11	A team of Private Military Contractors ('mercenaries') hired by a small colony for security has taken over and has murdered those who oppose them. Restore order.
12	A test subject from a corporate research facility on a colony world has escaped and is running amok. Help the local militia (the Colonial Defence Force) track the subject down.

FAST RESPONSE MISSIONS - TABLE B**2D6 Mission Description**

2	The automated machinery of a factory on a small moon is malfunctioning. Deaths of control crews and technicians are being reported, robots and drones are becoming a menace. Go and rescue the workers and shut down the facility. Take a technician with you.
3	On a desert world, recent sandstorms that have engulfed settlements have abated, leaving everyone dead, killed by violent means. Go to investigate – take a scientist with you.
4	A colony sent a research team up to one of its moons. Recently a shuttle from the expedition returned, crash-landing in the wilderness. The team on the moon is not responding and now a colony settlement close to the crash site has reported mysterious disappearances.
5	An ex-employee of Maze Labs reports that illegal bioengineering research is being carried out on a remote space platform. Go and shut down the operation.
6	Your ship picks up a distress signal in an Outer Rim system from a (roll 1D6): space platform (1), drifting starship (2), asteroid mining outpost (3), small colony (4-6). It reports some kind of alien 'problem' before going silent. Investigate.
7	En route back from a mission or training operation, sensors pick up an unresponsive cargo ship, on a trajectory into a moon or planet. Board it and investigate.
8	Test three prototype robot scout dogs on a colony, assisted by volunteers of the local Colonial Defence Force, who will serve as 'the enemy'. The robots go haywire and begin to wipe out the volunteers – can the Marines stop the slaughter?
9	Terrorists have captured an inshore oil rig on a garden world. Recapture it with no damage to the rig. Orders might even demand no gunfire or explosions are allowed!
10	Disgruntled miners have wrecked their facility and killed the top execs. Now they are raiding supplies from the nearby colonial settlement. Restore order.
11	Intel says a Japanese commando team has infiltrated a large colony world. With the help of the local Colonial Defence Force, locate and neutralise the raiders before they carry out their sabotage and terror plans.
12	Intel suggests a Japanese Aerospace Defence Force (JADF) assault ship is en route to a small colony outpost, home to a top secret research project. Its goal is to kidnap the engineers, steal the research and return to Japanese space. Stop them! Alternatively, carry out a similar commando raid against a Japanese outpost in the Japanese sector!

TAU CETI

In 2215 US troops in the Armstrong colony on Tau Ceti were told to pacify a Chinese colony called Shulin, also on Tau Ceti. China had fallen apart and its colony was in chaos. US forces occupied Shulin, but a guerrilla war broke out. This is a Vietnam-style conflict, fought in an alien super-jungle on a world dominated by vast shield volcanoes. Ten years on, the war continues, with US forces struggling to stop Chinese Guandong shipping in weapons, supplies, and advisors via the 'free' highland city of Xishuangbanna, and supplying guerrilla armies in the Shulin colony.

COLONIAL DEPLOYMENT

A Marine squad might be tasked to fight with the rest of the battalion on the ground in a colonial civil war or police action. The mission may begin at a forward operating base, and involve patrolling through a contested settlement or travelling in the ARCC to make an assault or defend a key location. In these kinds of missions there will be lots of other Marines around, not just infantry, but technicians, artillerymen, logistics troops, engineers and so on, assigned to a network of bases and outposts.

Squads normally operate in threes as the constituent parts of a Marine platoon, and it is the platoon which forms the modern military's basic battlefield fighting unit. The player needs to isolate the player characters and their squad from the platoon. In practice, this means that the player's squad is perhaps more experienced than the others, or maybe its Marines have displayed particular courage or initiative. And so if a small group of Marines is required for a task, the platoon commander dispatches *their* squad out to do the dirty work. If there is to be an assault and infiltration of a Chinese bunker, the player's squad will lead the assault, with the platoon's other two squads in reserve providing back-up. It doesn't matter where their squad is deployed, guarding the rear, providing flank support, staying in camp as defence – because *that* is where the adventure will be! But often, their squad will be on its own – quite literally. *Predator*, *Aliens*, *Saving Private Ryan*, *Battlefield LA* ... and many other movies use this technique, sending a single infantry squad out into hostile territory – alone. The player must do the same, as long as that is believable.

Colonial deployment will involve a series of missions that the squad must perform as part of the counter-insurgency campaign. There are three types of Deployment missions which you can roll for randomly on 2D6: Assault (2-5), Patrol (6-8) and Defend (9-12). These missions might be linked if they are part of an ongoing military operation. Play through 1D3+2 missions, or until you fancy a change and want to go back to one-off Fast Response missions.



Assault Missions

Attack a defended objective, either as a fast-moving commando raid, or as an attempt to capture it for an indeterminate amount of time. Refer to the Objective section to find out exactly what you are attacking. Roll 1D6: On 1-4 the assault is a hit-and-run raid; on 5-6 the assault must capture and hold the objective. Roll each time increment to be relieved by friendly forces. If waiting to be relieved, simultaneously roll on the Chance of Enemy Attack table in the Defence Missions section and pray you get relieved before an attack occurs! You are now defenders! For any assault, check the Assault Complication table.

CHANCE OF BEING RELIEVED

When?	2D6 Roll
1 st Time Increment	9+
2 nd Time Increment	7+
3 rd Time Increment	5+
4 th Time Increment	4+
5 th Time Increment	3+

TIME INCREMENTS

1D6	Time Increment
1-3	Daily
4-5	6 hours
6	1 hour
<i>Roll 1D6, or choose</i>	

ASSAULT MISSIONS

2D6	Mission
2	Assault a concealed enemy vehicle park
3	Assault a spaceport or military landing pad
4	Assault a bridge
5	Assault an underground complex
6	Assault a bunker and trench network
7	Assault an outpost fort or forward operating base
8	Assault a compound, civilian or military
9-10	Assault a civilian colony building
11	Assault a small, fortified colonial settlement or homestead
12	Assault a research or scientific base

ASSAULT COMPLICATION

2D6	Complication
2	Enemy sniper at work
3	A fire breaks out in the objective you are assaulting
4	Arrival of enemy reinforcements behind you immediately after you begin the assault
5	Enemy pull back to a heavily defended centre
6	Enemy retreat; if you advance, roll 5+ on 2D6 or face booby traps, mines etc.
7	Lighter resistance than expected; if you are victorious, roll 5+ on 2D6 or faced with a trap – surrounded by hidden forces
8	No complication
9	Enemy make a sally, or flanking attack
10	Enemy utilise unexpected vehicles, weapons or tactics
11	Heavier resistance than expected
12	Enemy display 'human shields' or similar

Defend Missions

Defend an objective against an imminent attack from the enemy forces. Roll each time increment table (see the relevant table in the previous Assault Missions section) to determine if an enemy attack occurs, with the likelihood increasing as time progresses. Refer to the Objective section to find out exactly what you are defending. If an attack is about to occur, check the Defence Complication table.

CHANCE OF ENEMY ATTACK

When?	2D6 Roll
1 st Time Increment	9+
2 nd Time Increment	7+
3 rd Time Increment	5+
4 th Time Increment	4+
5 th Time Increment	3+

DEFEND MISSIONS

2D6	Mission
2	Defend a power station or generator
3	Defend a production facility
4	Defend a civil works project
5	Defend a bunker and trench network
6	Defend a small, fortified colonial settlement or homestead
7	Defend a civilian colony building
8	Defend an outpost fort or forward operating base
9	Defend a combat landing zone
10	Defend a compound, civilian or military
11	Defend a bridge or intersection
12	Defend a spaceport or military landing pad

DEFEND COMPLICATION

2D6	Complication
2	An enemy artillery barrage of mortars, artillery or drone strikes begins
3	A fire breaks out in the objective you are defending
4	Attack is fiercer, and the unit larger, than you expected
5	Enemy infiltrates soldiers into your position
6	Attacked by two enemy units from different directions (if possible)
7	Attacked at night
8	No complication
9	Arrival of enemy reinforcements
10	Attackers retreat; if you are victorious, roll 5+ on 2D6 or faced with a trap – surrounded by hidden forces
11	Enemy utilise unexpected vehicles, weapons or tactics
12	Terrible weather

Patrol Missions

Patrol missions do not usually focus on a static objective, instead the squad is on the move, often searching for something. It may be enemy patrols, a troublesome sniper, or perhaps a safe route forward for follow-up troops. The squad will be moving through enemy held territory (or at least contested territory, right up against the frontline), moving stealthily and ready for combat at a moment's notice. Patrols are the most common infantry activity and you can allocate just your squad to this task, since the smaller the unit, the better chance of remaining undetected. See the section called Mission Insertion to find out how long the patrol will be and if there will be any complications.

PATROL MISSIONS

D66	Mission
11-12	Find enemy sniper
13-15	Snatch a prisoner from the enemy line for interrogation
16-22	Locate an enemy crash site or knocked out armoured vehicle
23-24	Locate gaps in a known enemy minefield or enemy line
25-26	Rescue captured friendly soldier/VIP civilian
31-32	Locate likely route for your force to advance safely
33-35	Ambush an enemy patrol known to use local routes
36-42	Recon a suspected enemy observation post or bunker
43-44	Establish a forward observation post and defend it if discovered
45-46	Set up a counter-insurgency roadblock at the colony for 2D6 hours
51-52	Recon a suspected enemy infantry ambush site
53-54	Recon a bridge or intersection soon to be used by Marine forces in number
55-56	Find a good road watch or trail watch site for calling in artillery against enemy units or convoys
61-62	Go tank hunting
63-66	Patrol through a disputed colonial settlement looking for trouble, sympathisers or enemy activity

PATROL COMPLICATION

2D6	Complication
2	You find an enemy deserter
3	Enemy troops in camp
4	Meet local colonists
5-6	Evidence of enemy activity or destruction
7	No complication
8	You meet an enemy patrol
9	You meet an enemy patrol
10	Camouflaged vehicles or bunker
11	Ambushed!
12	Heavily armed enemy convoy

MISSION INSERTION

How do the Marines get to their objective? Will they encounter enemy patrols en route?

Patrols are conducted on foot, although the squad will probably be dropped closer to the start of the patrol route by military truck, ARCC armoured personnel carrier or perhaps tactical jump-jet or Osprey tilt-rotor. Roll 1D6:

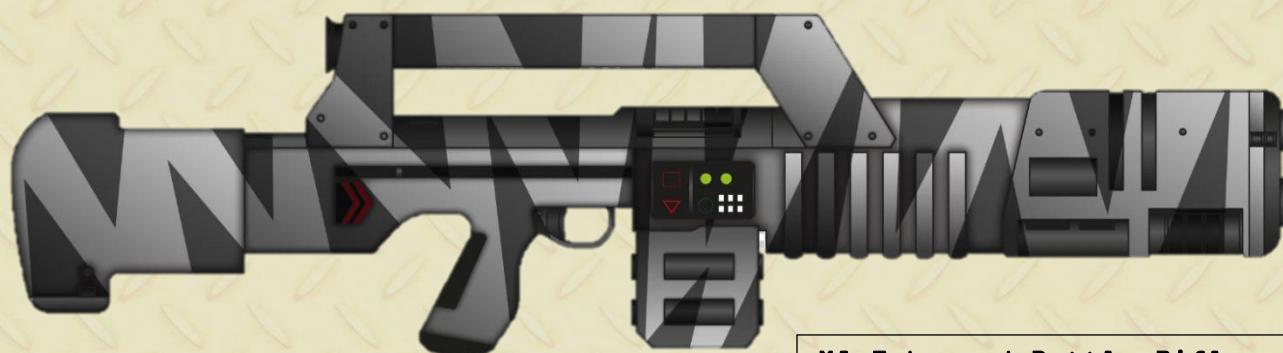
1D6 Patrol Length	Hours	Complications
1 Long-range, on foot, plus a Remain Over Night stop	12	3
2 Short-range, on foot	2	1
3-4 Medium-range, on foot	4	2
5 Short-range, inserted by truck or APC	2	1
6 Long-range, inserted by jump-jet or tilt-rotor, plus a Remain Over Night stop	12	3

Assault missions may be transported or have to approach the objective stealthily, on foot.

2D6 Getting to the Objective
2-3 Inserted to objective by ARCC APC, accompanied by other squads of the platoon in their own ARCCs.
4-5 Inserted to objective by air, accompanied by other squads of the platoon; "we'll put on the music..."
6-7 Inserted within short-range distance of the objective by (roll 1D6): truck (1-2), APC (3-5) or air (6).
8-12 Begin assault by walking in from the PCs' forward operating base. Roll 1D6: Short-range (1), Medium-range (2-4), Long-range (5-6). See Patrol Length table for duration and number of complications.

Defend missions involve the squad being transported directly to the objective, but in certain cases (roll 9+ on 2D6) the squad will have to walk to the objective. Roll 1D6 to determine how far that is: Long-range (1), Medium-range (2-5) or Short-range (6).

Complications: To avoid encounters with the enemy and other complications whilst on patrol or marching to an objective, use scene resolution. Have three of the PCs make a task roll, one a Recon roll, another a Tactics roll and a third a Dexterity roll. Each success adds a DM +1 to the scene resolution which is always Solid (8+). If there are untrained civilians with the unit, apply a DM -1. If the scene resolution roll is successful, avoid a complication. However there may be more chances of complications ahead (Long-range patrols, for example, will require three of these scene resolution rolls). If failed, then roll on the Patrol Complications table. These encounters may prove annoying, time consuming, deadly or serve as a colourful distraction. Resolve them using combat, scene or task resolution, or roleplaying. Remember to use the Initiative rules in the Combat section (pg 57) for any encounters with the enemy.



M8 Enhanced Battle Rifle
30-rds of 7.78mm
3-rds of 20mm grenade
4x Scope with Night Sight

THE OBJECTIVE

The objective is some kind of structure that serves as a place to defend or assault. Players might find other uses for objectives. Once you have determined the type of objective based on the Mission Type (Defend or Assault) you can either select or roll 1D6 for its Distribution. This describes its form and reflects how easy or hard it is to defend or attack. Next, roll two words on the Objective Inspiration table to add some more detail and flavour, details which individualise the objective and differentiate one 'civilian building' from another. Use your imagination to interpret the words that you create.

