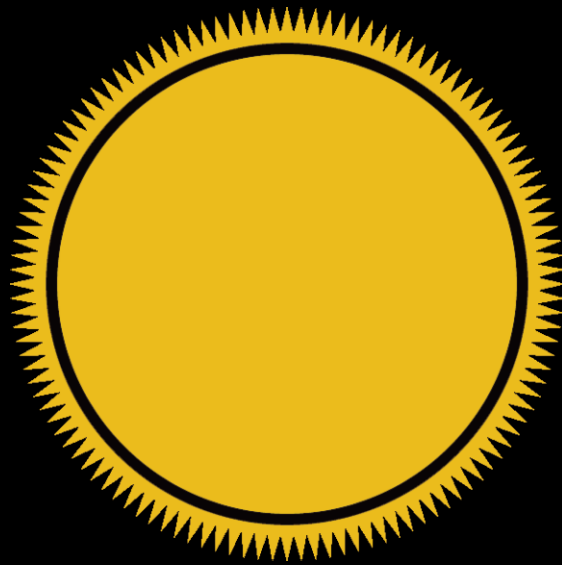


NORTH PHOENIX GAMES



EXPANDED SPACE ENCOUNTERS

Second Edition

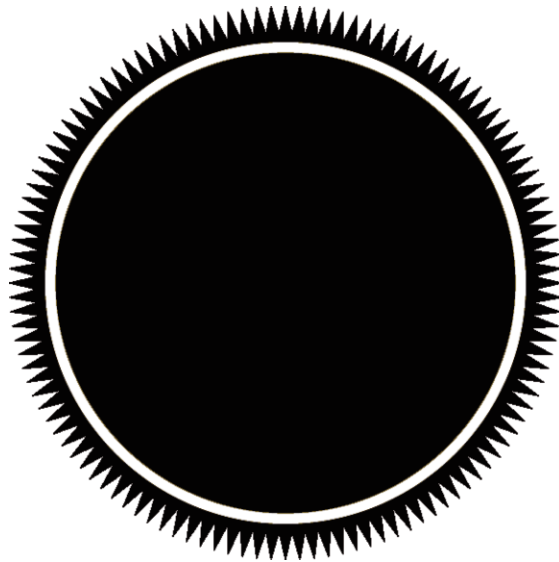


TRAVELLERS' AID SOCIETY

A **TRAVELLER** Compatible Product

EXPANDED SPACE ENCOUNTERS

Second Edition



NORTH PHOENIX GAMES

from the mind of

Alexander Ingram

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INTRODUCTION

Since publishing in August of 2016, I've given additional thought to this module based upon a few good suggestions from fans. I've also added new material, as well as a cleaner format for your enjoyment. I've attempted to use the d6 die system, whenever possible. But, you'll need at least four d10s (for percentile and table rolls).

In many adventures the referee will determine the departure planet. Based upon the cargo manifest and passenger

roster, the destination world will reveal itself. But everything is open to the will and creativity of the referee. The referee may choose to ignore rolling dice and select an option that works best for their story line.

I offer this material as a tool, and not as a substitute, for the judgement and creativity of the GM. Therefore, add, delete or modify anything that doesn't conform to the needs of your unique universe. Enjoy!

INITIAL LOCATION

Roll on the **Relative Position** table to determine at what point in the passage an event occurs. If it happens during the inbound or outbound leg of the trip, then roll on the **Spacial Zone** table to determine the exact situation (relative to the departure / destination world).

Relative Position (2d6):

- 2 Ship is preparing to enter a jump window
- 3 Ship is within jump space preparing to exit back into normal space
- 4-5 Ship is orbiting a gravitational body (i.e., refueling at a gas giant or conducting an orbital survey of a planetoid, moon or large asteroid)
- 6-7 Ship is inbound to its destination world (to either a planet, moon or orbiting facility) *
- 8-9 Ship is outbound from its departure world (to either a planet or jump point) *
- 10-12 Ship is parked at a facility (either in orbit (berth or bay)

or on the ground (hanger or tarmac). This can involve refueling, conducting repairs or taking on or discharging cargo and/or passengers.

*Spacial Zone (2d6):

- 2-7 Ship is within the **Space Traffic Control (STC) Zone** — A region of space within the Planetary Gravitational Diameter (or PGD) of a departure or destination planet (or moon). STC Zones are always monitored by the local space traffic control authorities using a variety of orbital sensor platforms and are routinely patrolled by armed cutters, SDBs or system navy starships.
- 8-10 Ship is within **Near Space** — the area just outside the STC Zone extending to the jump point. Near space has limited to non-existent sensor networks nor patrols.
- 11-12 Ship is outside Near Space and within **Far Space** — outside the gravity well of any nearby star, planet or moon. The ship is at its jump point.

TABLE OF ENCOUNTERS

Roll 2d10 (Percentile)

- 01-10 **Hostile Ship Encounters**
- 11-25 **Space Hazards & Phenomena**
- 26-40 **Malfunctions Aboard**
- 41-55 **Shipboard Incidents**

- 56-70 **Naval Warship Encounters**
- 71-85 **Private & Commercial Ship Encounters**
- 86-90 **Facilities & Installation Encounters**
- 91-00 **None**

Space encounters can begin with a distress call or discovering a sensor contact such as using the ship's active sensors (radar or lidar), passive measures (listening for electronic emissions (i.e., transponder signal, active radio traffic, gravitic detectors, infrared or subatomic particles radiation from engine activity), or viewing multi-spectral motion-sensitive video telescopes or the human eyeball.

Detection would largely depend upon the TL (sensitivity of the PCs ships' sensory package), along with size and design characteristics of the target ship, its' emission control standards and any counter-measures taken to conceal its presence — and a little luck. A private company publishes a monthly data source listing all known starships and small-craft operating within known space for reference.

