

SMUGGLER

NAME:

LOOK:

DEBT AND YOUR CREDITOR:

PAYMENTS:

CREDITOR:

DISPOSITION:

DEBT: 

Your starting Debt is 20 Payments. Write this figure in your Ship's Payments panel. Describe your Creditor and what makes them dangerous. Your Creditor's Disposition starts at Neutral, 0.

When you complete a Contract or an Episode Strain, Mark 1 Burn in the Debt Fuse. When the Debt Fuse is full, reduce your creditor's Disposition by 1, and your Creditor comes looking for you. The SM will tell you one of the following:

- They make an example of a Crew Member and try to break a few limbs.
- They insist you take a Contract for them, free of charge.
- They attempt to seize an asset as collateral until you pay.
- They sell your location to someone that wants to find you.

MAINTENANCE

CLEAR 
+1 0 -1 -2 -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the Maintenance Fuse is full, clear it and check Maintenance Past Due.

When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

WE'RE HIT!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers. When your ship takes Damage and there are no options to mark off, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

SPOT REPAIRS

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SMUGGLER SHIP MOVES

DRILL-SPACE DRIVE

When you drill through Normal Space into Drill-Space to travel to a neighboring or local star system, roll+Alien. On a 10+, you get there with no complications. On a 7-9, you must waste precious time dropping out of Drill-Space in between the stars to let the drive cool down as events continue without you. The SM will mark an Episode Burn. On a 6-, you're out in the black for longer than anyone should be. The SM marks 1 Episode Burn, and each Crew Member suffers 1 Stress from cabin fever and low supplies by journey's end.

SILENT RUNNING

When you engage your ship's Stealth Systems to avoid detection, roll+Slick. On a 10+, choose 1. On a 7-9, choose 1, but Discharge your Stealth Systems. You can't roll this Move again until you recharge your Stealth Systems.

- You move past hostile scans or searches without detection.
- You get the drop on an unsuspecting enemy.
- You open up an opportunity to escape.

Any aggressive action while using your Stealth Systems reveals your location.

CONNECTED

When you reach out to someone related to your Background in your local area for information or a favor, roll+Disposition of the dominant Group in the area. On a 10+, choose 1. On a 7-9, choose 2. On a 6-, either you can't find anyone, or the SM chooses 1, and the person you find is probably going to screw you over first chance they get.

- It'll take time to get what you want.
- They want to spend some quality time with you.
- It'll cost you something in return.
- Your reputation will take a hit, you have Disadvantage going forward to roll Connected.

SHIP PAYMENT - PAYDAY

When your Crew successfully completes a Contract and collects their pay from the client or contact, roll+Contract Rating. On a 12+, you make out like bandits, choose 4.

On a 10-11, you get a great deal, choose 3.

On a 7-9, you get the standard deal, choose 2.

On a 6-, it's a set up or raw deal. You may either walk away with a token payment and choose 1, or choose 2 and deal with an enemy that's found you and wants to settle things now.

- You keep the wolves at bay. Reduce Debt by 1 and reset the Debt Fuse.
- You pay the maintenance costs for your ship. Reset the Maintenance Fuse.
- You get the Ship patched up. Remove all Damage from the Ship.
- You purchase an Upgrade for your Ship.
- You go shopping for a new Vehicle, roll Test Drive.
- You fill your ship's cargo hold with lucrative goods for sale elsewhere, roll Lucrative Exports to determine what Cargo is available.
- You divide the spoils for some walking around money, each Crew Member rolls on Hey Big Spender.

After you've made your selections and resolved any follow-up moves, you're broke again and need to find more work.

LISTING IN SPACE

When you try to limp back to the nearest spaceport while Spot Repairs is checked on Adrift, roll+Maintenance Fuse. On a 10+, you make it, hungry, cold and tired. On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress. On a 6-, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

SMUGGLER SHIP UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

When you buy an Upgrade for your ship, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

✓✓✓ REDUNDANT SYSTEMS

3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

✓ SENSOR ARRAY

1 Upgrade

Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your ship's sensors.

Additionally, **when you scan a ship or station**, you may ask one of the following questions instead of the standard Scope It Out questions:

- *What modules do they have?*
- *Where are they weak?*
- *Where are they strong?*

✓ AUTODOC SURGERY

1 Upgrade

An Autodoc can treat simple injuries or wounds. Unsympathetic, rough Surgery in an Autodoc heals the "I'm hurt bad" Harm. For more unusual maladies, an expert is required.

✓ ATTACHED TRANSPORT SHUTTLE

1 Upgrade, 2 Hits, +Spacious, +Armored, +Spacefaring, -Ponderous

A basic model shuttle that attaches to the outer hull of your ship. The shuttle doesn't have any weapons or defenses of its own, but it's perfect for getting some passengers from one place to another.

✓✓✓ STEALTH SYSTEMS

3 Upgrades, Discharge

Emission tanks, heat sinks, and refractive plating make your ship invisible to other ships sensors, allowing your ship to hide or slip by unnoticed. **When you engage your Stealth Systems**, roll Silent Running.

✓ TETHER

1 Upgrade Crash, Dogfighting, Hold Off, Broadside

The tether is either a harpoon with a physical line, or a tractor beam or field that you can use to lock proximity with an object outside your ship. When you need to connect to or reel in an external object, the tether allows you to do that. It can automatically connect to inert objects. It can be fired at ships, vehicles, and stations within its ranges using Firefight or Acquire Target.

DAMAGE: ✓✓✓

✓ SHIELDING

1 Upgrade, Discharge

When you activate your Shielding, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

✓ MOUNTED TURRET

1 Upgrade, 1 Damage, Crash, Dogfighting, Broadside, Discharge

Whether they fire solid projectiles, short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels like Fighters or Armatures.

✓ LASERS

1 Upgrade, 1 Damage, Broadside, Engaged, Cannonading, Discharge

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

✓ MISSILES

1 Upgrade, 2 Damage, Broadside, Engaged

Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 kilometres, but their explosive capacity makes them dangerous in close range.

✓ PLASMA CANNON

1 Upgrade, 3 Damage, Engaged

Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating weapon at Engaged range.

✓ EMERGENCY OVERRIDES

1 Upgrade

When you ignore safety protocols to relay power from essential systems to immediately ready a Discharged Module while you are in open danger, roll+Maintenance. On a 10+, the lights flicker for a moment, ready a Discharged module. On a 7-9, safety protocols are implemented for a good reason, ready a Discharged Module and choose one.

- *It's hard on ship systems, mark 1 maintenance Fuse.*
- *Something breaks, mark 1 Damage.*
- *A power surge or overload injures you, take 2 Harm.*

✓ DISCHARGED

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BAYS & PASSENGERS

You start with a Standard Cargo Bay and Hidden Compartments. You may purchase Passenger Quarters as a Ship Upgrade. This does not count towards your Modules installed.

STANDARD CARGO BAY:

Standard Cargo Bays are designed to store a bulk amount of goods. Your cargo will be visible to anyone who scans or searches your ship. You can put passengers in the Standard Cargo Bay, but they will be pretty uncomfortable.

HIDDEN COMPARTMENTS:

Hidden Compartments are perfect for stashing your illegal or valuable cargo where no one will find it. You can put passengers in Hidden Compartments, but they will be extremely uncomfortable.

When your ship is scanned or searched, anything in the Hidden Compartments will not be found.

✓ PASSENGER QUARTERS:

1 Upgrade

Passenger Quarters are spaces designed to accommodate the basic needs of a group of passengers during transit. Although these quarters don't offer the height of luxury, they provide adequate places to live during their passengers' stay.