OBJECTIVE'S DISTRIBUTION

1D6 Distribution

1	Compact
2-4	Open
5-6	Extended

OBJECTIVE INSPIRATION

D66	Inspiring Word	D66	Inspiring Word	D66	Inspiring Word
11	Leader	31	Restricted	51	Full alert
12	Captive	32	Reinforced	52	Cover
13	Blocked	33	Gateway	53	Noisy
14	Colourful	34	Lax	54	Camouflage
15	False	35	Civilians	55	Supply
16	Visitors	36	Wall	56	Lax
21	Access	41	Tower	61	Trenches/ditches
22	Friendly Force	42	Cables	62	Machinegun
23	Radio	43	At ease	63	Barbed wire
24	Building	44	Bunker	64	Full alert
25	Trench	45	Armoured vehicle	65	Sunken
26	Wall	46	Vehicle	66	Roving

Example: *The objective for our assault is a civilian colony building. We roll 53 and 43 'Noisy' and 'At Ease', I'm going to take the 'Noisy' cue as a clue to its nature, maybe a sawmill, on a main logging road, now used by an enemy unit as a forward outpost. 'At Ease' suggests they are not expecting an attack, there might be one or two enemy soldiers outside, cooking, washing or chilling out.*

WAYS TO RESOLVE THE MISSION

When a squad of Marine player characters needs to solve a problem, it will often involve military conflict and so additional tools are provided here for those situations. Of course the player will still be using task and scene resolution, Ask The D6, Yes/No Questions, Just Decide and of course Combat, to work out how a situation gets resolved. Remember to use the Initiative rules, Offensive/Defensive Stances and Morale checks from the section on Combat (pg 57).

Combat Scene Resolution: A firefight or attack using the Combat rules can be a confusing situation, especially with so many player and non-player characters involved. The best solution, would be to use scene resolution mechanics to wrap up the fight and determine what happened after the fact. Follow all the rules for scene resolution – every combat is Dangerous, naturally. Factor in the size and experience of the opposing force when considering the difficulty. As with standard scene resolution, have **three** characters make rolls that may affect the outcome of the fight. One should be a Tactics roll made by a squad or team leader, the other two might be Gun Combat, Recon or some other skill. Base these rolls on what you want your squad members to do to achieve success with their plan. Then, roll 2D6 to equal or exceed the Required Roll. Apply +1 for each character that succeeded in his skill roll; +1 for the use of a crucial piece of kit or a great asset; and -1 or -2 for some factor that might hinder success in the firefight (such as fighting at night without night-vision, or having already lost some men in combat, or being outnumbered, for example).

Assess the Enemy Force: We assume the player characters are a squad, made up of a team of six player characters and a second team of NPCs. How does that compare to the enemy? How experienced are they? Roll, or decide:

EXPERIENCE OF ENEMY

2D6	Experience
2-5	Green
6-8	Experienced
9-10	Veteran
11-12	Elite

SIZE OF ENEMY FORCE

2D6	Size
2-5	Smaller (a team of 4-6)
6-7	Equal (a squad of 10-12)
8-10	Greater (two squads)
11-12	Outnumbered (a platoon of three squads)

DMs: +2 if PCs are defending
-2 if PCs are assaulting

Simplifying Squad Combat: If you are using the Combat rules from earlier in this book, and making weapon rolls for your Marines, you should use a truncated combat system when dealing with your team of Marine NPCs. Instead of having skill levels and characteristic scores to check and roll against, simply collect up one D6 for each Marine NPC active in the firefight. You might have 6D6 to throw. If the NPC team has an Eagle-Eye disposable missile or a dedicated G6 Grenade Launcher and wants to use it, then allow an additional +1D6. If the enemy force is in hard cover or well concealed, then halve the dice available (round down). If they are in bunkers or other types of fortifications, halve the dice total again (to a minimum of 1D6).

After the player characters have all fired on the enemy, you can roll the D6 dice pool for the Marine NPC team. Any result of '6' is a hit on an enemy combatant, killing, wounding or otherwise knocking him out of the fight. Do the same for the enemy unit facing the Marine NPCs: grab 6D6, make the same changes to the dice total, then roll, with a '6' indicating an NPC Marine casualty. Is he killed or wounded? You can Ask The D6, or use the Combat rules as you prefer. You may even use this process for the player character's team if you like, it all depends on how much granularity, how much detail you want from the firefight.



Commanding the Marine NPC Team:

When you want the NPC team to carry out a task, such as firing on the enemy, you must order it with a Tactics roll (at no penalty for being unskilled). Will they carry out the task? Check out the *Interpreting Success & Failure* table on pg 50 for a detailed breakdown of how well your squad leader's orders are being followed! The NPC team is useful, but not always reliable!

BASE ENCOUNTERS

Use this table when in-between missions to provide a more rounded experience for the squad members. Reference to this table is made on the Marine Campaign Checklist.

2D6 Encounter	
2	One of your PCs gets into a fight. Over what? Was it resolved or broken up by the USMC Military Police?
3	Make a friend with a base logistics Marine.
4	A guy in the platoon scores a real luxury supply for everyone (1D6): 1-2 He got away with it; 3-4 Logistics are investigating the theft; 5-6 He stole it from one of the other companies, and they know it!
5	One of squad is injured in an accident. How? Was it his fault?
6	Love interest (1D6): 1-2 On & off; 3-4 Committed; 5-6 Short 'fling'.
7	Friend (1D6): 1-2 In trouble; 3-4 In debt; 5-6 With a great offer!
8	Make a friend in another Marine combat unit.
9	Antagonism with a base sergeant.
10	Your squad find a new source of entertainment (1D6): 1-2 It's dangerous; 3-4 It's getting a bit competitive or obsessive; 5-6 It's got the entire platoon excited and is great for morale. Interest will only last for this rotation of leave, however.
11	Your lieutenant might be replaced (1D6): 1-2 He's being promoted; 3-4 He's in big trouble (not his fault); 5-6 He's in big trouble (and it's <i>definitely</i> his own fault!). What did he do?
12	The company CO hates your platoon and is forever inspecting you and having you drilled. Why?

CAMPAIGN 05: ASTEROID MINING

The mining of small moons and asteroids is often carried out by big business, by giants like Erebus Petrochem, Leyland Energy or Tharsis Mining. But the little guys can get involved too, some are freelancers, hardy independents trying to scout out a mother lode in order to sell the samples and co-ordinates to a big corporation for professional assaying. Of course these big business interests also have their own resource scouts in the Outer Rim and the frontier, but they can't be everywhere at once. Independent teams like yours are trying to pay off their mining rig, they need to be resourceful, courageous, tough and brazen. Prospecting for that money-making asteroid is a cut-throat scene. How cut-throat is your crew?

ESTABLISHING

CAREER TYPES

Design a crew using the spacer, scientist or explorer careers to include a captain, pilot, navigator/sensor operator and engineer. A scientist and ship's doctor are also need as well as two expedition members. A colonist or technician might serve as the engineer if they have the right skill. The two expedition members will be roughnecks. The captain might be a scientist or a corporate exec, who doubles up as the crew's business manager. The navigator/sensor operator can be a scientist, spacer or survey scout (all have access to Comms skill and the scientist has access to the Navigation skill). Everyone will be involved in prospecting and surveying, once the ship has landed.

STARTING LOCATION

Missions will start on Earth, or at a colonial starport that is home to a Mining Regulatory Agency (MRA) base. These are marked on the starmap as a solid black triangle, such as those at Americo and Tohono. These are mining hubs, with facilities for repairing, maintaining and servicing mining ships, rotating crews, offering offices and warehousing to freelancers and big corporations. Each is a small, deep space 'mining town' and a great place to finish or start an asteroid mining expedition.

STARTING VEHICLE

The recommended vehicle for this campaign is the Leopold mining rig, a useful drilling and prospecting platform perfectly suiting to landing on asteroids. Remember to name your starship. You are a freelance company, ploughing most of the profits from selling your claim data to the big conglomerates, into paying off your mining rig.

Wu-Ketai Leopold

Built on two square decks supported by massive landing gear, the Leopold is an exploration drilling rig. It is perfect for work on planetoids and asteroids. A huge moon-pool airlock opens on its belly to allow the drill machinery to reach the surface and pull ore into the bay for processing.

Drives: Using a 400-ton self-sealing hull the rig mounts a hyperdrive allowing a speed of 3 parsecs per week; a level 3 fusion powerplant and a 2-G reaction drive. Fuel tankage comprising 90 tons of liquid hydrogen is used by the reaction drive and can provide coolant to the fusion reactor for 12 months.

Bridge: The bridge has a Model/3 computer and basic civilian sensors.

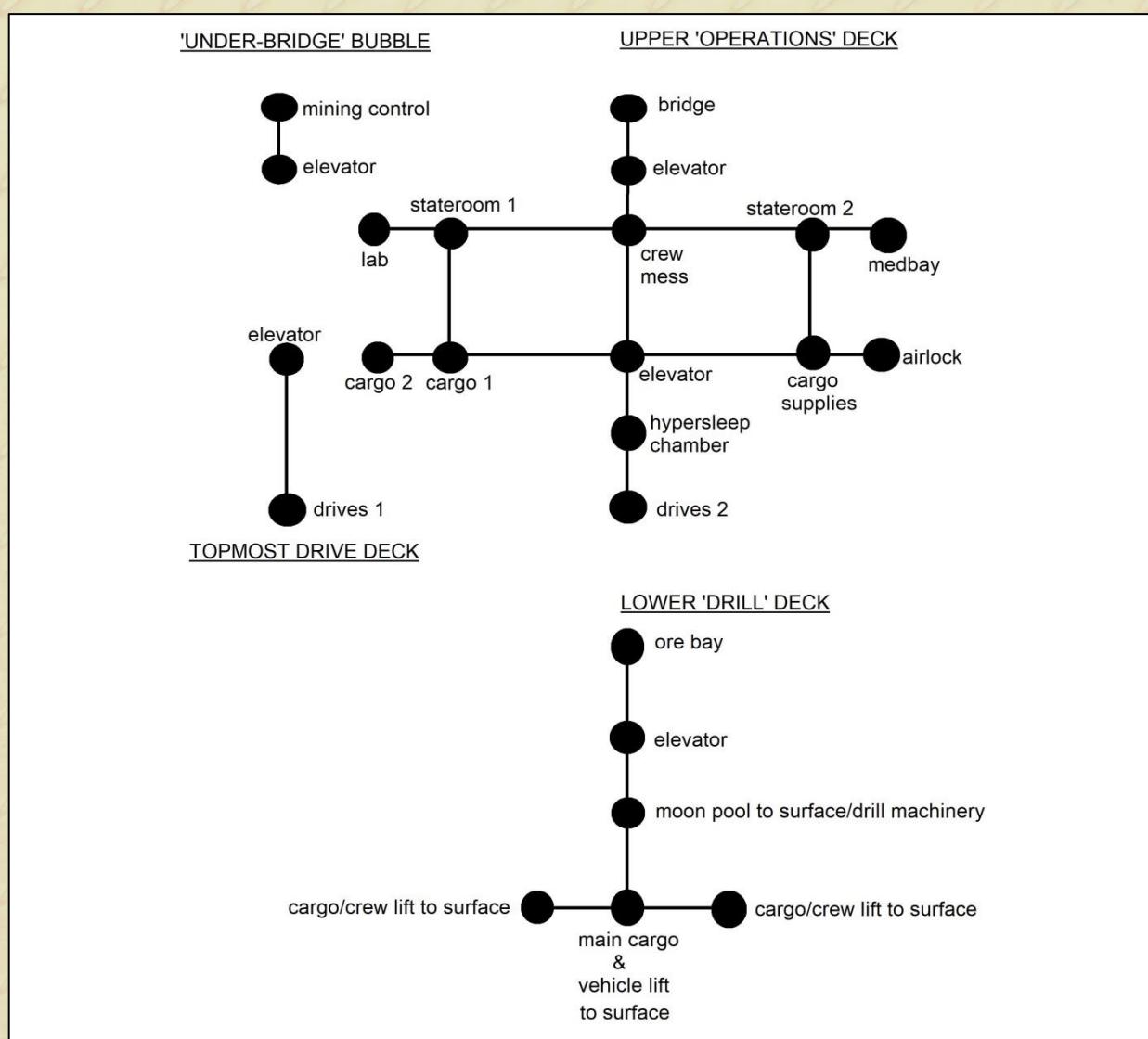
Accommodation: The ship has an official crew of eight: captain, pilot, navigator/sensor operator, medic, science officer, engineer and 2 miners.