HOSTILE SHIP ENCOUNTERS

Roll 2d6

2-3 Commerce Raiders (Pirates) — Consider very hostile. Based upon previous reported encounters by other ships describing a vessel with the same behaviors, design configurations and hull markings.

4-5 Privateers (Mercenaries) — Consider hostile. Based upon previous reported encounters by other ships describing a vessel with the same behaviors, design configurations and hull markings. Privateers operate under a letter of marque issued by a competing military or economic allegiance.

6-7 Distress Call — Another vessels' transponder ID may or may not be active. Consider their Intentions unknown. Interstellar law requires ship captains to offer emergency assistance to any ship issuing an emergency distress signal, or be subject to a board of inquiry and possible fines or loss of masters license. Admiralty law does recognize the captains' right to protect his ships' interest if he/she

suspects the distress call is bogus or that it is an intentional trap set by a hostile actor, but this can be legally tricky.

8-9 Sensory Contact — This could be another ship, a naturally occurring spacial phenomena or a totally unexplainable event (sensor ghost); intentions unknown (roll 1d6):

1-4 Naturally occurring phenomena

5-6 Confirmed as a non-hostile ship (roll on Private & Commercial Ship Encounters table on page 10)

10-11 Smugglers — Most smugglers will evade any encounter, but they can turn hostile if threatened. They may be involved in a variety of criminal activities from arms-trafficking, tech-running or even carrying slaves.

12 Derelict or Abandoned Ship — Use caution! What happened to the crew? Could this be a trap? If the ship is abandoned it can be claimed under interstellar rights of savage.

The GM should consider the above encounters within the context of the departure or destination planet. Population, starport type, tech level, world trade rating, law level, government and the presence of a scout or naval base will have

much to do with the volume and type of traffic available. A rich, hi-tech, high population hub world will have far more traffic and less hostile ship encounters than a poor, low-pop backwater planet. Tailor the encounter to the planetary situation.

SPACE HAZARDS & PHENOMENA

Roll 4d10

(U) denotes a random, wandering, uncharted or unpredictable spacial phenomena

4 Temporal Displacement Field (U) — This can cause the ship to move forward or backward in time by hours, days, weeks, months, years or even decades. The crew may not be initially aware of the time variance, but the effect is immediate. (roll 1d6):

1-2 Movement Forward in Time*

3-6 Movement Backward in Time*

* Determine time interval (1d6):

1 1d6 decades	4 2d6 weeks
2 1d6 years	5 2d6 days
3 2d6 months	6 2d6 hours

5 Misjump — Faulty navigational computations or a critical malfunction of the jump drive causes the ship to misjump. GM should announce details of a misjump after exiting the jump space.

Roll the Direction of Forward Travel (Hex Reference) (1d6):

1 N / 2 NE / 3 SE / 4 S / 5 SW / 6 NW

Roll the number of hexes that the ship misjumped (1d6):

Roll other consequences of a misjump (2d6):

2 Jumped into an inter-dimensional plane of existence or an alternative universe (see Referee)

3 Jumped dangerously close to a stars chronosphere (hull temperatures are critical) or near the event horizon of a black hole (or another dangerous gravitational force)

4 Jumped into a demilitarized zone (DMZ) between two active belligerent powers or into an live naval weapons testing range

5 Jumped into the middle of an ongoing space battle (with two or more military, private or commercial ships)

6 Jumped close to a highly classified or restricted installation or a pirate base

7 Jumped into an active mine field (see Minefield)

8 Ship stays at original coordinates (a jump failure occurred, not a misjump)

9-12 Ship jumps 1d6 x100,000 kilometers from original jump point (within same system; a micro jump occurred). Only 10% fuel used)

6 Coronal Mass Ejection (U) — Also referred as a "solar flare", "solar winds" or an "electro-magnetic storm". It produces massive amounts of ionizing radiation that can interfere with

shipboard systems and can expose crew and passengers to dangerous radiation if not properly shielded

7-15 Collision or Near Collision — Effect is immediate. If actual collision occurs GM will determine damage to ship and systems. Roll to determine the collision object(s) (2d6):

2 Navigational beacon, satellite or probe / drone
(salvage rights apply)

3-4 Lifepod drifting in space (1d6):

1-2 1d6 survivors aboard

3-4 1d6 dead bodies aboard

5-6 empty

5-6 Dead bodies floating in space (1d6)

7 Cargo container(s) adrift in space (1d6)
(salvage rights apply) (see GM for contents)

8-9 Destroyed ship hull or debris field. How long ago did this happen? (1d6):

1-2 months 5 days

3-4 weeks 6 hours

10-12 Jettisoned garbage

16 Minefield (U) — Mines from recent wars have been known to wander throughout space. Effect is immediate:

Roll 3d6 for the number of mines encountered

Roll to determine if mines are active or inactive (1d6):

1-3 Inactive (the explosive may have decayed over time or the trigger damaged)

4-6 Armed

Roll 1d6 to determine warhead size / trigger type of mines:

1 500-pound high-explosive multimode (using lidar / acoustic / thermal / magnetic) homing torpedo with a proximity fuse. These devices have an stealth coating which both absorbs and deflects sensor signals

2-5 250-pound high-explosive radar homing torpedo

6-12 50-pound high-explosive direct contact mine (an older model)

If a mine explodes referee will determine degree of damage to the ship, crew and any passengers.

17 Jump Wake Pulse (U) — Effect is immediate. If another ship jumps within a few kilometers a Gravimetric Pulse (GMP) occurs in all directions. This can cause severe turbulence damaging sensitive shipboard systems, cargo and injure both crew and passengers. Referee will determine degree of damage to ship, crew and passengers.

18 Energy Dampening Field (U) — Effect is immediate. When encountered, this unique field can drain the ships power (including ships batteries). GM will roll to determine the degree of power drain and systems immediately affected.

