

PREDATOR

NAME:

LOOK:

NEMESIS & FEUD

Your mercenary group has a Nemesis. Personal or professional, you have irreconcilable differences with another group, and any encounter between the two of you is sure to break out into open violence.

Describe your Nemesis. The SM will detail them as a Hostile Group.

NEMESIS:

FEUD: 

When you complete a Contract or an Episode Strain that interferes with your Nemesis, Mark 1 Burn in the Feud Fuse. When the Feud Fuse is full, a violent encounter with your Nemesis is imminent. 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 come after a Friendly or Bonded NPC or group hard. An ally will die if you don't act.
- They take control of territory or collateral you had claim to.

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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PREDATOR SHIP MOVES

SUBSPACE DRIVE

When you plot a course to a star system within Distant range and engage your subspace drive, roll+Alien. On a 10+ you get there on time and without any complications. On a 7-9, you get there, but choose 1. On a 6-, you get there, but both.

- *Trouble has caught up with you, the SM will tell you what.*
- *Your ship sustained 1 Damage during the trip.*

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 - BLOOD MONEY

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 put distance between your Ship and you Nemesis, reduce Feud by 1.*
- *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.

PREDATOR 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.

✓ TARGETING COMPUTER

1 Upgrade

The Targeting Computer houses a semi-self-aware Virtual Intelligence that is capable of calculating projectile trajectory and velocity to assist the ship's weapon targeting systems when engaging enemies. Describe the VI and choose between 1 and 2 personality traits from below.

Bloodthirsty, Pacifist, Posh, Crude, Indecisive, Curious, Thoughtful, Lonely

When you work with the targeting VI to engage enemies with your Ship Weapons, you have Advantage.

✓ 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.

✓ ARMORED VEHICLE

1 Upgrade, 2 Hits, +Reliable +Armored, +Equipped 1, -Flashy -Sluggish

You have a small vehicle bay just big enough for the armored vehicle inside it. You may use it to get from point A to point B in hostile locations. The vehicle is of large, military design and is going to attract attention in Civilian areas.

✓ OVERCHARGE

1 Upgrade, Discharge

Overcharge allows you to disable safety protocols and fire your weapons more rapidly, delivering more Damage.

After you make an attack with your Ship weapons, you may choose to Discharge Overcharge and add 2 Damage before applying any modifiers like Discharging a weapon to double its Damage.

✓ SHIELDING

1 Upgrade, Discharge

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

DAMAGE: ✓✓✓

✓ 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.

✓✓✓ RAILGUN

3 Upgrades, 4 Damage, Engaged, Cannonading, Penetrating

Railguns propel small, high density slugs at extremely high velocity for devastating effect.

✓ 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 & CREW:

You start with a Standard Cargo Bay. Squadron Bay, Barracks, and Rec Suite may be purchased later, each for the requisite amount of Upgrades. Bay and Crew upgrades don't count towards your number of Modules.

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.

✓ SQUADRON BAY:

3 Upgrades

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give names to a few notable squad members, and if one of the player characters isn't the squadron leader, create a leader NPC.

- *Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm*

✓ BARRACKS:

1 Upgrade

You have a barracks with a squad of well-trained soldiers. Describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the squad. If the squad isn't led by a PC, create a leader NPC.

- *Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm*

✓ REC SUITE:

1 Upgrade

The Rec Suite is an onboard bar, exercise & sports arena, or holo-suite where your Crew may enjoy their off-duty hours while away from home. Any NPC Crew or squad gains the +Loyal tag, and Crew Members may spend their Downtime relaxing with another Crew Member and remove 2 Stress instead of 1.