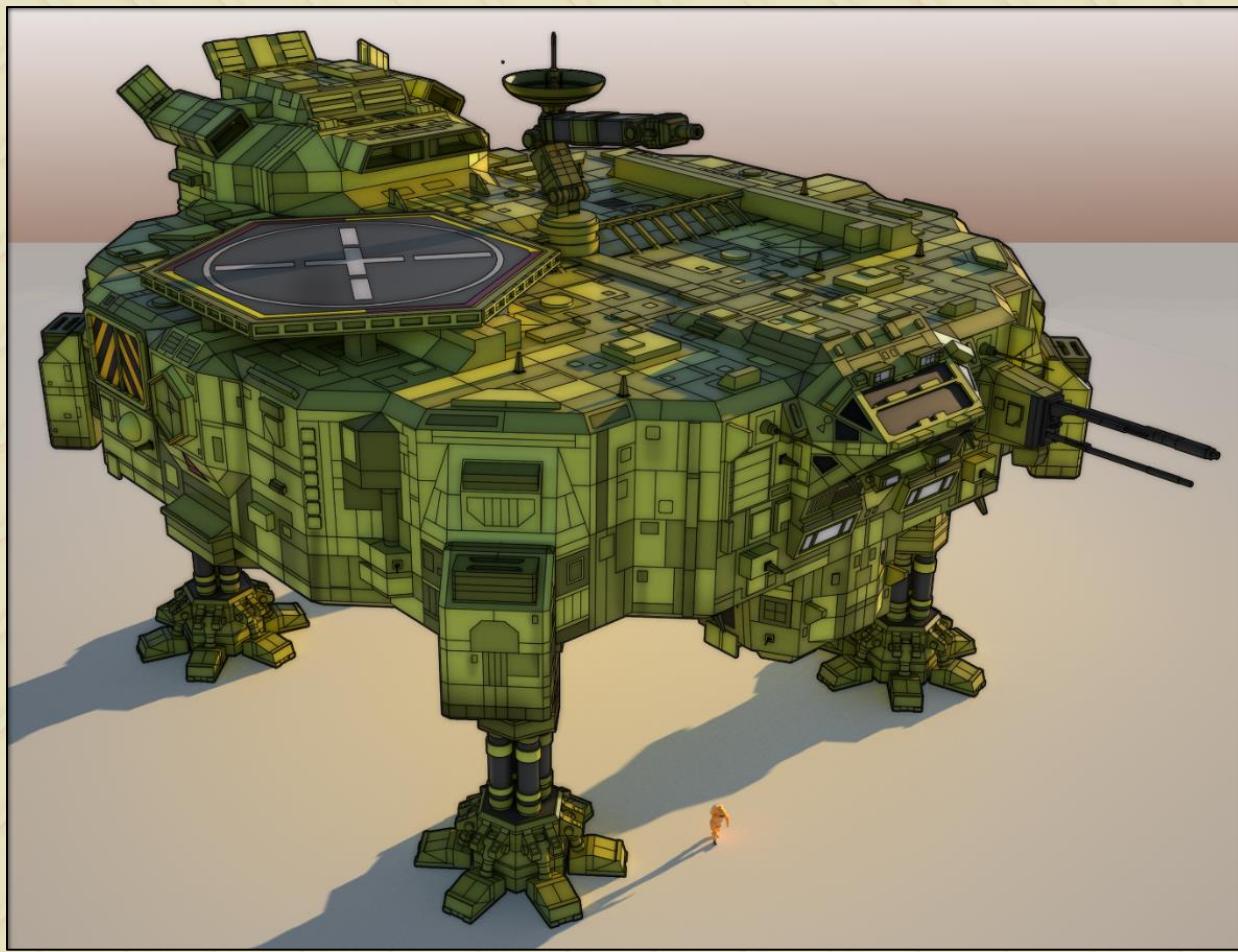
Cargo: 25 tons of supplies and spares; 100-ton ore bay.

Weaponry: Single turret mining laser on upper surface for vaporising regolith.

Internal Features: Fuel scoops and processors that can create 80 tons of fuel each day, medbay, extending drill assembly, mineral lab, underslung mining operations blister.

On-Board Vehicles: Two QuadTracks, ATV, 3 mining drones, escape pod and forklift.



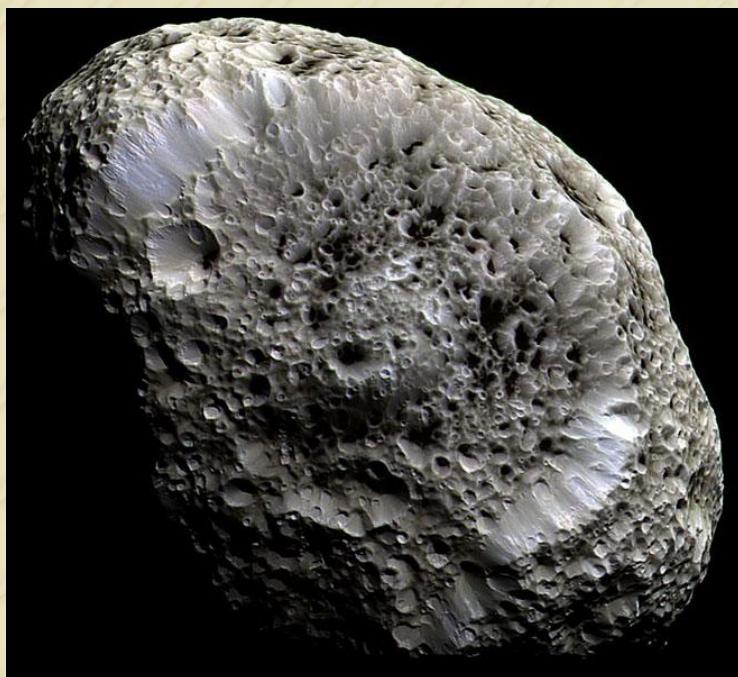


UNDER THE ASTEROIDS

Space is a great, haunting darkness. It is an infernal wilderness, punctuated by endlessly tumbling rocks and clouds of dust. Between these remote specks of floating mineralization spreads the endless, hostile nothingness of black space – cold, airless, irradiated and deadly. But the empty wasteland holds magnificent treasures that are needed back on Earth, rare minerals that will keep humanity going for another millennium or more. Gold, platinum, titanium, bauxite, lithium, beryllium, rhodium, silver, uranium ... the list is huge, the demand is great. Luckily there are men and women brave enough and skilled enough to work in this hostile environment. The pay is high - it has to be to get these miners, prospectors and techs to travel light years from home, and to risk their lives on a daily basis.

A prospecting ship and its crew will follow the recommendations of its on-board science officer, who can help to guide them to a suitable asteroid. Once there, it will remain in place as the crew send out probes, conduct core sample drilling and begin exploration mining – the careful extraction of ore samples for analysis which will stand as physical proof of the survey that the team has conducted. Several sites in the locality might be surveyed by foot, drone or QuadTrack this way. Once the survey has been completed and with a hold full of potentially valuable ore, the prospecting ship

will return to Earth or to a Mining Regulatory Agency (MRA) base where its surveys are filed and offered via the MRA to any conglomerate that is interested. Most survey reports will be sold (along with all of the samples gained) to mining corporations, hopefully bringing in a profit for the prospecting crew. Once sold, the resource scouts can restock their ship and head out to a new site – to begin the process all over again.



Typically a mobile drill rig lands and anchors itself by auguring (drilling) itself into the rock surface. A site within range of the mining lasers is selected and the overburden removed. Often ores are sitting on the surface of an asteroid, indeed, the entire asteroid itself may be nothing less than a loosely conglomerated ore pile! Most mining for metal ores on asteroids and small moons is done via the open cast (or open pit) technique. This method scrapes or digs away any overburden (that is, loose soil or other rock layers) to expose the

rock type that the target mineral sits inside. That ore then has to be broken free, transported to a processor for crushing, sieving and then smelting. In the smelter the metal is freed from the ore and the waste ('tailings') are discarded. Prospectors make use of mining drones (each resembling a tracked 'tunnel-boring machine'), which chew up the ore and pass it through to a tracked hopper-drone at the rear, which detaches when full and returns to the ship to unload its ore, before returning to reconnect with the mining drone.

MINING REGULATORY AGENCY

Established by the United Corporate Combine, the MRA serves the interstellar mining, logging, drilling, salvage and extraction industry. It co-ordinates prospecting claims, issues restricted licenses, adjudicates in salvage claims and assists in coordinating the activities of dozens of mining corporations and independent drilling operations in the Outer Rim and beyond. The MRA runs offices on key planets that enable mining crews to find new employers and vice versa; they are meeting points for personnel, mining, drilling and salvage crews. These bases include cheap accommodations, laboratories, warehouses, cafeterias and repair workshops. They are also often the starting point for many corporate resource exploration teams. Officially established to serve the interests of the corporations and the miners, the MRA in reality looks out for the profits of the big mining corporations. MRA shuttles can be seen in systems that contain an agency base, but the organization also operates a small number of starships operating throughout the Outer Rim.

ASTEROID MINING CHECKLIST

- 1** Create 8 characters for the mining ship.
- 2** Decide to pursue a Prospecting mission, or roll randomly on the Asteroid Missions table for some variation.
- 3** Select a suitable star system for the mission (see starmap).
- 4** Assemble the crew at the starport. Make a Reaction roll (8+).
- 5** Plan the flight. How far to the hyperspace point? How far to the destination star system? How long will it take? How many Burns will you expect to use? Will you need to refuel anywhere? Check the Refuelling procedures. Will there be any hold-ups? Roll 1D6; a '1' indicates a hold-up.
- 6** Roll a Starport Encounter.
- 7** Take-off. Roll 1D6: on a 1, the pilot needs to make a trajectory change, with a successful Pilot skill roll. If failed, the ship uses 1 extra Burn to reach the Hyperspace Point.
- 8** Travel to Hyperspace Point, $2D6 \times 10$ Mkm. Roll 1D6: on a 1, the navigator needs to plot a revised course, with a successful Navigation skill roll. Failure provides increases distance by 10 Mkm. Roll for a Star System Encounter.
- 9** Crew enter hypersleep; ship enters hyperspace.
- 10** Check for hyperspace dropout, roll 2D6, on a '2' – drop out of hyperspace. Deal with any problems that might have occurred.
- 11** Exit hyperspace; crew emerge from hypersleep. Endurance roll +4 to avoid a day of sickness.
- 12** Travel from Hyperspace Point to the asteroid target. Distances vary (see Asteroid Location). How long will this take? Roll for a Star System Encounter.
- 13** Arrive at mission-related location. Touchdown with a Pilot roll.
- 14** Roll for Time to Survey for each of the three surveys begun.
- 15** Take samples, measurements and recordings at the drill site and two other survey sites and analyse them on the ship.
- 16** Roll to determine a Survey Problem for each of the three surveys. Resolve them.
- 17** Take-off, travel to a Hyperspace Point , roll for a Star System Encounter, and return to home base.
- 18** Return to step 2.



MISSIONS

Either perform a standard prospecting mission (see mission 33-36) or create a mission for an Asteroid Mining campaign by rolling on the Mission table, below. Select a world from the starmap as the destination. Many of these jobs are picked up by the captain at the MRA base, and completed for a fee. Some of the rescue missions will be ad hoc, random situations encountered by the crew whilst they conduct a standard prospecting mission.

ASTEROID MISSIONS

D66	Mission
11-12	Bring back refined precious metals (such as gold, platinum, osmiridium, etc.)
13-14	Bring back radioactives.
15-16	Bring back agri-chemicals (nitrogen, calcium, potassium, phosphorus).
21-22	Rescue miners from a comet that is approaching the system's star.
23-24	Locate a rumoured asteroid treasure trove before rivals stake a claim.
25-26	Locate a lost mining ship.
31-32	Map an asteroid to be used as a forward mining supply base.
33-36	Prospect a rock for viability – fill your hold with sample ores. See pg 194.
41-42	Rescue a mining group or science expedition.
43-44	Investigate an asteroid – no reason is given...
45-46	Divert an asteroid, perhaps to make it more accessible for mining.
51-52	Investigate a distress call from a mining operation that is cut short.
53-54	Test a new model of mining drone.
55-56	Investigate a drifting mining shuttle that is detected.
61-62	AI mainframe shuts down an in-system mining operation due to an unusual find. All contact is lost. Investigate.
63-64	Drill tunnels into an asteroid ready for underground colonisation and mining.
65-66	Underground mine collapse. Go and dig a rescue tunnel.

ASTEROID LOCATION

When accepting a mission, roll on the table here, to determine whereabouts in the target star system the asteroid is. Alternatively, you might want to build the star system from scratch (pg 114), which will eliminate some of these options (there might not be an asteroid belt, or Hot Jupiter, for example).

2D6	Asteroid Location
2-3	Asteroid is rocky moon of a planet in Outer System
4-5	Asteroid is rocky moon of a planet in Inner System
6	Trojan asteroid, that is, part of an asteroid cluster in the same orbit as a gas giant – one ahead of and one behind the gas giant in its orbit.
7-8	Asteroid belt (1D6: 1-3 Inner System; 4-6 Outer System).
9	Asteroid is a rocky moon of a gas giant in the Outer System.
10	Rogue asteroid in deep space.
11-12	Asteroid is a rocky moon of a Hot Jupiter gas giant in the Inner System, close to the star.



TRAVEL TO THE SYSTEM

Use the space travel rules in the Spaceflight chapter (pg 84) to plan and execute your journey to the star system and to the mission location. Remember to roll for Space Encounters (pg 118). Once in the system and at the asteroid or mission location, use all of the solo roleplaying rules in this book to complete the mission.

THE PROSPECT MISSION

The prospecting mission is the default asteroid mining mission, you can carry this out as you see fit, or roll for a random mission on the Mission table. Your scientist has used long range data to identify a possible asteroid target in a remote star system. The crew travel to the star system and to the asteroid (roll on the Asteroid Location table).

There, they will land the mining rig (no Burns are required for touching down on an asteroid), anchor down and begin a series of surveys on foot, with the ship-based drill assembly, with QuadTracks and using mining drones. The ship's mining laser can be used to remove surface debris, allowing access to slightly deeper ore deposits. The aim is to carry out a number of widely separated surveys and document the surveys with data and ore samples that will help sell the claim to a large conglomerate.

With the ship landed and powered down, the crew will need to decide which three locations need to be surveyed, and which characters will do those jobs. The first survey site is always the touch-down zone, with the crew deploying a drilling rig from under the ship itself. This drill machinery will be deployed through the moon pool and begin drilling into the heart of the asteroid to carry out deep core samples. There should also be two other, widely-spaced surveys carried out. What equipment will be needed? The ship's QuadTrack bikes will be put to use ferrying characters in vacc suits between these three sites. A survey mission might last a week or more, depending on what kind of complications arise.

THE SURVEY

1 – How Long Will A Survey Take?

Decide who will conduct a survey, and what they might be doing. What equipment will they need. How long will it take? It might require several hours or several days. Roll a 1D6:

2 - Survey Problems

At each of the three survey targets, once the team have landed and begun to explore and take measurements and samples, **roll once** on the Survey Problem table, below. This provides a problem that must be overcome, usually with a skill roll, but sometimes with some creative roleplaying on behalf of the player! Obviously, a PC can only attempt a skill roll if they are at the survey site. If no-one present has the required skill, then maybe another skill might be used (at a slight -1 penalty) or the roll will have to be made at a -3 penalty for being unskilled. The player needs to adjudicate.