19-21 Micrometeoroid Storm (U) — Effect is immediate. The ship encounters an micrometeoroid storm composed of tens of thousands of gravel-sized rock and ice particles traveling at thousands of kilometers per hour. This swarm is not picked up on sensors until seconds before impact. The impact may cause hull and compartmental damage

including hull breach and explosive decompression. The referee will determine damage.

22-24 Asteroid Field (U) — The ship encounters a field of 1d6 10 kilometer wide asteroids along with hundreds of smaller ones (3d6+6). Roll below to determine the type and composition. The crew will match the course and speed to conduct a sensor survey. Findings (1d6):

1 All are composed of mostly dust and water ice

2 All are composed of ice and common rock materials

3 Most are composed of water ice and other frozen gases with small deposits of common metallic ores (i.e., iron, nickel, copper, zinc). Some evidence of rare earth elements appear, but nothing particularly valuable shows up in the survey.

5 One asteroid in the field is partially hollow displaying a series of previously drilled laser bore holes or reveals a network of naturally occurring caves

6 Several are composed of veins of precious metals and gemstones (i.e., silver, gold, uranium, diamonds), but a major investment in money, mining technology and time would be needed to extract them.

25-26 Ion or Plasma Storm (U) — Effect is immediate. A storm hundreds of kilometers wide causes severe turbulence affecting sensitive cargo and shipboard systems, along with injury to passengers and crew. Referee will roll for damage.

27 Methane Cloud (U) — Effect is immediate. A large pocket of methane (or other highly explosive gases) wander throughout space. Heat and flame from maneuver drives can set it off both creating explosive and heat damage to the ship and any personnel working outside at the time.

28 Sticky Matter (U) — Effect is immediate. Small clouds of biochemical particulate matter have been discharged by older ships using lower tech rocket motors. These patches of “sticky” particles will cling to the hull of a passing vessel discoloring its surface. They can also get into turret weapons, refueling scoops and atmospheric engine intakes causing major problems requiring costly maintenance.

29 Gravitational Ebby (U) — Effect is immediate but time can cause course variations. A phenomena in space where graviton particles come together in streams causing a directional ebby often extending for millions of kilometers in length. Roll to determine amount of time before crew notices the effect (1d6):

1-3 = hours (4d6) 3-6 = minutes (2d6)

30 Radiation Belt (U) — Effect is immediate. Extremely high concentrations of gamma rays, X-rays and other high energy dangerous particles occur within areas in space. These can affect shipboard electronic systems along with exposure of crew members and passengers if not properly shielded. Referee will determine damage.

31 Spaceborne Lifeform (U) (1d6):

1 Herd of Warpas (Space Whales) (3d6x10) ¹

- 2 School of Stellar Leaches (tens of thousands) ²
- 3 Cloud of Neurogenic Particles (thousands) ³
- 4 Swarm of Light Fleas (3d6) ⁴
- 5 Hive of Nanites (or Swarmbot) (millions) (Referee will define effects)
- 6 Colony of Molecular Virus (Referee will define effects)

32 Planetary Nebula — Visible from thousands of kilometers away, a nebula is a dense cloud of dust, gas and ice crystals. Traveling through a nebula can cause minor hull damage as well as turbulence. They're a great place to hide if being chased.

33 Transspacial Wormhole (U) — Encountered a wormhole that may or not be stable. Roll 1d6: 1-5 = unstable (one or both ends change coordinates without warning (being useless for navigation). 6 = Stable (both ends are anchored at fixed coordinates in space-time (and can therefore be used to transit). Location of a stable wormhole may be quite valuable to local authorities.

34 Sensor Contact (U) — Reoccurrent contact without explanation. Could be a sensor malfunction (system needs repair or recalibration), a false reflection or distortion from a spacial phenomena, an operator misinterpretation (or error), or possibly, a cloaked object or vessel.

35 Evasive Drone (U) — The crew detects a lone object

¹ *Warpas' are large (100-5,000 ton) semi-sentient passive lifeforms that live in herds of twenty to fifty living in space. They seek out sources of energy and are often found around gas giants and cloud nebulas. Their hides possess a unique electro-magnetic shielding property that is valuable and used in specific high-tech products. They generally do not bother ships unless one gets too close to their young or disrupts the herd. They can slam into ships along with discharge massive electrical bolts as defensive measures. Many planets have laws protecting these inoffensive creatures within their planetary sphere, but harvesting them is legal in open space.*

² *Stellar Leaches are 5 to 20 meter needle-shaped non-sentient creatures that run in schools of hundreds to thousands. They seek out and consume specific chemical compounds found in space. these same materials are also present within the hulls of starships. Leaches are considered destructive pest by ship owners and can do damage over time if they attach to a ship. They have no commercial value.*

shadowing the ship. It remains at a constant distance and matches every movement that the ship makes. Is it hostile or just a mystery? See referee.

36 Unique Artifact (U) — The crew discovers an artifact floating in space (with no idea as to its purpose or creation). Exploration is an option. It may be quite valuable to local authorities. Consult referee.

37 Dark Matter Pocket (U) — Effect is immediate. Crew and passengers are suddenly thrown foreward (check for injuries). The starship is at a dead stop and cannot move in space. Sensors detect dark matter in all directions. See referee.

38 Supernova Shockwave (U) — Ship is in the path of a supernova shockwave field from a nearby star. If it hits the ship it will be thrown thousands of kilometers off course and take serious damage. See referee.

39 Tanglewood Patch (U) — Effect is immediate. The ship suddenly begins to slow down and eventually comes to a full stop. It has run into a patch of Tanglewood, the remnants of a once living entity. It grew of tough fibrous filaments in all directions for hundreds of meters. The only way out is for a crew to manually cut the fibers away from the ship.

40 Rogue Body (U) — The crew has discovered a new planetoid or moon that is not listed on the starcharts. They can name it for future exploration or chart it.