1D6 Planned Time to Survey Target	
1	12 hours
2	24 hours
3	2 days
4	3 days
5	4 days
6	5 days
-	8 days

Problems occur all the time on field trips, TV nature documentaries, scientific expeditions and so on. It's life. The table can be consulted to determine what the nature of that problem is. The player will have to use his or her imagination to interpret the result, factoring in his team, the environment and the nature of the survey target. For example, how exactly did the team leader become seriously injured? How does a team member become lost? Where are they? Use the Inspiration tables (pg 73-74) to help; focus on the Surface, Theme and Action columns. The player fills in these blanks, writing them up in the Mission Report. If skill rolls need to be made to refine the process, or if a Scene Resolution plan needs to be put in place to deal with a problem, then feel free to expand and elaborate. Use the rules and explore the situation until you, as the player, are happy that the outcome is reached. A Reaction roll for the crew involved should also be required.

A skill roll failure indicates that the survey was impeded or held-up. Look at the **Planned Time to Survey Target Table**, and use the time increment below the one that was initially rolled. So if the survey was due to last 2 days, a failed skill roll will extend that to 3 days.

3 – Gaining Survey Points. I don't know how good the ore was from those asteroid surveys. Will it be enough to sell to a conglomerate? We simply don't know – but the player characters do. Each of the three surveys, once begun, will produce survey data and we record this as Survey Points (1D6); these are added to any Survey Points already gained. During a survey of a single target, any failed Survey Problem roll reduces that 1D6 Survey Point roll by -1.

How high can they get this score before they land back at the MRA base? Between 0 and 6 is a bomb – none wants this asteroid! Between 7 and 11, the asteroid survey data can be sold so that the crew break even on this trip. Between 12 and 15, the entire crew receive hefty bonuses as well as paying for the expedition. For a survey score of 16-18, the survey data is worth a small fortune! The crew receive very large pay-outs, suitable for investing in other projects, or enough to retire!

D66 Prospecting Problems		Skill Check Required
11-12	Solar flares cause radios and sensor malfunction. Watch that radiation!	Comms
13-16	Survey equipment malfunctions from fine dust or from use.	Electronics/ Mechanics
21	Asteroid unstable, with quakes.	Strength
22	Portable power systems at the survey site malfunction.	Engineering
23	Explosive charges are needed for seismic study, or to cut a hole in rock.	Demolitions
24-25	The area is difficult to map or to locate.	Navigation
26	A PC goes missing at the survey site or near to it. Create a Plan.	-
31-33	A PC is injured at the survey site, or falls ill.	Medical
34-36	Main drilling rig hits a problem.	Mining
41-42	Computer problems whilst setting up equipment, or when processing survey data.	Computer
43-44	Areas of the asteroid surface collapse in caves and hollows.	Dexterity
45-46	Some of the survey gear needs to be shifted by sheer brute force; there's no way around it.	Strength
51-52	Ice deposits sublime into thick fog. Create a Plan.	-
53-54	A geological problem must be solved before the survey can be completed.	Mining
55-56	Difficult low-G conditions must be survived.	Vacc Suit
61-63	Equipment destroyed or lost.	9+ to avoid
64	Death of a PC.	8+ to avoid
65-66	Natural Catastrophe. Roll 6+ to leave the survey site without leaving behind valuable kit or having a PC injured.	6+ to avoid

RESOLVING OTHER PROBLEMS

The player should not forget that the Asteroid Mining campaign is still a roleplaying game and not an exercise in number-crunching. Use the previous sections in **Hostile Solo** to adjudicate scenario elements, skill rolls, combat, scene resolution and regular rolls on the character Reaction table. Do not neglect the Yes/No Questions and the Ask The D6 mechanics too, which can throw a spanner into the works and really mess up a 'routine' spacewalk or other activity.

CAMPAIGN 06: TROUBLESHOOTING

The characters are employees of one of the vast multinational conglomerates, recruited from the dark and murky underworld to carry out illegal terrorist activities on behalf of that employer. They have one foot in the stylish corporate-minded boardrooms of the company, and one foot in the filth and squalor of the criminal underworld. These secret agents are sent out to the corporation's colonial ventures to investigate and troubleshoot problems on corporate investments (such as factories, mines, colonies and power plants). Rumour has it that these agents also conduct sabotage on the colonial infrastructure of *rival* corporations. This corporate warfare extends to Earth, and the crew might instead find themselves in one of Earth's megacities, waging a vicious secret war of sabotage and espionage against the company's greatest rivals. You as player can decide which type of scenario to play, or you can choose to focus exclusively on an Earth-based game or a colony-troubleshooting game, as you prefer. No checklist is provided, since these missions are more free-form than other campaign types.

ESTABLISHING

CAREER TYPES

Design a small six-man crew with three corporate agents and three other characters taken from the careers of scientist, corporate exec, (ex-) Marine, technician, rogue or physician. These specialists will be useful in handling the unconventional nature of the crew's investigations. The characters within the crew are a diverse bunch, with talents ranging from assassination, to forgery, bribery and sabotage.

STARTING LOCATION

Missions will start on Earth, in a large city that will serve as a base of operations. The conglomerates have headquarters all across the globe, so you can choose any large city that interests you, or roll a random City Location table (pg 202). The crew will have an operations centre at a corporate building, from where they will be dispatched across the city, the world and into the Outer Rim. Nexus City, a vast cyberpunk metropolis is provided for those who want an exclusively Earth-based campaign.

STARTING VEHICLE

There is no starship associated with this campaign type. If the crew travel to an Off-World colony on official company business, they will travel in a Vega-class corporate transport ship. If the crew is undercover, and operating nefariously, they will be dressed as colonial workers with false ID cards, and travel like most workers do on a colonial support vessel, or more likely the Argosy colonial freighter.

COLONIAL MISSIONS

These guys travel incognito when committing acts of sabotage, assassination, kidnapping, extortion or deception. They typically pose as colonial workers arriving on a colonial freighter: typically roughnecks, colonists, technicians or administrators. When conducting investigations at corporate-owned sites, they arrive 'above-board' on a corporate transport, and use their status to look through computer files, interview personnel and investigate any anomaly. You send these guys out when you think your colony manager is stealing funds, when you suspect the colony has been infiltrated by a rival, when it goes cold and dark, or when its miners dig up something 'unusual'...

COLONIAL MISSION

D66 Mission

11	Terrorist, who you must ...		
12	Hijackers, who you must ...		
13	Rebellious colony manager, who you must ...	Roll 1D6:	
14	Rebel leader, who you must ...		
15	Rival corporate secret agent, who you must ...	1	Blackmail
16	Suspicious Federal Marshal, who you must ...	2	Bribe
21	Suspicious colony doctor, who you must ...	3	Steal From
22	Local drug dealer, who you must ...	4	Kidnap
23	Cartel gang boss, who you must ...	5	Locate
24	Technician sabotaging colony, who you must ...	6	Eliminate
25	Scientist with uncomfortable data, who you must ...		
26	Rogue android, who you must ...		
31	Infiltrate rebels at colony and gain intel on them.		
32	Kidnap scientist from rival corporate research outpost.		
33	Steal materials from rival corporate research outpost.		
34	Sabotage asteroid mining expedition.		
35	Sabotage a science survey by a rival corporation on a world within the colony star system.		
36	Find a port official at Liberty Station above Earth who can be manipulated into allowing smuggled goods through quarantine and security.		
41	Protect executive sent to colony to perform life or death audit.		
42	Protect executive negotiating with violent striking workers.		
43	Protect inspector checking the colony's safety.		
44	Protect a new manager who has had death threats.		
45	Protect daughter of corporate president, on planet to investigate colonists' grievances.		
46	Protect scientists from rival corporate attack, and safeguard their research specimens.		
51	Corporate space platform issues a Mayday, then goes silent. Investigate.		
52	Cartel drugs ring on the colony must be infiltrated and broken up.		
53	Production at the colony is being disrupted. Find out why.		
54	Corporate scientist just made an 'amazing' discovery at a colony. Go and investigate.		
55	Colony operations manager has gone missing. Find them.		

- | | |
|----|--|
| 56 | Infiltrate a rival corporate colony in disguise, sabotage it so it is crippled. |
| 61 | A test subject from a corporate research facility on a colony world has escaped and is running amok. Help the local militia (the Colonial Defence Force) track the subject down. |
| 62 | A colony sent a research team up to one of its moons. Recently a shuttle from the expedition returned, crash-landing in the wilderness. The team on the moon is not responding and now a colony settlement close to the crash site has reported mysterious disappearances. |
| 63 | Lost contact with a small colony. Investigate. |
| 64 | Follow up report of a bizarre alien fossil found on a colony world. |
| 65 | Investigate strange signal coming from an asteroid in the colony star system. |
| 66 | Ruin the reputation of a popular colony operations manager who keeps defying the corporation. |

MISSION COMPLICATIONS

1D6 Complication

- | | |
|---|---|
| 1 | There is a deadline of 1-3 + 1 days once you arrive at the colony. |
| 2 | Roll 1D6 every 6 hours. On an 8+ your mission is exposed and there may be dire consequences. |
| 3 | A rival corporate agent has some useful information and offers to help. |
| 4 | A colonist knows who you are and threatens to expose you unless you do something for them/pay them off. |
| 5 | A corporate exec, unused to spaceflight and colony life, accompanies your team on this mission. |
| 6 | Test out new 'retrogenic' body enhancements on your mission. See the Zozer game <i>Zaibatsu</i> for more details. |

BACK ON EARTH ...

The Earth of 2225 is a corporate dystopia, a cyberpunk-style setting where nations are dominated by the power and interests of seven huge conglomerates. Much of their power comes from the control of banking, communications infrastructure, and as suppliers of minerals, energy and food from their Off-World colonies. Nation states serve as 'provinces', as collections of consumers and tax-payers. Citizens still vote in elections, but the politicians they elect serve as conduits for corporate power.

Earth is an ecological mess, exacerbated by overpopulation, food and energy shortages. Those who can get off-world



find employment with the big corporations, or relocate to a colony. Most people understand that corporate power is absolute, but it has been that way for several generations; there is some anti-corporate resistance, but it is typically low-key. Being cut-out of the corporate eco-sphere is enough to prevent anyone from rocking the boat too much. And anyway ... what's the alternative? The United Corporate Combine is an inter-corporate council at which representatives of the big conglomerates decide policy, international law and standards. It has been described as a 'United Nations' for the modern corporate age. The following themes can be used by the player to create scenes, character motivations or Storylines.

MORE THAN HUMAN

Both expensive mechanical androids, as well as much cheaper, vat-grown clones called 'proles' are in use. Androids are high end, intelligent and skilled technicians and assistants. Although still considered property, their standing is higher than the proles. Proles are created for work on Off-World colonies and are given 'retrogenic' adaptations to allow them to work 'effortlessly' in high radiation, high or low temperatures or pressures. All proles have four-year lifespans, and none of their own memories. They are like children. This is the world of *Bladerunner* (1981), *Prometheus* (2012), *Zygote* (2017) and *The Island* (2005).

LAW & ORDER

Courts operate as normal in most nations, although the corporations can always bring massive legal firepower to bear, and even sway judges through 'oh-so' subtle bribery or threats, should the case appear on their radar. Since each conglomerate owns its own media company, the news-feed is always pro-business, pro-expansion, pro-colonial development. News events that upset the corporate bottom line, or that contradict the statements of chairmen, are not reported. Police forces on Earth operate as normal, although with overcrowding and the existence of food riots, they are routinely equipped for street battles. Large colonies operate colonial police forces, with PASS (protection and security) officers. On small outposts, where there are not enough citizens to form a police force, the Federal Colonial Marshal Service sends out a Marshal as a law enforcement agent. He or she may be given a couple of deputies if the installation is a large one. Most large colonies in the American Sector create a Colonial Defence Force (CDF) which is a part-time militia force, made up of local volunteers who train regularly and perform search and rescue, firefighting and other emergency tasks, as well as defending the colony from terrorists or external threats.

CRIME

Like the corporations, the organised crime gangs have gotten bigger and more powerful with tentacles around the globe and out to the Off-World colonies. Two dominate: the Cartel, which has its origins in Texas and the south-west USA, and the Snakeheads, which dominated the crime worlds of south-east Asia. Today, their gangs are of all ethnicities, and involved in all sectors of space. Criminals, lieutenants and bosses take up cover jobs, even those gang-members out on the frontier. This is the world of *Outland* (1981), *Robocop* (1987), *Babylon AD* (2008), *Android* (1982) and *Moon 44* (1990).

THE COLLAPSE OF THE CITY

The cities are over-crowded and dirty, with gleaming city centres that are now decaying and neglected. Some coastal cities are partially flooded, but limping on anyway. Many in the US are shrouded in a bourbon-coloured smog, and suffer frequent dust storms. The worst areas are abandoned by all except the criminals, and many workers live in high-rise buildings with few amenities. Anyone with money lives in more luxurious apartment blocks, with roof-top hovercar pads and glass elevators, or in exclusive gated communities. Private security is hired by the wealthy (the corporate executives) since the local police forces are overwhelmed by crime. This is the world of *Soylent Green* (1973), *Elysium* (2013), *Split Second* (1992) and *Bladerunner 2049* (2017).

EARTH-BASED MISSIONS

You attempt to resolve a mission set on Earth by making a series of random dice rolls, meeting Non-Player Characters and experiencing random events, and putting them into context, connecting the dots and creating a larger meaning behind the scenario based on them. This scenario will be created by you during play and it will slowly build to reveal additional layers and scenes (hopefully!). The first mission might take place anywhere in the world, take your pick of exotic locations, or roll 2D6 to make this random. Nexus City, a crucial urban sprawl on the equator, vital to the off-world colonisation effort, is detailed later. Next roll 2D6 to determine the mission goal, again for the mission target and finally for the target's 'style'. If there is a 'mission item' mentioned, then create one, or roll 2D6 for this too. There is usually ambiguity in the mission, but putting all of these components together, come up with a basic mission premise for your PCs to complete. During the mission, break down time into 6-hour units, with player characters deciding to rest, investigate or take action. What does this mean?

Investigate - The agent moves around the city, looking for clues talking to people and negotiating encounters and random events. Roll once or twice on the Investigation table (pg 204) to determine what the corporate agents may encounter in this six-hour period. It is your job to fit these encounters into a movie-like narrative. How does this guy fit into the plot? What role does this suspicious site have? That event might be random and unconnected, but you might be able to tie it into the plot. Build the plot, weave it from these encounters, link events, characters and clues to a Storyline.

Take Action - You might have doubts or concerns about a particular suspicious site or a particular NPC that might lead you further into the plot. Take Action is an opportunity to get up close and personal and to find out just what is going on, or who that person really is. The site or NPC is the target. You may want to follow an individual, confront them after tricking them into spending some time with you, or even steal something from them. If it is a site that needs investigation, you might want to infiltrate the workforce and observe what is going on inside, perhaps carry out a stealthy burglary, or just keep the site under surveillance. It is up to you. Note that your covert action might lead to new clues that expand the plot or it might go nowhere – perhaps the NPC or site is innocent after all.

MISSION LOCATION

2D6	Location
2	Konkan Megacity (Greater Mumbai)
3	Houston
4	New York
5	Singapore
6	Pearl River Megacity (Guangzhou)
7	Nexus City *
8	SoCal Metroplex
9	Tokyo
10	Liberty Station *
11	Berlin
12	Johannesburg

MISSION GOAL

2D6	Goal
2	Meet contact
3	Gain information
4	Kidnap
5	Investigate murder
6	Sabotage
7	Eliminate target
8	Steal an Item
9	Extract target
10	Investigate theft of an Item
11	Blackmail
12	Assist another team

MISSION TARGET

2D6	Target
2	Terrorist
3	Government agent
4	Gang leader
5	Politician
6	Scientist
7	Corporate exec
8	Facility Manager
9	Hacker ('Software Jockey')
10	Military office
11	Fixer (streetwise 'deal-maker')
12	Police detective

TARGET STYLE

2D6	Style
2	Vengeful
3	Idealistic
4	Dying
5	Compromised
6	Treacherous
7	Corrupt
8	Ambitious
9	Retired
10	Genius
11	Young
12	Mad

* Nexus City and Liberty Station are described on pg 206-215.

MISSION ITEMS

2D6	Item
2	Optical disc with memory fragments of VIP
3	Hyper-rare off-world mineral sample
4	ROM Card with ICE (hacking) software
5	Video disc with incriminating footage
6	Deadly toxin/nerve agent
7	Sensitive database on data-card
8	Valuable synthetic industrial substance
9	Valuable alien lifeform in stasis tube
10	Deadly alien micro-organism
11	Crucial antidote or medical drug treatment
12	Valuable asteroid survey data on data-card

EXAMPLE: Let's create a mission for a small crew of corporate investigators. Firstly, it is set in New York. Let's say that is the location of our corporate base: Leyland-Okuda. The Mission Target is a young fixer, or street-dealer. We need to extract him. We roll on the Scenario Location table for inspiration, as well as both the Action and Theme Inspiration tables (they seem like useful tables to roll on, the results are quite 'dynamic'). We roll 'Bank', 'Persecution' and 'Change'. What is the mission?

Fixers are mainly neutral criminal go-betweens who trade between syndicates or gangs, and set up deals, hire personnel for jobs, and so forth, but it looks like this fixer has upset someone. A high-tech bank heist would be a great idea! Maybe he has a safe-deposit box inside Manhattan's Bank of Clavius for top secret agreements, documents, accounts, etc. One of those agreements was a 'hit' that the Bank placed on a number of corporate agitators, and the fixer set them up with a crime gang willing to do the job. Now the NYPD is investigating the bank and its shady dealings, someone connected to the illegal hit has frozen the fixer's access to his deposit box. The fixer needs the contents of the box before either the bank or the cops can get to it and expose him. Once he has it, he can use it to blackmail Clavius, or at least keep them at bay. Why is Leyland-Okuda interested? The fixer has to get out of the 'neutral fixer' game now that he has been compromised, your corporation is recruiting him to work exclusively for them. The scenario is complete: a meeting with a fraught and paranoid fixer, then a high-tech heist that will require multiple scene resolution rolls. Don't trigger any alarms! The fixer, if he survives, could become a member of the crew, or at least a recurring friendly figure able to give them underworld guidance and advice.



URBAN ENCOUNTERS

Imagine pools of neon fire, canyons of glass and moving video imagery. Imagine brightly-lit adverts, flashing neon signs, strobe lights, hovercars, sirens, and people. Lots of people. The **Hostile** cityscape should be a warren of streets, arcades, connecting passages, glass lifts, plazas, balconies, walkways and tunnels; every type of architecture is around. You should imagine all of the sounds, places and people swirling around your player characters. The heroes aren't the only ones in the city. It wouldn't be a city otherwise. People are everywhere. Out in public, they should almost never be alone - almost. There are times when the city subsides - but rarely; things are always happening, whether the player characters do something or not.

INVESTIGATION TABLE

2D6	Encounter Type
2	Event
3	Event
4	Event
5	Event
6	Event
7	NPC
8	NPC
9	NPC
10	NPC
11	Suspicious Scenario Location
12	Suspicious Scenario Location

NPC

2D6	NPC
2	Starship crewman
3	Corporate security
4	Starport worker
5	Local guide/taxi driver/barman etc.
6	Corporate manager/worker
7	Fixer
8	Gangster
9	Cop or Detective
10	Scientist or doctor
11	Hacker ('Software Jockey')
12	Street scum or 'dreamer'

SCENARIO SITES

D66	Site	D66	Site	D66	Site
11	Luxury hotel	31	Crisis food aid centre	51	Tenement block
12	Huge video board*	32	Museum or Art gallery	52	Laboratory
13	Store	33	Auto breaker's yard	53	Shopping mall
14	Bar	34	Church or temple	54	Factory
15	Workshop or auto shop	35	Derelict (roll again)	55	Docks or airport
16	Multi-storey car park	36	Hi-rise with ad screen*	56	Building site
21	Restaurant	41	Line of vid-phones	61	Expensive town house
22	Street café	42	Office block	62	Nightclub
23	Historical landmark	43	Cheap hotel	63	Luxury town house
24	Medical centre	44	Street market	64	Capsule hotel
25	Colony recruit centre	45	Bank	65	Corporate apartments
26	Police HQ citadel	46	Luxury apartments	66	Government building

* Which full-colour in-your-face ad is playing at that moment? See the Corporate Advertising table.

URBAN EVENTS

D66	Event	D66	Event
11	Watched by someone nearby	41	You are being followed
12	Jump-jet circling overhead	42	Harassed by local street gang
13	Emergency incident overhead	43	Limo with security guards
14	Argument occurring	44	Overhear corporate scandal
15	Dust storm	45	Arrested (rightly or wrongly?)
16	Agents looking for someone	46	Dopeheads causing trouble nearby
21	Street robot active nearby	51	Large traffic jam
22	You are mistaken for someone else	52	Street toughs pushing people around
23	Police hovercar screams overhead	53	Surveillance drones active
24	Queues at local food aid centre	54	Familiar name occurs in conversation
25	High security on innocuous building	55	Riot police form a cordon
26	Observed by someone	56	Chase occurring
31	Choking yellow smog	61	Anti-corporate protests
32	Someone is being robbed or shot	62	Food riots breaking out
33	Warm rainstorm	63	ID checks at roadblock
34	Recurring vehicle spotted	64	Recognise name on video-board
35	Street trader harasses you	65	Corp security set up a cordon
36	Sudden restriction on travel	66	Homeless camp

URBAN DESCRIPTION

D66	Description	D66	Description
11	Smoke-stacks, smoke & mist	41	Policeman in armoured street shelter
12	Orange or red sky	42	Fans, light shining thru them
13	Cranes, ships, scaffolding	43	Window blinds, light shining thru
14	Running "casino" lights	44	Gantries & dry ice
15	Bonsai in entranceway	45	Escalators, with video ad* above
16	Blue neon and glass	46	Puddles of oil & water shimmer with colour
21	Clothes lines/flags	51	Revolving lit up advert* on pillars
22	Panelled mirror walls	52	Towers of sacked TVs showing ads*
23	Pulldown security shutter	53	Rain-washed floor tiles
24	Sewage overflow, frothy	54	Wall totally covered in graffiti
25	Street cleaner robot	55	Steam, flashing warning lights
26	Overhead railway	56	Constant sheets of rain
31	Arc welding spray	61	Steam vents from beneath the sidewalk
32	Strobing hovercar takes off in a cloud of exhaust fumes	62	Police drone, blue light flashing, scanning crowds with visible light beam
33	Building of solid light ad*	63	Piped music in halls/malls
34	Pipes across street	64	Graffiti obscures store windows
35	Flags on motorbikes	65	Angry caller in a videophone booth
36	Trucks with banks of lights	66	Searchlights play across the cloud cover

* Which full-colour in-your-face ad is playing at that moment? See the Corporate Advertising table.

CORPORATE ADVERTISING

D66	Description	D66	Description
11	Centennial Hotels – Everywhere	41	Taste O' Texas
12	Hiroshi Banking and Trusts	42	Ares Real Estate Holdings
13	'Upstream' mining magazine	43	Parkfield Medical Alliance
14	Robot Café	44	Matsuyama Corporation
15	Comlink America – No Lie	45	L5 Lager – The Classic Drink
16	Transtar off-world travel	46	Transdyne Cybersystems – Go Robot!
21	Bank of Clavius	51	Bauspace – Future Furnishing
22	Advanced Motors: Fuel Cell Driven	52	Yoshiko - All Brands All Continents
23	Bintang for Tools You Use	53	"Have You Seen This Escaped Clone?"
24	Red Giant 'Interstellar Movers'	54	Red Dragon Beer – A taste of home
25	Pacific Metals	55	IBN Netspace 3 portable terminal
26	Luna Corporation	56	Telstar – Device Supermarket
31	Kinako Green – Feeding the Planet	61	Tharsis Corporation
32	Leyland-Okuda	62	Kinako Yellow – New tastes for you!
33	Aspen Sedan 14LS	63	Zenith – Precision Optics
34	Union City - fashion & clothing	64	Novomo Retail
35	Haruna – Live Forever Cloning	65	Aztec Café
36	Titan Petrochem: Powering the Future	66	Hermes 206 Hovercar – Swift & Elegant

NEXUS CITY

The Oil Crisis of 2200 initiated a Second Recession lasting for 15 years. Some colonies and outposts were temporarily abandoned due to cost-saving exercises. In Brazil, an extraordinary construction was begun: a vast oil pipeline stretching from the surface all the way to the edge of the atmosphere and beyond out to a distant orbit – the Trans Atmospheric Petroleum Pipeline.

THE PIPELINE

The Trans Atmospheric Petroleum Pipeline (TAPP) was funded by a unique corporate consortium for the Community of American States. It was a statement: 'once this pipeline is completed – the recession will end'. And end it did. Oil flowed, prices dropped, economies began to flourish and a new era began in human history. The stunning Trans-Atmospheric Petroleum Pipeline was built on the equator at Macapa in Brazil, and is used to pipe oil from orbit down to a surface pumping station for minimal cost. A central docking station (Liberty) sits in geostationary orbit 30,000 km over Earth's equator and a fullerene cable extends down through the atmosphere to touch down at a well-anchored base station (the Oil Pumping Nexus or 'Terminal'). Beyond the space facility the cable runs on another 6,000 km into space and terminates at a tethered asteroid called 1036 Ganymed.

Huge hyperdrive freighters arrive at Liberty Transfer Station filled with petroleum, liquid gas and minerals. The TAPP is designed to make getting those precious cargos to the surface easy by using a combination of pipelines and cargo hopper cars. The oil and gas is distributed between twelve vast Pressurized Petroleum Tanks (PPTs).

Liberty contains enormous pumping stations that force petroleum and gas under high pressure down the four pipelines that run down the sides of the cable. Ores and grains are fed directly into automated hopper cars that descend down the orbital tower on a magnetic rail. At Nexus, the city at the base of the pipeline, they dump their contents into waiting railroad freight wagons and then make the return journey. The railway feeds the bulk cargoes to the busy shipping ports at the mouth of the Amazon River for global distribution.

Starships are not allowed to land on Earth without special permission, although shuttles and spaceplanes are. Colonists usually travel up to Liberty Station on shuttles or spaceplanes. The station is one huge off-Earth terminal, emptying the tankers, managing the oil, grain, gasses and other bulk materials; shifting cargo and passengers from shuttles and spaceplanes into departure lounges; marshalling space traffic; providing temporary accommodation and warehousing – and screening everything that comes and goes. Gravity is kept at a constant 1G on Liberty; there are three major sections to the huge station: outbound, inbound and operations. The operations complex includes control stations, technical workshops, offices, and of course housing and entertainment for workers.