³ *A Neurogenic Cloud is comprised of millions of non-intelligent energy entities the size of small beetles that live in vacuum space. They gravitate towards heat and light sources and have been known to attach, in large quantities, to the outer hull of ships. If left unattended for enough time, they have been known to bore through high-strength hull compounds causing hull breaches. Starports will not allow a ship with such an infestation near their control zone.*

⁴ *Light Fleas are energy based entities that live in small colonies in open space. They are the size of fleas but have some properties of light. They can move through many types of materials and are attracted to the energy emissions that are produced in starship power plants. If they find their way aboard they can make themselves pests. Magnetic containment traps are the common method to capture and dispose of them.*

MALFUNCTIONS ABOARD

Roll 2d6

2 Explosive Hull Breach (without a fire) — A compartmental vacuumization (or explosive decompression) is both instantaneous and destructive. It can cause pressure lines to rupture releasing volatile gases and fuel (roll 1 on 1d6 for a fire to start), along with releasing deadly shards of jagged metal causing shrapnel damage both to the ship and crew. An explosive breach may be caused by combat (laser fire, missile or mine) or a collision (with another ship, space junk or an asteroid). Roll to determine the location of the breach (1d6):

- 1 Engineering (Powerplant / Jump Drive / Manuever Drive / Anti-Grav Drive / Atmospheric Drive)
- 2 Bridge (or Forward Electronics Bay)
- 3 Passenger or Crew Quarters / Lounge
- 4 Fuel Tank (Specify if two or more)
- 5 Cargo Bay or Vehicle / Smallcraft Hangar
- 6 Weapons Turret or Ordinance Magazine

3-4 Fire Aboard (no hull breach) (2d6):

- 2-4 Engineering (electrical or chemical)
- 5 Bridge or Avionics Bay (electrical)
- 6 Laser Capacitor Banks (electrical or plasma)
- 7 Passenger Stateroom (chemical or electrical)
- 8 Crew Cabin (chemical or electrical)
- 9 Medical Bay (chemical or electrical)
- 10 Galley (grease or electrical)
- 11 Cargo Bay (Cargo container my contain flammable materials) (chemical or electrical)
- 12 Vehicle or Shuttlecraft Hangar (electrical or chemical)

5 Engineering Systems (1d6): *

- 1 Power Plant
- 2 Anti-Grav or Vectored-Lift Drive
- 3 Fuel Processing Plant (& Pumps)
- 4 Maneuver Drive
- 5 Jump Drive
- 6 Atmospheric Engine(s)

6 Computer Systems (1d6):*

- 1 Flight Computer (Nose Astronics Bay)
- 2 Engineering Computer
- 3 Optronc Network Distribution Cables
- 4 Computer Core Memory & Processing Array
- 5 Isolated Service & Entertainment Computer
- 6 Software Storage Vault

7 Environmental Systems (1d6):*

- 1 Air Processing Plant / Air Storage Tanks (controls atmospheric pressure, mixture and air filtration)
- 2 Air-Conditioning & Heating Plant (controls cabin temperature)
- 3 Inertial Compensation System (controls gravity and acceleration dampening)

- 4 Central Power Distribution Panel (controls shipboard lighting and electricity)
- 5 Waste Processing Plant (controls sewage and solid waste processing)
- 6 Water Processing Plant & Storage Tanks (controls water reclamation and purification)

8 Weapon Systems (1d6):*

- 1 Laser Turret (specify if more than one turret) (laser turrets are mostly controlled from bridge with gunners seat present for manual operation)
- 2 Missile Turret (specify if more than one) (missile turrets are controlled from bridge)
- 3 Defensive Shield System (specify quadrant) (IMTU ships have a hull-mounted defensive energy shield system controlled on the bridge)
- 4 Fire Control (Target Acquisition & Tracking) (normally located on the bridge)
- 5 Ordinance Magazine (specify if more than one) (located under a missile turret)
- 6 Laser Capacitor Bank (specify if more than one) (located under a laser turret)

9 Bridge Systems (1d6):*

- 1 Helm Control Station (Pilot)
- 2 Astrogation Station (Navigator)
- 3 Communications Station (Multimode / Laser)
- 4 Astrometrics Bay (contains forward-looking radar or lidar)
- 5 Lateral Geometric & Astrometric Sensors (contains side-mounted sensors)
- 6 Fire Control Station (Gunner)

10 Major Leakage / Spillage (2d6):

- (Use the Hull Breach table to determine location):
- 2 Ionizing Radiation Leak / Spill (can cause serious radiation burns along with cellular damage)
 - 3 Dangerous High Pressure Line Leak / Spill (containing a toxic or caustic gas or liquid) (can cause serious chemical burns)
 - 4 Dangerous High Pressure Steam Line Leak (can cause serious thermal burns)
 - 5 Compressed Liquid Oxygen-Nitrogen Gas Line Leak (extremely low temperatures below -300°F) (can cause serious thermal burns)
 - 6 Flammable or Explosive Fluid Line Leak / Spill (Hydrocarbon Fuels / Lubricants) (can cause inhalation damage and thermal burns)
 - 7 Cleaning Solvent Spill
 - 8-9 Low Pressure Water Line Leak / Spill
 - 10 Low Pressure Sewage Line Leak / Spill