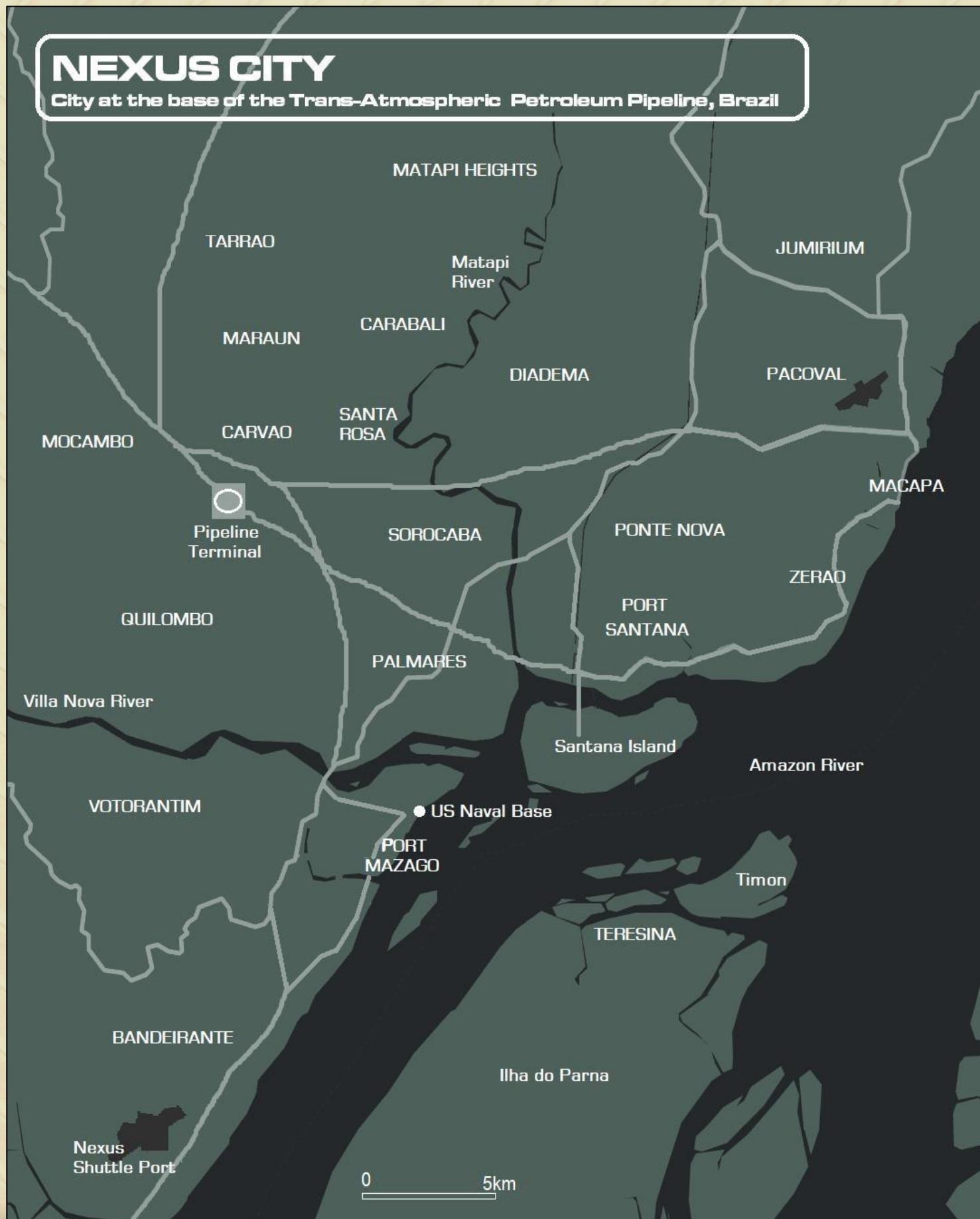


INSIDE NEXUS

Nexus is the name of the vast, 30 km-diameter city that has grown up at the mouth of the Amazon, at the base of the tower. It began life as the small city of Macapa, but now that old Brazilian town is just one more district within the vast city of Nexus that has grown exponentially in the quarter of a century. It is an overcrowded mass of workers, desperate criminals, and 'dreamers' wanting a life off-world. All the corporations maintain impressive offices here. As the last stop for expeditions or missions off-Earth, Nexus is seething with political and corporate intrigue. Although Portuguese is the national language of Brazil, Nexus is an international city and both English and Spanish are widely spoken by most. Nexus is humid and tropical, with regular rainstorms alternating between humid smog. It always seems to rain at night.

The city's centre is undoubtedly the Terminal, the base of the pipeline where oil is distributed through pipelines that head off to the nearby oil shipping terminals, and where bulk goods like grain, Kinako™ soya and processed ores are loaded via automatic systems onto rail wagons that ship the goods to waiting ships at the ports. The Terminal is the never-sleeping heart of Planet Earth, keeping civilisation alive (just); it has operations centres, warehouses, training facilities, maintenance and construction facilities, oil tanks and communications arrays. The three seaports used to distribute the off-world goods are Mazago (mainly an oil terminal), Port Santana and Macapa. Large industrial and residential areas have grown up behind and between these ports. Carvao is the city's Financial District, home to all of the corporations of note and the nerve centre for off-world colonization. Agencies of the United Corporate Combine are also headquartered here, such as the Interstellar Commerce Organisation (ICO), the Mining Regulatory Agency (MRA) and the Extra-Solar Colonisation Administration (ESCA). Macapa's regional airport is now international, and a large spaceport has been constructed south of Mazago that shuttles passengers to and from Liberty Station. Other spaceports exist at many places around the world, and these also carry passengers and cargos up to Liberty Station for travel off-world.





DISTRICTS OF THE CITY

Bandeirante – This district is a newer sprawl of low-rent, high-rise accommodation for the workers of Nexus. It is interspersed with light industrial parks and a number of office blocks. The Bandeirante Complex is a sprawling concrete plaza, shopping mall and area of restaurants and entertainment facilities that steps ‘over the line’. Pornography, strip clubs, massage parlours and ‘love hotels’ are rife at the heart of the district. Many of the Bandeirante inhabitants work in the industrial complexes of Mazago as well as at the Terminal. The entrance to the Bandeirante Complex is a brutalist concrete archway.

Carvao ('the Financial District')
Home to the Nexus City Hall, from where the Chief of Government and her deputy run the city. The headquarters of all of the city government's departments are also based here, along with many corporate offices, law firms and police headquarters. There are plenty of up-market restaurants in Carvao, as well as robot-maintained parks, and good access to the Metro underground system. Security is tight in Carvao, and many buildings have their own no-nonsense security forces. Close to city hall is the Redding Hall, a cultural venue, as well as Goldman Science Centre, a museum and technology education centre.

Diadema – An affluent area of high and medium rise luxury apartments and condominiums, as well as smaller gated communities of villas and mansions. Many of these buildings are owned or rented by wealthy corporate workers, managers, executives and senior bureaucrats. Doctors, lawyers and government officials also live in Diadema. Nexus City police patrols are frequent, as are security drones. Most buildings have roof-top parking for hovercars and Vector

utility jump-jets. Many road junctions feature impressive statues of figures from classical mythology.



Jumirim – A fairly affluent corporate district, with good bars and restaurants and nice apartment blocks and condominiums. The corporates live here and some have offices here too. This district is an out-of-the-way place, and in Nexus, that's a good thing. Central to Jimirim is the Dyson, a huge domed structure, with connected smaller domes, all housing an indoor leisure centre, entertainment complex and mall.

Macapa ('the Old Town') – Macapa was once a thriving Brazilian city that happened to sit directly on the equator. In 2200 an equatorial location was needed for the orbital tower that would hold up the TAPP, and Macapa was chosen as the site. Much of the old city survives, now surrounded by vast futuristic skyscrapers and high-rise tower blocks, that have proliferated off to the west for thirty kilometres or so, in the two decades that have followed. Macapa is a major shipping port, receiving freight by rail from the Terminal, but is also served by the international airport to the north. It is home to the University of

Amapa, the 18th century fortress of St. Joseph, the Big Zero sports stadium, St.Joseph's Cathedral and the Marco Zero monument, a tall rectangular structure built to mark the equator, with the Avenue Equatoria running for a mile to the east of it. Everything north or west of Macapa and Santana is less than twenty years-old. Macapa is old Brazil, trapped and surrounded and occupied by the concrete and glass behemoths of the 23rd century. Cartel bosses have made Macapa their headquarters.

Maruaun ('the Boneyard') – An impoverished neighbourhood ('favela') of low-rise tenement blocks, many interconnected with tunnels, walkways and elevated tubes. Maruaun is known as the Boneyard, after the fact that cemeteries from the 17th and 18th century were exposed during the district's construction. Some say the area is now cursed, and it is plagued with street violence and petty gang squabbles, block wars and Cartel interference.

Matapi Heights ('the Dead Zone') – A region of mixed housing, once a place of high-end corporate housing. Four years ago, a suspected off-world plague ripped through the local population which saw Matapi Heights abandoned and sealed off. Gangs soon moved in as did poorer people needing accommodation. This favela is now a Dead Zone, rarely visited by law enforcement or emergency crews. Any official expeditions to the Dead Zone have their personnel wear sealed vacc suits for personal safety.

Mocambo – This district is a mix of light industry, entertainment and housing, it has a reputation for high-tech research and retail, a place where small companies push the envelope of engineering and try to catch the eye of the conglomerates. Most of the streets in the centre of Mocambo are roofed over with plexiglass, giving it a strange, space colony feel. Technology is reused,

repurposed and customised here. There are not just cutting edge labs, clinics and workshops operating on a shoe-string, there are salvage yards, second-hand stores, junk shops, warehouses full of stolen equipment once destined for the colonies, and street dealers, bargaining with well-connected fixers. These fixers are always trying to find the 'next big thing' that might interest one of their corporate clients...

Nexus Spaceport – An extremely busy and over-worked spaceport with landing pads and two runways, that operates shuttles and spaceplanes night and day to ferry goods and people up to, and down from, Liberty Station. Many of these are starship crews, about to join their ship and head off toward the frontier. Others are corporate agents, inspectors or administrators, outbound to some new colony job. There are miners, loggers, colonists, oil drillers and engineers shipping out for a contract to work on an alien planet. And of course, the same types of people are flying back down. Flights to Liberty take around 30 minutes, contrast that with the two-day transit time for oil or bulk cargoes coming down the TAPP. Many other spaceports exist around the world, these also fly to and from Liberty Station.

Pacoval – An industrial centre, with large auto-factories, specialist workshops, light industry parks, laboratories and corporate offices. There are some high-rise apartment blocks, cultural areas and retail sections too, but these serve the industrial workers of the district. Pacoval General Infirmary is one of the largest and well-equipped hospitals in Nexus, with full ICO off-world quarantine protocols and facilities. Pacoval includes the international airport, with its infrastructure of warehouses and logistics operations. Parkfield Biolabs has a huge corporate research centre and HQ here.

Palmares – High-rise apartment blocks cluster together so closely in this favela that the street gangs carry out 'block wars', in which the Nexus Police Department are unwilling to intercede. This is a dense migrant community, not just of Spanish workers who have come from the rest of the Community of American States (CAS), but from African nations. Restaurants, bars, churches, fashion stores and community centres reflect this immigrant flavour. The Cartel has a large pool of manpower here, and its most loyal recruits will quickly find themselves 'leap-frogged' onto technical or colonial training programmes and headed out to the Off-World Colonies to do the Cartel's bidding.



Ponte Nova – An industrial region with steel mills, foundries, two fusion power stations and a host of other industrial facilities. The site played a crucial part in the construction of the TAPP, 25 years ago, and in the centre of Ponte Nova, at a large square, sits a 20m boulder, balancing on its tip – part of the asteroid which currently keeps the TAPP taut and in place above the equator. There are numerous office blocks and corporate R&D centres scattered across Ponte Nova.

Port Mazago – Mazago has been a flourishing port for two centuries, today it is one of the busiest in the world. It's giant oil terminal feeds oil from the Trans-Atmospheric Pipeline via terrestrial pipelines to waiting oil tankers. With recent developments, this port is new and high-tech, with purpose-built workers' apartment blocks and entertainment centre not too far from the port gates. It is a clean and efficiently run part of the city. The US Navy has a base at Mazago, its ships patrol the Amazon mouth and Brazilian coast in conjunction with the Brazilian Navy. The huge investment in Nexus and the TAPP must be protected. Behind the port is a thriving industrial and light engineering centre.

Port Santana ('the Combat Zone')

– Once the biggest port on the Amazon, Santana is now one of three huge seaports that ships cargoes out globally, 24 hours a day. Containers, bulk cargoes, grain, ore, oil, it all moves through Santana, and the huge terminal complex, with its container port, oil storage and vast bulk cargo handling machinery areas. There is a large amount of crime in Santana-town; Snakehead gangs control the area and have infiltrated the port labour market. Drugs and other illegal goods are smuggled through the port. Santana is known in Nexus as 'the Combat Zone' for its gang violence and street violence.

Quilombo ('the Sprawl') – Quilombo is a large district of high-rise housing, most of it low-rent. This favela is an urban sprawl of high crime, low wage and high unemployment. People arriving in Nexus often end up in Quilombo, particularly if they are here to get to the Off-World Colonies, but have no training, no skills or no physical aptitude. These are the 'dreamers', who either take up low paid jobs or work with the syndicates, or sell their soul to the Snakeheads and risk being smuggled off-

world. There are too many stories of cargo modules found drifting in low Earth-orbit filled with dreamers frozen and asphyxiated – who dares trust the Snakeheads with their lives? Quilombo is rife with street crime, but it is also a kick-ass entertainment location, with the city's best night-clubs, bars, strip-clubs and live entertainment venues all concentrated along Broadway, a wide central street with cafes, seating, parks, and parking down its central reservation. Quilombo is known as the Sprawl.

Santa Rosa – Between the Financial District and the up-market Diadema district, sits Santa Rosa, home to international embassies, nice restaurants, a large civic cemetery and a growing number of tech companies wanting to get out of overcrowded Carvao. The architecture is imposing and security conscious in Santa Rosa, there are many walkways, pedestrian plazas and brutalist office blocks.

Sorocaba – This district is home to middle-class high-rises blocks, as well as some low-rise accommodation, mainly for college administrators. There is a flourishing cultural centre based around the Sorocaba Technical University and its various buildings and campuses, with parks, shopping complexes, video game parlours, and fast-food outlets. The university focuses on high-tech industries, and has a campus at Liberty Station, which is mainly used by students who are studying zero-G construction. Some high-tech businesses have their offices in Sorocaba and there are several top secret scientific research facilities in the area, too. Sorocaba Park is now a rain-washed wasteland, inhabited by

homeless 'dreamers' who occupy the ruins of a corporate office building that began construction but was then abandoned.

Teresina – Teresina is a corporate parkland, home to sprawling villa complexes, luxury hotels, golf courses, private airstrips, exclusive casinos and country clubs, and even a prestigious horse track: the Grande Prêmio Teresina. Catering to the needs of the wealthy, for organ replacement and even expensive patient cloning therapy, is the exclusive Haruna-run, Benelli Memorial Medical Centre. Security is very high both in the air and on the ground. A large marina on the north shore accommodates the pleasure yachts of the corporate VIPs.

Torrao – A district of high-rise apartment blocks, mixed with entertainment complexes. Workers from Terminal and the industrial areas of the city, live here. The area is famous for its underground shopping and entertainment complex, the Hive, punctuated by elevators, light-wells, atriums, ramps, stairwells and escalators. The Hive is rumoured to have dozens of secret passageways and sub levels, and many people go missing in the Hive every year, which seems to add mystery to the complex.

Votorantim – This is a middle-class corporate zone of comfortable apartment blocks, many connected by overpasses, bridges and walkways. The centre of Votorantim is a relic of the past, a solar power mirror spire, surrounded by its huge circle of collectors. This dates back to the 2090s, and is kept as a relic of the past, being superseded by the Votorantim fusion power plant in 2200.

FACTIONS WITHIN THE CITY

Cartel – The Texan Cartel is very powerful, and in a place like Nexus, feeds on poverty and desperation, as well as corporate profit and greed. Its gangs are adept at infiltrating businesses and colonial projects, then using threats of violence or bribery to establish illegal revenue streams. It is said that some national presidents as well as managers of Off-World Colonies are in the pay of the Cartel. They co-exist with the corporations, who tolerate their existence because they can exploit the Cartel's power and reach. There are two rival Cartel gangs operating in Nexus: the 501 Battalion and the Blood Angels, each with their own bosses, lieutenants, soldiers and network of contacts.

Snakeheads – This crime syndicate has global reach, and like the Cartel, is made up of competing, often rival gangs. Of Chinese origin, the global syndicate specialises in people smuggling off-world, but also carries out corporate extortion, kidnappings, thefts, protection rackets and embezzlement. The two gangs operating in Nexus are the Black Dragons and the Young Turks.

Governor's Office – Nexus City was established by, and is a territory of, the United States. The US arranged for a 199 year lease on the Brazilian Amapa state, and so, like Guam or the Solomon Islands, it is United States territory. Governor Jeana Sanchez runs the city and surrounding area, with the help of a Lieutenant Governor Roy Vought. The governor is caught between the powerful factions of the White House, the Brazilian president and the TAPP Authority.

Nexus City Police Department – Established as a typical US-style metropolitan police force, such as the Chicago PD, the NCPD is overstretched and underfunded. It is commanded by the chief of police, who is pressured by both

the governor and the chairman of the TAPP Authority to deal with crime according to *their* needs and plans. Patrols use lightly armoured cruiser sedans, as well as police vans and even armoured personnel carriers (fitted with a turret mounted machinegun). Most police wear helmets and rigid armour, and are armed with pistols – with a shotgun and a submachinegun in the cruiser.

Union of American Space Labour

This union is very active in Nexus, it has its headquarters in the Financial District. Union leaders try to get the best deals they can for workers who might be exploited by the Authority, or by the corporations shipping workers out to alien colonies. The Cartel and Snakeheads have infiltrated the union, and use it as a cover to intimidate or extort workers on the frontline. The corporations involved in colonial development despise the UASL.

Comlink America – As the most successful of the media outlets in the Community of American States, Comlink America broadcasts in English, Spanish and Portuguese. It also runs several channels on the global computer Network. Comlink America is a part of the Tharsis conglomerate, based in Houston, Texas, and as such serves as a mouthpiece for Tharsis and its ethos (shared by the other conglomerates) of corporate oligarchy, planetary colonisation and human dependance on off-world raw materials. Stories are skewed to fit the corporate narrative. Humanity will be saved by the ingenuity and fiscal bravery of the corporations. But it will cost you. And there will be inevitable casualties along the way, considered heroic matrys, though, not collateral damage.

Data Subversion Network (DSF)

A loose collection of software jockeys, 23rd century hackers, who jack their portable terminals ('decks') directly into a target

system and use 'ICE' software to hack into that system. Most are freelance, they are free spirits, with a distinctly mercenary attitude. Jockeys in the DSF sometimes work together, and the group serves as a contact point for an employer, perhaps a syndicate or corporate interest. They are based in Nexus, but can obviously operate globally.

TAPP Authority – The TAPP Authority is a corporation created to operate the Trans-Atmospheric Petroleum Pipeline and the vast infrastructure at its base. This means it is the city's biggest employer and has a vast amount of economic, political and social power. The governor of the city must always deal with the chairman of the Authority as an equal. Nothing must stop the running of the TAPP.

ESCA – The Extra-solar Colonisation Authority manages what the corporations can do regarding Off-World Colonies, tries to even out competition and reduce inter-corporate tensions, and assist colonists make a new life off-world. It provides technical college courses in Nexus for colonists as well as training programmes.

It recruits, assesses and trains the colonists that the corporations need for their grand projects.

ICO – The Interstellar Commerce Organisation is responsible for the laws, regulations and protocols of interstellar travel. It is headquartered in Port Mazago and maintains strict quarantine procedures for cargos and people coming in through Nexus Spaceport (as well as other spaceports) and via the TAPP. Customs, security, safety, legality – all of these are the focus of the hated ICO inspectors.

Flying Tigers – A band of anti-corporate activists that are constantly seeking to undermine the overwhelming grip that the conglomerates have on the media, the people and the system. Its members are an eclectic mix of desperate software jockies, socialists, free thinkers, freedom fighters and traditionalists. They have always acted peacefully, but as their numbers are reduced through arrests or 'disappearances', the leadership is contemplating more radical measures, such as turning some of the corporations' own 'black projects' against in on themselves.



PLAY - THROUGH

In this chapter we play through the start of a Colony Survival campaign. This will introduce you to the basic concepts, show how the sequence of the game works and how and when we use the different resolution and plot-building game mechanics.

ESTABLISHING

For this play-through I'm going to use the sample characters created in the earlier chapter entitled *Your Crew*. These six player characters form the basis of a colony work crew, suitable for a Colony Survival campaign. In my premise for the crew I decided the colony would be based on a hostile world with dense vegetation, an unbreathable atmosphere and lots of oil and gas reserves. I could really picture this 'Pandora-like' world.



LOCATION

I scan the starmap for a suitable world. I'm not looking at the core worlds of the Near Earth Zone, I want somewhere more remote. And I need a world with surface water as well as a class D or E starport (which will mean a smaller colony population). I settle on Congress, hex 0402 in the New Concessions zone. I note that it has an E-class starport and that there are one or more gas giants in the same star system, perfect for transport ships that can refuel on their way back to Earth. So, I have already established some facts about the colony, for everything else I will roll randomly using the rules in the section entitled *Detailing the Mainworld* (pg 114). These are the results of those decisions and rolls:

Starport – Class E; this is a landing pad and beacon with no other facilities, that can accommodate any ship up to 10,000 tons. It serves just to ship oil and gas off of Congress. This result came from the starmap.

Size – Large world with 1.4 G surface gravity.

Atmosphere – Toxic elements in the atmosphere, surface masks must be worn.

Surface Water – Moderate coverage, with seas and oceans.

Surface Temperature – Warm, 25-34°C. I selected this result.

Population – I roll a Population figure of 3 (1000-9000). I select 4,410 colonists.

Government – Charismatic oligarchy; a popular group or faction is in charge.

Current Situation – "Broken Truce"

Industries – Oil drilling and logging should be enough for this small world.

Colony Districts

The *Colony Survival* chapter asks me to create some districts for the colony, locations near or far from the colony complex where extraction of raw materials is carried out, and that will feature in the campaign. Armed with my dice I end up with:

- 1 VERNE, an escarpment area with an oil rig, 400km from the colony.
- 2 AJAX, a river delta area with an oil rig, 40km from the colony.
- 3 NIXON, a scrub-jungle location with an oil rig, 500km from the colony.
- 4 MEANDER, a riverside location with a logging operation, 120km from the colony.

All are linked to the colony by a tarmac road. Verne and Nixon are linked together by a road also.

CHARACTERS

When selecting the career types that I wanted, I chose the following six characters: three roughnecks, a scientist, a physician and the operations manager. These will be the most experienced crew of a small but profitable colony and work alongside thousands of other NPC colonists. These six will make all the important decisions and attempt to solve the outpost's problems. Please review the characters on the next two pages. Step 6 on the Colonial Campaign Checklist asks me to select a PC as a primary focus. I choose Rubin Danilov, the operations manager. I decide not to create a Spotlight for him at this stage.

INITIAL MISSION

Step 7 asks me to roll for an Initial Mission, a starting premise that gives my characters something to do immediately. I had thought my crew would be the "popular faction" described in the government type, but it appears we are representatives of a new management! I rolled 'You are part of new management, the colony has been taken over by your employers, a large corporation. The colonists are resentful.' The two Inspiration words rolled were 'Overwhelm' and 'Quiet'. So ... the popular faction has been replaced, perhaps it is a corporate take-over of the colony, and my crew represent the new owners, Leyland-Okuda, now in control of a previously Tharsis-owned oil drilling colony. I think we will be unpopular. Rubin Danilov is the new colony operations manager, beleaguered and bombarded with problems and conflicts. He will rely on his Leyland-Okuda allies (the other player characters) to help out the situation and make the colony work.

Let's deal with this Initial Mission, an event connected with the new management take-over must be dealt with immediately. I roll twice on the Random People & Locations table and get child and computer tech, I decide the computer tech will be the focus of this problem. The Inspiration table gives me two words: 'blackout' and 'scheme'. This is good, the computer tech is locking the PCs out of the mainframe. I call him Alex Petrov.

HOSTILE SOLO

PERSONNEL FORM		Mami Office / 65-D45-25	
 Inventory	Employee Name: JOSIAH REYNOLDS Age: 36 Career: ROUGHNECK Position: CHIEF DRILLER Psych Evaluation: OVERCONFIDENT Origins: BRITISH COLUMBIA, CANADA Appearance: SHAVEN HEADED, NARROW EYES		
	Professional Relationships		
SKILLS			
Vacc Suit-1 Mning-3 Mechanical-1 Brawling-2 Leader-1			
Str	9	Dex	7
End	7	Int	9
Edu	7	Soc	10

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mami Office / 65-D45-25	
 Inventory	Employee Name: ZEB FISHER Age: 29 Career: ROUGHNECK Position: DRILLER Psych Evaluation: OPTIMISTIC Origins: CHICAGO Appearance: DARK HAIR, UNSHAVEN, BROWN EYES		
	Professional Relationships		
SKILLS			
Vacc Suit-2 Mning-1 Mechanical-3 Demolitions-1 Ground Vehicle-1			
Str	8	Dex	8
End	4	Int	4
Edu	10	Soc	3

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mami Office / 65-D45-25	
 Inventory	Employee Name: DAVID NORDSTROM Age: 38 Career: ROUGHNECK Position: FLOORHAND Psych Evaluation: GRIM & QUIET Origins: NORWAY Appearance: LINED FACE, BEARDED, UNSMILING		
	Professional Relationships		
SKILLS			
Vacc Suit-3 Brawling-1 Demolitions-2 Mning-1 Ground Vehicle-2			
Str	6	Dex	9
End	9	Int	6
Edu	5	Soc	7

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mami Office / 65-D45-25	
 Inventory	Employee Name: DR. ELLIE XI Age: 24 Career: DOCTOR Position: - Psych Evaluation: SENSIBLE Origins: PERFECTION, NEVADA Appearance: ASIAN, LONG DARK HAIR		SKILLS Medical-2 Computer-2 Admin-2 Electronics-1 Leader-1
	Professional Relationships		
	Str	3	
	Dex	3	
	End	9	
	Int	8	
	Edu	11	
	Soc	8	

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mami Office / 65-D45-25	
 Inventory	Employee Name: LISA CABALLO Age: 36 Career: SCIENTIST Position: GEOLOGIST Psych Evaluation: JOKER Origins: PHOENIX, ARIZONA Appearance: SHORT DARK HAIR, SMILING, PRETTY		SKILLS Computer-1 Investigate-1 Ground Vehicle-1 Comms-2 Navigation-2 Carousing-1
	Professional Relationships		
	Str	6	
	Dex	9	
	End	5	
	Int	10	
	Edu	10	
	Soc	7	

- OFFICIAL REMARKS ON REVERSE -

PERSONNEL FORM		Mami Office / 65-D45-25	
 Inventory	Employee Name: RUBIN DANILOV Age: 44 Career: COLONIST Position: MANAGER Psych Evaluation: DETERMINED Origins: NEW YORK Appearance: SHORT, FAIR HAIR, GLASSES, NEAT		SKILLS Engineering-2 Comms-1 Agriculture-2 Leader-1 Ground Vehicle-1 Mechanical-1
	Professional Relationships		
	Str	7	
	Dex	11	
	End	5	
	Int	10	
	Edu	8	
	Soc	9	

- OFFICIAL REMARKS ON REVERSE -

I decide to make a crew Reaction roll, to see what our PCs think; it is failed and I randomly roll Josiah Reynolds. He suffers panic and anxiety about the colonist's mistrust, maybe he gets into a fight with a colonist opposing him.

How do I solve the problem Petrov has created? Ellie Xi has good computer skills, but it will be a very, very difficult task. Perhaps scientist Caballo could try to soften him up, find out something about him, get him to relent, or to talk ... I make an 8+ Carousing roll for Caballo but fail (this is Task Resolution). It was a 4, 'No and ...' so I guess he realises she is trying to trick him. Next I try Danilov, the Ops Manger. Can he convince Petrov to give in? I decide this is a difficult (DM -2) Social Standing roll, but he can add +1 for his Soc of 9+. No, he fails too. Damn.

OK. Let's just go and try to defeat Petrov's computer security face-on with Scene Resolution. What's the plan? Caballo can meet with Petrov and keep him busy (perhaps apologising for her earlier conversation) whilst Dr Ellie Xi tries to access the colony mainframe from Petrov's terminal. Danilov will be in charge and co-ordinate the attempt. I rate it as Shaky (10+) and Safe. Caballo makes a Carousing roll and Ellie Xi makes her Computer roll, giving me a +2. I roll 8, add 2 ... the Scene Resolution attempt works! The team are now logged on to the computer system and Petrov is locked out; but, checking for the consequence of the scene, we find there is a sudden twist to the story...

Before we return to the Colony Campaign Checklist and step 8, Q1 (the colony's first quarter), let's look at a few player characters.

Lisa Caballo and Ellie Xi worked together. Let's roll for a Relationship. Good or bad? We find out that they are life-long friends, well that makes some sense, especially with them being the only two women on my crew. I'll give them a +1 to work with each other from now on.

I'll Spotlight a character too, I choose Josiah Reynolds, since he had little part to play in that Initial Mission. I roll the words 'Wary' and 'Enemy' on the Personality and Theme columns of the Inspiration table. Is he wary of the colonists and oil workers on Congress? Has he experienced this before? Perhaps there was a mutiny on a drilling rig he was on – he joined the manager in trying to stop the mutiny, and they were almost killed before colonial security arrested the mutineers. He probably suspects there is a colony mutiny brewing under the surface on Congress – his suspicions would explain why he came to blows with a colonist recently. I add 'Paranoid' to his Psych Evaluation (for now).