11-12 Low Pressure Hydraulic or Pneumatic Line Leak (Inert Liquid or Gas)	**	Level of System Function (2d6):
11-12 Outer Hull (1d6): *	2	System Destroyed (Repairable only possible at a shipyard)
1 Fuel Tank (specify number)	3	Massive Damage / System Off-Line (Repair possible only on a task roll of "Impossible")
2 Nose Landing Gear Bay	4	Major damage / system operational at 10% (Repairs possible on task roll of formidable)
3 Wing Landing Gear Bay (Port)	5	Major damage / system operational at 20% (Repairs possible on task roll of very difficult)
4 Wing Landing Gear Bay (Starboard)	6	Serious damage / system operational at 30% (Repairs possible on task roll of very difficult)
5 Atmospheric Flight Control Surface (specify)	7	Moderate damage / system operational at 40% (Repairs possible on task roll of difficult)
6 Nose Radome / Sensor External Antenna Pod	8	Moderate damage / system operational at 50% (Repairs possible on task roll of difficult)
* Level of Damage (Mechanical Component or Electronic Module) (1d6):	9	Moderate damage / system operational at 60% (Repairs possible on task roll of average)
1-2 Worn-out mechanical part or burned-out electronic module (reason could be due to poor preventive maintenance routine, delayed annual maintenance or improper installation)**	10	Minor damage / system operational at 70% (Repairs possible on task roll of average)
3-4 Faulty part or module from authorized manufacturer (product may have exceeded its wear specifications)**	11	Minor damage / system operational at 80% (Repairs possible on task roll of routine)
5-6 Counterfeit part (manufactured by unauthorized vendor. The component or module will look similar to an OEM version, but does not meet manufacturing standards)**	12	Minor damage / system operational at 90% (Repairs possible on task roll of routine)
		Repairs are only possible if required parts and tools are aboard

Authors' Note: I allow for the purchase, installation and use of a defensive energy shield system mounted on the ship's hull. An extensive grid system protects the ship on all sides and the nose. The only exception to this is the rear of a vessel; maneuver drives must be unobstructed in order

to operate properly. An energy shield will absorb a specific amount of damage depending upon its tech level and power plant rating. A shield may not operate within specific atmospheres.

SHIPBOARD INCIDENTS

Roll 2d6

2 **Sabotage** (1d6):*

- 1 Critical shipboard system was either disabled or adjusted intentionally
- 2 Malicious software was found on a computer console or within the ship mainframe (i.e., trojan horse, worm, spyware)
- 3 Unauthorized weapon was found aboard
- 4 Arson or improvised explosive device (IED) was found
- 5 Contraband was found aboard (illegal drugs, explosives, ordinance device, biological vials, restricted items (insects, plants, marked cards, cultural artifacts)
- 6 Unauthorized communication device was found

*Item found in possession of (1d6):

- 1 a specific passenger
- 2 a specific crew member
- 3-6 unknown person

3 **Medical Emergency** — Determine incident (1d6):

- 1 Cardiovascular (heart attack or stroke);
- 2 Physical injury (burning, crushing, falling or penetrating wound) Determine degree (1d6):
1-2 Major (2d6+3 hit points in damage)
3-6 Minor (1d6 hit points in damage)
- 3 Accidental or Intentional Overdose of medication or illegal substance (referee will provide name of the drug)
- 4 Premature childbirth (only if a pregnant female is aboard, otherwise reroll)
- 5 Psychiatric illness (i.e., jump psychosis, suicidal behavior, acute panic attack)
- 6 Infectious disease (referee will provide name and type of pathogen: viral, bacterial, fungal or parasites)
Roll number of initial victim(s) aboard (1d6)
Roll method of transmission (1d6):
1 Airborne
2 Insect or rodent bite
3 Touch contact
4-6 Non-communicable
Patient's Medical Condition (once identified) (1d6):
1 Critical (roll 1d6 and multiply by 10 for percentage for rate of fatality)
(patient is unconscious (in a coma))*

2-3 Moderate (Patient is conscious but bedbound with milder symptoms)

4-6 Mild (patient is mobile and generally functional but weak)

* Possible symptoms include (2d6):

- 2 paralysis (specify)
- 3 severe pain (specify)
- 4 high body fever
- 5 internal bleeding (specify)
- 6 severe nausea, vomiting or diarrhea
- 7 severe edema (swelling) (specify)
- 8 hallucinations / delirium / confusion
- 9 irregular or high heart rate
- 10 convulsions or severe anxiety or panic
- 11 loss of balance, body weakness or fatigue
- 12 headache, skin rash or chronic coughing

5 **Disruption Aboard** — GM will determine if incident is verbal or physically violent (1d6):

- 1 Hijacking — Hijacker(s) attempt to take over the ship. Determine the number (1d6):
1 3 people
2-3 2 people
4-6 1 person
- 2 Specific crew members organize a labor strike (or possibly a mutiny)
- 3 A stowaway is found aboard (they can be charged with theft of passage)
- 4-6 Specific passengers start a protest upset about an incident, policy or decision by a crewman

6 **Food & Drinks** (1d6):

- 1-2 Galley refrigeration unit goes out — frozen and cold foods spoil — emergency rations issued
- 3-4 Galley is found to be unsanitary or insect or rodent droppings are discovered — galley is shut-down for a day for cleaning — emergency rations are issued. No one actually gets sick.
- 5-6 Food poisoning occurs:
Either roll to determine the number of people affected (1d6) or have every person aboard roll (2d6+DMs for Endurance).
Determine the severity of symptoms (1d6):
1 Severe (In bed in sickbay)

- 2-3 Moderate (in bed in quarters)
4-6 Mild (functional but feeling bad)
Determine cause of the problem (1d6):
1-2 Poor sanitary habits by cook or insect or rodent droppings (from bacteria such as salmonella, e-coli, listeria)
3-4 fungi spores or poisonous plant toxins (wild toxic mushrooms or bad shellfish)
5 unknown particulate matter (cleaning chemicals or rancid cooking oil)
6 food allergens or uniquely spicy dishes
- 7 Criminal Behavior** (hijacking and sabotage are listed elsewhere) (2d6):*
- 2 Murder or manslaughter
 - 3 Aggravated physical or sexual assault
 - 4 Computer intrusion (hacking or releasing malware)
 - 5 Possession of contraband (possession of restricted or illegal weapons, explosives or ordinance devices, pharmaceuticals, toxins, chemicals, insects, plants, animals or biological samples)
 - 6 Grand theft (property over 1,000 credits in value)
 - 7 Interference with the performance of a flight crew
 - 8 Forgery or counterfeiting (possession of forged documents or currency)
 - 9 Petty theft or pickpocketing (property under 1,000 credits in value)
 - 10 Gaming fraud (cheating involving money)
 - 11 Vandalism (destruction of shipboard property)
 - 12 Disorderly conduct / Public drunkenness
 - * Determine responsible party (1d6):
 - 1 specific passenger
 - 2 specific crew member
 - 3-6 unknown person (if applicable)
- 8 Dead or Missing Person** (Referee will roll to determine the victim, and if dead, their exact location) (1d6):
- 1 Missing Person (upon questioning no one has seen the person in 4d6 hours) (a ship-wide search commences)
 - 2 Person commits suicide (specify details)
 - 3-4 Person dies of natural causes (specify details)
 - 5 Person dies from an injury suffered from an accident (happening either before coming aboard or at some point during the voyage – an investigation commences)
 - 6 Person dies under questionable circumstances (murder?). The captain initiates an investigation
- 9 Infestation** – Insects or rodents have come aboard (hiding within personal baggage or cargo) Determine type and size of infestation (2d6):
- 2 Crawling, biting or stinging insects ** (spiders / scorpions / centipedes / wasps / bees) (living in hives, webs or nests)
 - 3 Snakes, lizards or toads**
 - 4 Crawling biting insects (ticks / lice / fleas / ants)
 - 5-6 Flying biting insects (mosquitoes / biting flies)
 - 7-8 Non-biting insects (roaches / crickets / beetles)
 - 9-10 Small wild birds or bats
 - 11-12 Small rodents (rats / mice)
- ** Venomous on roll of 6 on 1d6
- 10 Animal Attack** – A wild animal escapes its enclosure and injures someone or a domestic service animal or pet bites someone. Livestock and any wild animals will be stored in secure cages or appropriate bio-containers in the cargo bay. Determine if such animals are aboard and then roll for animal species and classification (2d6):
- 2-3 Dogs (specify size and breed)
(Often the captain or a crew member may have a dog as a pet or ship's mascot)
 - 4-5 Cats (specify size and species)
(Often a cat operates aboard private starships to keep the population of harmful rodents down)
 - 6 Monkeys / Apes (specify species)
 - 7 Rodents (rats, mice, squirrels, ferrets, small pigs, gerbils, hamsters, rabbits)
 - 8 Reptiles (small lizards, snakes, frogs, turtles)
 - 9 Birds (song birds, hawks, parrots, ducks, turkeys, chickens, ostriches)
 - 10 Farm animals (cattle, sheep, hogs, goats)
 - 11 Mount animals (horses, camels, elephants)
 - 12 Water creatures (seals / penguins / otters)
- 11 Passenger Complaint** (1d6):
- 1 Crew Behavior issues (poor service, vulgar language, sexual harassment, missing luggage or personal belongings, etc.)
 - 2 Sanitation (dirty fresher, overflowing commode, a specific passenger stinks, food spilled on deck)
 - 3 Relationship issues (couple arguing loudly, rowdy children, sexual fraternization between passenger and crew member, physical altercation between passengers, dress issues, other inappropriate behaviors)
 - 4 Housekeeping (bedbugs, molds, stains, malfunctioning entertainment system)
 - 5 Ships environment (issues with gravity, atmospheric composition or pressure, humidity or room temperature), unpleasant odors, strange noises or vibrations or lighting problems)
 - 6 Food service (food cold, too hot, too spicy, poor waiter service, a bug in the soup)
- 12 Drills & Alerts** (1d6):
- 1-2 Anti-hijacking drill (deployment of security team)
 - 3-4 Abandon ship drill (passengers to life pods)
 - 5 Battle station drill (deployment of security and damage control teams)
 - 6 False alert (alarm goes off without cause or someone intentionally set off drill)

NAVAL WARSHIPS

Roll 4d6

- | | |
|--|---|
| <p>4 100 Ton Scout-Courier[#] travelling to or from a jump point</p> <p>5 200 Ton Starport Authority Customs Cutter on patrol*</p> <p>6 200 Ton Fast Transport[#] (Naval Version of Type A Free Trader) transiting to or from a jump point</p> <p>7 400 Ton Close Escort (Frigate)[#] on patrol</p> <p>8 400 Ton System Defense Boat* (SDB)[#] on Patrol</p> <p>9 400 Ton Fast Transport[#] (Naval Version of Type R Subsidized Merchant) travelling to or from jump point</p> <p>10 1,000 Ton Imperial Scout X-Boat Tender (with 3d6 X-Boats attached) on station</p> <p>11 2,500 Ton Support Tender[#] on station (1d6) supporting a squadron of:</p> <p style="padding-left: 20px;">1-2 Scout-Couriers</p> <p style="padding-left: 20px;">3-4 Close Escorts (Frigates)</p> <p style="padding-left: 20px;">5 Destroyers</p> <p style="padding-left: 20px;">6 System Defense Boats</p> <p>12 5,000 Ton Imperial Scout Service Survey Ship (conducting an in-system survey)</p> <p>13 10,000 Ton Destroyer[#] on patrol</p> <p>14 25,000 Ton Light Cruiser[#] on patrol</p> <p>15 25,000 Ton System Navy Monitor on patrol</p> <p>16 25,000 Ton Troop Transports[#] (2d6) with (1d6) Close Escorts travelling to or from a jump point</p> <p>17 35,000 Ton Colonial Battle Cruiser with (1d6) Close Escorts on patrol</p> | <p>18 50,000 Ton Imperial Navy Heavy Cruiser with (1d6) Close Escorts on patrol</p> <p>19 Formation of (2d6+2) System Defense Boats[#] (SDB) on maneuvers</p> <p>20 Formation of (2d6) Starfighters[#] on patrol</p> <p>21 Imperial Navy Convoy of (1d6+6) Transports with (1d6) Close Escorts</p> <p>22 Colonial Fleet Task Force Battletender (with 1d6 Battleriders aboard) on maneuvers</p> <p>23 60,000 Ton Imperial Navy Azhanti High Lightning Frontier Cruiser with (1d6) Close Escorts on patrol</p> <p>24 Imperial Navy Task Force including a 250,000 Ton Battleship with (1d6) Close Escorts on maneuvers</p> |
|--|---|
- [#] If echelon is not specified, roll 1d6 to determine echelon:
- | |
|----------------------------------|
| 1 Imperial Navy |
| 2-4 Colonial Fleet |
| 5-6 System Navy of Defense Force |
- * Starport Authority ships do not have a jump drive