Q1 – THE PARASITES

I roll for Stability and fail it, even though I have no Instability Points. The first FY is tough for any colony crew – the Stability roll is 10+ for each of the four quarters instead of the more usual 8+. Since this is a failed roll, there is a problem: ‘Parasite Infestation’. Perhaps this links to Petrov somehow, with that ‘sudden twist in the story’ that was brought up as a consequence of completing the scene resolution. Maybe Petrov denied the PCs computer access because he was up to no good, and had smuggled parasites from Congress’s wilderness to sell off-planet. He didn’t want the PCs getting access to his computer records. One of the parasites has escaped, perhaps from a locker or storage area.

I decide that chasing around won’t be very successful, so I’ll have the PCs do some investigating. I roll for a Colony Encounter (part of step 9) and get ‘Security Cordon’ – perfect! Colony security have isolated the scene of a death. I have Dr Xi carry out an autopsy (successful Medical task roll), I have the scientist Caballo study the creature that’s attached to the victim (failed Investigate and Edu roll) and I have the three roughnecks talk to the miners who knew the victim (each makes a Social Standing roll, two succeed).

I get Rubin to call a meeting on the operations centre’s briefing room, and roll on the Alien Inspirations table (pg 155) for a description. At first I roll ‘winged dog’ which I hate, so I roll ‘dog’ again and get ‘winged worm’, that sounds perfect for a parasite. I decide the doctor states that the worm latched onto the victim’s throat knocked her out and then began draining blood. Caballo can’t offer any ideas. Joshua relays information from the victim’s miner friends, they say it attacked in a changing room, and the victim staggered down the corridor to the mess hall where she collapsed. I send the miners, Nordstrom and Fisher to search the changing room, and one of them succeeds in an Int roll. What do they find? I think of three alternatives for a 1D6 roll: another flying worm (1-2), a nest (3-4) or another victim (5-6). Luckily, they find a locker filled with sleeping worms! Might they wake them up?! I roll 1D6 for a Yes/No answer and get yes. Oh no! The critters start writhing around and waking up – I get both roughnecks to make an easy (+2) Dex roll to slam the door shut and get out of the room, they both succeed.

I like a bit on tension, so decide that the flying worms will escape into the corridors and vents on a 1 on 1D6, this is a Crisis Roll (pg 54) and I’ll roll it every hour. After returning to the briefing room, the crew need a plan. Could they flame the nest? Freeze the nest? Catch the worms? Electrocute the nest? Only freezing the nest sounds do-able and the least dangerous. My plan is for the roughnecks to suit up in anti-flame suits, with two liquid nitrogen tanks. They enter the changing room, Joshua opens the locker door and they blast the nest with liquid nitrogen. In case they escape into the room, I get Fisher to weld a temporary plate over the ventilation duct from inside the shaft (within an hour). He succeeds his Mechanical task roll.

Let's look at the scene resolution; I rate it as Solid (8+) but Dangerous, and award +1 for Fisher's welding, +1 for having the fire suits (good protection against both the liquid nitrogen and an attacking worm). Danilov is an engineer so I get him to source liquid nitrogen canisters from the colony's powerplant. He fails his Engineering roll, so what arrives isn't perfect. I decide that I'll make a '1 in 6' Crisis Roll for each canister when used, to see if it works reliably when needed.

Now, I make the roll and succeed. Both nitrogen tanks worked fine, the nest was sprayed and the worms wiped out. I roll for a scene resolution consequence and get 'Death', I wonder who I am going to lose ... then remember that I forgot to add +2 to the roll because the resolution was successful! Instead of a result of 4, I bump it up to a 6 ('Minor Injury'). Let's say that Nordstrom was bitten by one of the flying worms and it punctured his suit. I subtract 7 points (a 2D6 bite) from his Endurance. He is wounded, but not badly. Will there be only long term consequences? I check the Yes/No dice and get 'yes'! I write the incident onto his character sheet: 'Bitten by flying worm'.

Well, that was exciting. I now roll for a second consequence (which happens whether or not a colony problem was resolved or unresolved) and get the result 'One PC involved in Problem learns something new'. I decide that Caballo learnt about alien biology from her failed autopsy and award her another level of Investigate skill, I alter her Investigate skill to Investigate-2. Now is a good time to check for a Relationship between Nordstrom and Fisher, who worked together to blast the alien worms. I roll 22 'Ignores or ridicules', this fits the two roughnecks nicely ... they constantly ridicule each other, despite working closely together. I add this to both of their character sheets.

We roll for colony profit at the end of Q1 and since we have no Instability points, we stay 'in the black'.

Q2 - SUFFOCATION

I missed step 13, roll for a Colony Encounter, in the last session (Q1), but that shows that these things aren't commands ... they are suggestions. I had enough going on to think about, maybe if the problem was a little less stressful, I would have been eager for some more interaction. Be flexible in your approach. I should also address Storylines. Rolled colony problems are not Storylines, for that they must have a longer-lasting effect. I think we have the following Storylines:

- 1) Alex Petrov, the chief computer tech, is conspiring against the PCs
- 2) Roughneck Dave Nordstrom has been bitten by a flying worm, with some lasting consequences.

Q2: We fail our Stability roll again, but this isn't surprising in FY1. The problem is that the supply ship will not arrive this quarter. Food may need to be rationed. Petrov, currently in a cell – may have to be punished here on Congress, and oil production may be affected if spare parts are in short supply and oil storage reaches full capacity. We make a PC Reaction roll, but everyone is OK. Let's make a plan to address these problems. I send Josiah and the roughnecks out to the districts by ATV to talk to rig managers about their situation this quarter. Will production be affected by the lack of a supply run? I make a Yes/No roll ... no. oil production will be fine for 3 months.

I make a Colony Encounter roll and get 'Senior engineers struggling with a problem', maybe this is Petrov's revenge ... a computer glitch is shutting down the air filtration plant which screens toxins from the planet's atmosphere. Maybe there is a back-up air supply that will last (2D6 hours). I roll 7 hours. That's a very close deadline! I roll two Inspiration words (Theme and Action) giving 'Secret' and 'Decoy'. Perhaps Rubin Danilov goes to confront Petrov in his security cell, but he is missing, somehow he (or an accomplice) used a decoy video loop to make it appear that Petrov was in his cell all along ... He must be guilty!

OK. Let's switch to the food situation. I get Dr Xi, with her accounting skills (Admin-2!) to come up with a rationing plan for the colony. This task is 8+, with +2 for Admin skill. I have a think and suggest (as Rubin Danilov) that we use all the colony's emergency ration packs from suits, ATVs and lockers to help with the food crisis, netting her another +1. The roll succeeds. The colonists won't be happy, but no-one will starve.

It looks like Petrov's sabotage of the air filtration is the real problem this quarter, and it didn't even feature on the Colony Problem tables! I am going with the flow. Lots of things are happening, so I am going to Spotlight Josiah and the roughnecks, who are still away at the oil sites, they won't be involved in this 7-hour deadline, so we'll just check in on them. I select the Installation and Personnel tables, and come up with 'Family' and 'Corruption', which sounds heavy. What could that mean? Well, if Petrov was smuggling alien creatures and altering records, might one of the rig managers be doing the same, with the rig crew being his 'family'? He either knows (or suspects) that Josiah and the roughnecks have found about his corrupt practices on their visit. Will he do something about it? Yes/No Question: No. Did the PCs spot the corruption? No. There is no impact on play, but this situation just emphasises the fact that the colonists have lots of reasons not to want the new management to poke into their affairs. I add this thread to the list of Storylines and identify the manager as Frank Halberstadt, running the oil rig at Verne. Note that if Halberstadt had sent a team of miners out to intercept and kill Josiah and his team, I might have drawn out a sketch map and used the Combat rules on pg 57.

Back to the 7-hour deadline and the prospect of suffocation at the main colony complex. With Rubin Danilov being a skilled engineer and Caballo being a computer technician, I attempt an 8+ Engineering task roll. Caballo fails her Computer 8+ roll so does not contribute a DM +1. Danilov fails, and that costs him ... what ... 1D3 hours? I roll a 2, they only have 5 hours left. I roll again. Again Danilov cannot bypass the filtration operating systems. I subtract another 3 hours, so that the colony only has 2

more hours of air left. I might try one more time... but I'll have Dr Xi assist this time, she has Computer-2 skill.

Before I do, I want to roll a Reaction for the colonists. Things look dire and I think a revolution is just what Alex Petrov had in mind. I check 8+ to see if they avoid rioting, and roll a 9. They are scared and angry; I will roll again maybe with a DM -4 once the air runs out. This situation could end the game...

Danilov makes a final roll, with Dr Xi helping. She makes her roll and lends +1 to Danilov's roll. I make that 2D6 roll and succeed! The air filtration unit comes back on line. The result was 13, 'Yes and ...', so I decide that the additional outcome is that Petrov is found or offered up by an angry colonist. I also roll for a bad consequence, as if it were a scene resolution roll, with the result: 'Sudden Twist'. Maybe this isn't Petrov at all, but some kind of imposter. His computer records don't match the man in front of my crew of PCs. Who is he? Where is the real Petrov? We throw him in jail again, and figure that out later. We change Petrov's Storyline to 'Computer chief Petrov is arrested and is an imposter'. We have no Instability Points and we make 6 points of profit – the company is not coming after us this year.

Let's finish up this quarter. Josiah and the roughnecks return safely a few hours later. Danilov tries to befriend the colony engineers that helped him fix the air system. We roll 8+ and give Danilov DM +1 for his high Soc. He succeeds and makes a friend/contact on the engineering team (Selina Velasquez, a senior engineer). Well, that's one colonist won over, at least! I almost forgot to roll for the obligatory Colony Problem consequence and get 'Criminal proceedings brought against a colonist', well what a co-incidence! There is a trial and Petrov is locked up in the colony cells for six months, or until the next supply ship comes to take him back to Earth.

Finally I roll for a crew Reaction, with Lisa Caballo seeking solace with Rubin Danilov, maybe she is distraught that she failed to help him when the colony was about to meet its end. She is anxious about their precarious state, with the colonists against them. He tries to reassure her with talk of their new friend engineer Velasquez but fails a Soc roll, he cannot allay her fears. I write 'Shoulder to cry on for Lisa Caballo' on Danilov's character sheet, as well as 'Contact: engineer Selina Velasquez'.

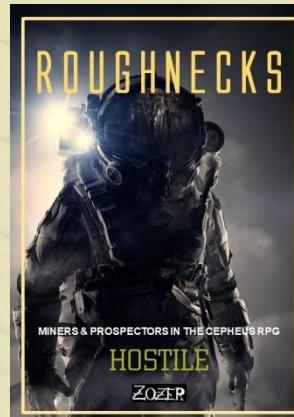
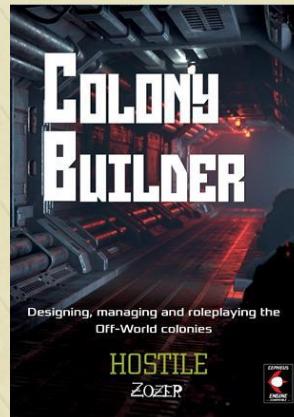
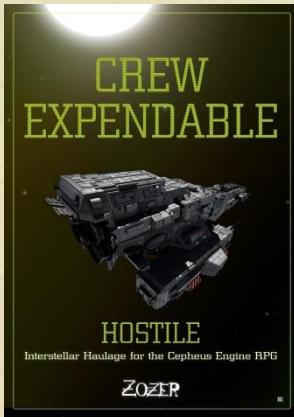
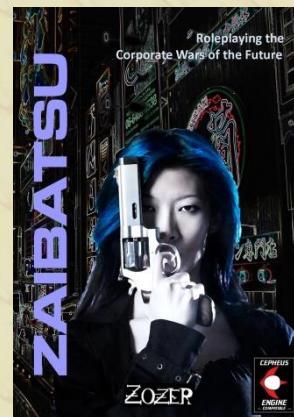
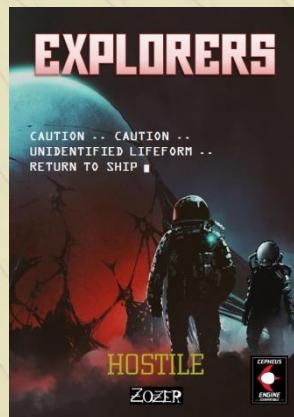
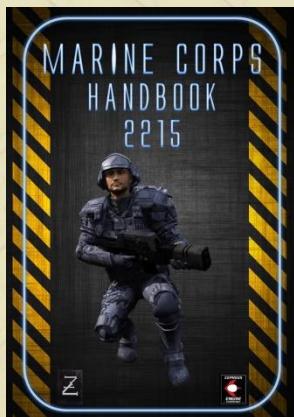
Next quarter? I hope it's not quite as stressful, too many things are happening, don't feel compelled to roll for a consequence or for an encounter. Take it easy. I hope my crew can make more friends and turn the colonists to their side. What is Petrov's secret? Is he an agent for another corporation, or something else entirely? I hope your games prove to be as exciting as mine!

- Paul Elliott

OTHER RESOURCES

The **Hostile** RPG has been available since 2017 and is made up of two core books (Setting and Rules). Although designed for group play, the former is filled with tremendous amounts of setting and background detail, whilst the latter has in-depth rules for all kinds of interstellar situations. Solo players wanting more background and more rules might find one or both of these books useful. They are available from Zozer Games as PDFs at [DrivethruRPG](#), or as colour books from [Lulu.com](#). In addition, each of the campaign types in **Hostile Solo** has its own roleplaying supplement that solo players might find useful in expanding the scope of their chosen campaign type. These supplements include setting information, often a starship with deckplans, in-depth write-ups, NPC lists and extra equipment and campaign specific rules. None are required for play, but are simply optional expansions adding colour and setting detail that a solo player might find useful. Check out [www.paulelliottbooks.com/hostile](#)

Campaign Type	Optional Zozer Games Supplement
Marine Squad	<i>Marine Corps Handbook 2215</i>
Starship Crew	<i>Crew Expendable</i>
Resource Exploration Crew	<i>Explorers</i>
Colony Work Crew	<i>Colony Builder</i>
Corporate Investigation Crew	<i>Zaibatsu</i>
Roughneck Crew	<i>Roughnecks</i>



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