There are many publishers providing a variety of starship and smallcraft designs for use with sci-fi gaming. This includes: Mongoose Publishing, Moon Toad Publishing, Gorgon Press and Gypsy Knights Games. Each provides excellent descriptive details, full deck plans and illustration work. Check them out!

PRIVATE & COMMERCIAL VESSELS

Roll 5d6

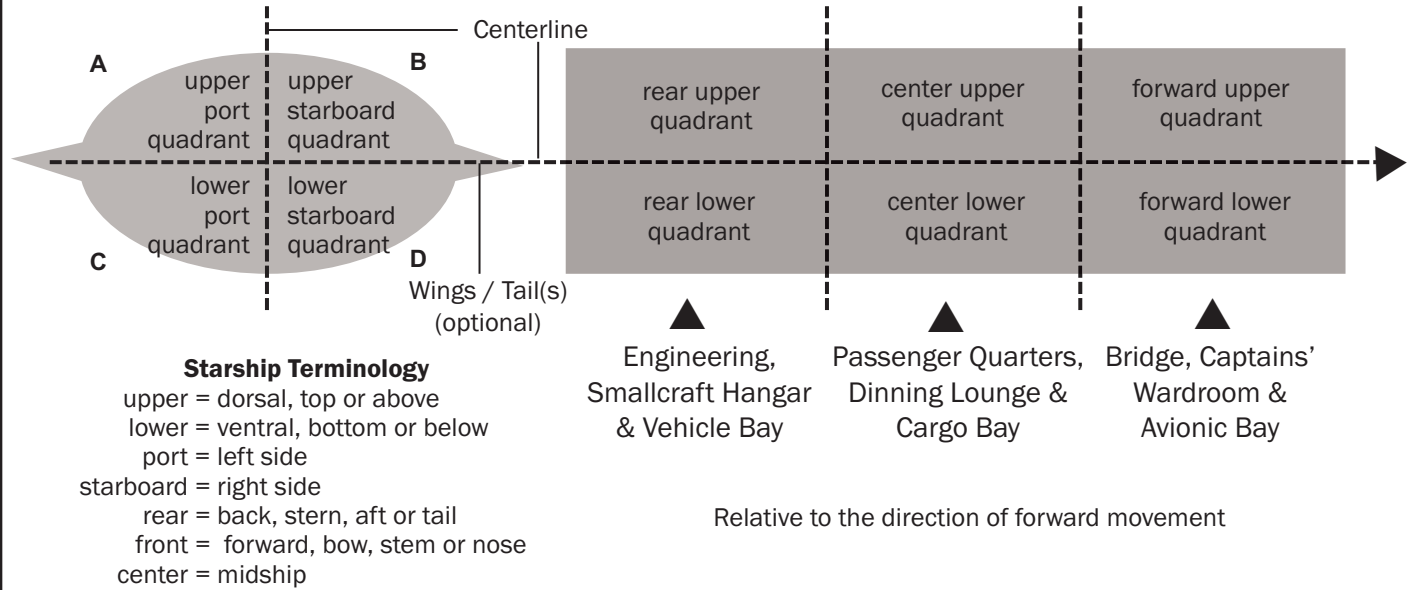
- | | |
|--|--|
| <p>5 50 Ton Modular Cutter*</p> <p>6 50 Ton Shuttlecraft*</p> <p>7 75 Ton 75-meter In-System Racing Yacht*</p> <p>8 100 Ton Scout-Courier</p> <p>9 200 Ton Free Trader</p> <p>10 200 Ton Pursuit Cutter *</p> <p>11 200 Ton Yacht</p> <p>12 300 Ton Far Trader</p> <p>13 400 Ton Medical Transport</p> <p>14 400 Ton Ice Trawler*</p> <p>15 400 Ton Pleasure / Casino Ship</p> <p>16 400 Ton Subsidized Merchant (Fat Trader)</p> <p>17 800 Ton Fuel Skimmer / Tanker*</p> <p>18 800 Ton Mercenary Cruiser</p> <p>19 800 Ton Corporate Yacht</p> <p>20 800 Ton Subsidized Liner</p> <p>21 5,000 Ton Salvage Tender (dismantling a derelict ship adrift in space)</p> | <p>22 Container Ship ^</p> <p>23 Super Freighter ^</p> <p>24 Super Tanker ^</p> <p>25 Terraforming Baseship ^</p> <p>26 Cruiseship / Starliner ^</p> <p>27 Orbital Construction Baseship ^</p> <p>28 Colonization Baseship ^</p> <p>29 Asteroid Mining Baseship ^</p> <p>30 Generation / Colony Ship ^</p> |
|--|--|
- ^ *Tonnage of Starships (Ton) (1d6):*
- | |
|---------------|
| 1 = 25,000 |
| 2 = 100,000 |
| 3 = 250,000 |
| 4 = 500,000 |
| 5 = 750,000 |
| 6 = 1,000,000 |
- * Ships do not have a jump drive

FACILITIES & INSTALLATIONS

Roll 3d6

3	Waystation ^*	18	Private Trading Outpost (located near a frequent jump point (providing a last chance for refueling, resupply or minor repairs)
4	Imperial Scout Base ^		
5-6	Imperial Naval Starbase ^^		
7-8	Confinement Facility (1d6) ^*		
1-3	Prison Facility	^	<i>Tonnage of Facility (dTon) (1d6):</i>
4-5	Psychiatric Facility	1	=100
6	Hospital Facility (for Infectious Disease)	2	= 200
9	Imperial Research Station (Restricted Zone) ^^	3	= 400
(These stations may be involved in: genetics, astronomical phenomena, biological warfare, cybernetics-robotics, psionics or Ancient artifacts)		4	= 1,000
10	Private Drifter Colony ^ (under tribal rule — hundreds of modules welded together forming a community for hundreds of residents, including several ships and smallcraft)	5	= 5,000
11	Imperial Communications Relay Station ^	6	= 10,000
12	Abandoned Facility^ (Items of value have already been salvaged)	^^	<i>Tonnage of Facilities (Ton) (1d6):</i>
13	Shipyard^^*	1	= 25,000
14-15	Corporate Manufacturing Facility^^	2	= 100,000
16	Colonial Navy Boneyard* (collection of hundreds of lower tech and mothballed ships (most stripped of weapons and engines) (Restricted Space)	3	= 250,000
17	Imperial Historical Battle Site with wreckage of many warships (Interstellar law forbids plundering of historical sites)	4	= 500,000
		5	= 750,000
		6	= 1,000,000
		*	<i>Ownership / Management of Facility (1d6):</i>
		1	<i>Private or Corporate</i>
		2-3	<i>Planetary</i>
		4-5	<i>Colonial</i>
		6	<i>Imperial</i>

LONGITUDIAL & LATITUDIAL CROSS-SECTIONS OF A STARSHIP



DEEP SPACE

(Outside Solar System)

FAR SPACE

(Within Solar System)

NEAR SPACE

Planetary Gravitational Diameter (PGD)
varies with a planets diameter and density

Starship's
Flight Path

Jump Point
(Once refueled
at gas giant)

Nearest
Gas Giant

Jump Point
(Once outside the PGD)

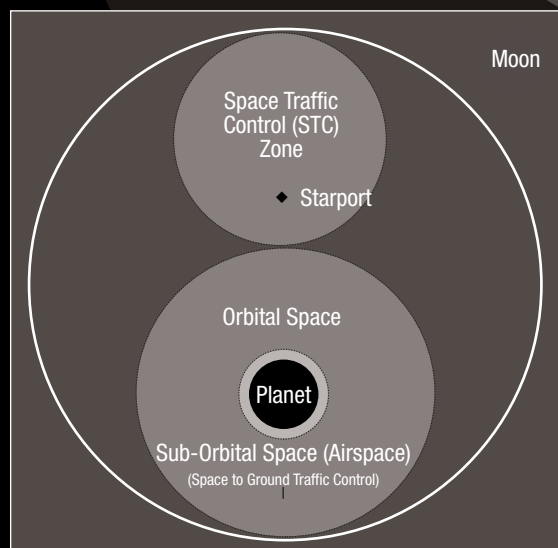
Planet Starport

100 AU+
(This is equivalent to Earth)

100 PGD



The distance from the star to the planet
is measured in AUs (Astronomical Units).



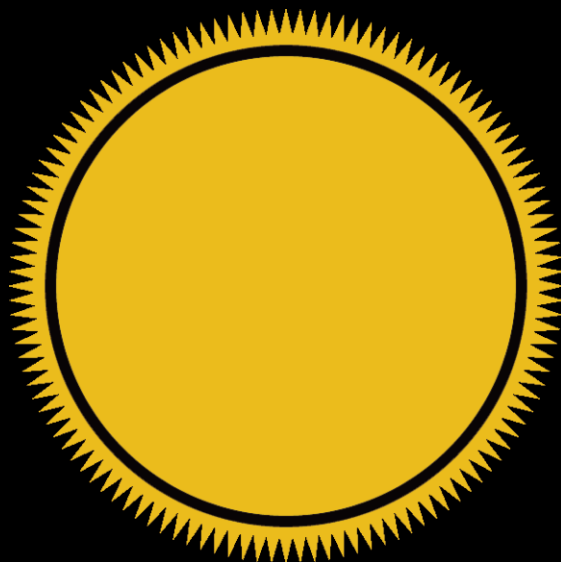
(Not to Scale)

It's recommended that a starship should jump outside the gravity well of the any gravitation body (this can be a planet, moon or gas giant). This is referred to as the "Planetary Gravitational Diameter" or PGD (in kilometers). To find the PGD, first, determine the diameter of the planet and multiply its density (Earth has a density of 1.0). If a planet has a 8,000 kilometer diameter (and a density of 1) then multiply this result by 100. This establishes a safe jump distance (with a 99% probability of success). The distance would be 800,000 kilometers.

Jumping inside this number will lower the success of a misjump by 1% for every 1% of distance. Therefore, jumping at 75% PGD (or 600,000 kilometers) subjects the ship to a 25% chance of a misjump.

AU (Astronomical Unit) is approximately 150 million kilometers (or 93 million miles) in distance. This is the measurement from the center of the Earth to the center of the Sun.

NORTH PHOENIX GAMES



Expanded Space Encounters, Second Edition provides a new way to look at space travel. This 16-page booklet describes and discusses possible shipboard events and encounters while traveling between the stars. The crew of a starship will be exposed to many different types of spacial phenomena, hazards to navigation, misjumps, malfunctions, incidents involving passengers, encounters with hostile ships, naval warships, commercial vessels along with a variety of space installations and restricted facilities. A great guide for an adventurous captain and crew. A must have for a creative referee.