

Space Force 2150

You and your crew embark on a Wayferer class supply ship for a resupply mission from Mars to the new colony on Titan. Your ship is coming through an Asteroid Belt when the ship is struck with an asteroid and takes serious damage. None of the crew is injured, but the ship on the other hand is in need of substantial repairs. Luckily, the supplies you are carrying will be plenty for the repairs necessary to fix up the ship and get you the rest of the way to Titan. Space travel is fraught with dangers, and the cold emptiness won't be easy. You will face road blocks along the way but there are also perks that will make you more successful. Good luck!

Choose Your Crew:

Each player may choose from the following occupations: (Only one of each occupation may be chosen)

- Executive Officer (XO) – The XO may expend one Oxygen to give an order to another character. The ordered character completes the action regardless of remaining Oxygen. (for example, the Navigator has used all 4 Oxygen, and made it back to the Cockpit, but did not have enough Energy to activate the Module Bonus. The XO may expend 1 of their Oxygen to order the Navigator to activate the Module.
- Engineer – The Engineer is able to repair modules and Hull Points more efficiently. The Engineer may re-roll any failed Repair check. ((Bonuses accumulated due to failed rolls are not applied.))
- Navigator – The Navigator can use the Cockpit module to anticipate future events. If the Navigator ends the Internal Phase in the Cockpit, the Navigator may expend Oxygen to activate the Cockpit Module. The Cockpit Module allows the Navigator to look at the next normal Event Card (Not Major Events). The Navigator may then decide to keep the event card, and resolve it as normal, or discard the event card and draw a replacement. ((This replacement must be kept and resolved.))
- Security Officer – If the Security officer ends the Internal Phase on the Turret, the Security Officer may choose to activate the Turret Module. The Turret Module gives a +1 bonus to rolls that involve firing the ships weapons (at an Enemy Spacecraft or Asteroid)
- Cargo Master – The Cargo Master has a passive bonus that adds an additional 1 to max fuel capacity (7total) and 2 to supply capacity (14 total)
- Robot – At the beginning of each Internal Phase, before any Oxygen is expended, the Robot may choose any of the other characters, (even those not in play), and execute the Internal Phase as that character.

Rules

One round - the completion of both the internal phase and external phase.

Fuel

- 1 Fuel moves the ship one die roll. Ex. Roll a 3 move 3 spaces for 1 fuel

Oxygen Points

- 4 Oxygen per player per Round (Exception: See Executive Officer)
- No max storage
- You do not need to use all oxygen points, but the maximum number of actions per turn is 4.

- Team collectively shares oxygen, refilling from the Oxygen Storage of the ship. ((If you only use 1, you only need to refill 1))

Supplies

- Max storage is 12 units
- At the end of each round, 1 Supply is removed from supply storage. ((This represents feeding and maintaining the crew and baseline systems.

Hull Points

- Represents the structural integrity of the ship
- Max is 10 points
- Can be repair via spacewalk (see above)
- If Hull Points reach 0, the ship is destroyed, and the game ends

Howto play:

Internal

During the Internal Phase of each round, each player starts with 4 Oxygen, which are used to execute actions on board the ship. Players may expend Oxygen for actions in any order, working as a team is key.((Moving across the ship, or interacting with ship systems for repairs))

Actions cost 1 Oxygen each:

Moving between numbered sections of the ship that are connected via hallways

Repairing doors between sections or ship modules (ie Turrets, Cockpit etc.)

To repair a Door or Ship module, Spend one Oxygen and then Roll d6.

On a 1 or 2 – the repair roll fails.

On a 3 or 4 – the repair is incomplete (gives a +1 bonus to next repair roll).

On a 5 or 6 – the repair is complete.

Use Section bonuses (1 Oxygen spent in certain zones will give a repeatable benefit)

Turret: Gives +1 to rolls for Security Officer in External Phase

Cockpit: Allows Navigator to discard/redraw Normal encounter card 1x per turn

Medical Bay: Gives d6 Oxygen to Ship Oxygen

Cargo Bay 1: Gives d6 Supplies to Ship Supplies

Cargo Bay 2: Gives d3 Fuel to Ship Fuel

Dormitories: Gives d3 Supplies to Ship Supplies (not repeatable)

Lounge: Additional Bonus to XO leadership rolls

Exit Ramp: Spacewalk to repair Hull roll d6

1 – repair fails

2-4 – repair 1 hull for 2 supplies

5 – repair 1 Hull for 1 Supply

6 – repair 2 Hull for 1 Supply

External

During the External Phase of the round, the players navigate the ship towards Titan. During each round, the team will roll one six-sided die to determine movement. The ship then moves the number of spaces shown on the die. Some spaces will stop movement regardless of how many spaces are rolled. After movement, the team will reveal an event card. The event card will present the players with an opportunity/hazard. Following the instructions on the card, the players will resolve the event, and then progress into the next round's Internal Phase.

Phase Sequence

1. Roll a d6 for movement, moving the ship forward the number of spaces shown on the die. Major event spaces (Shaded spaces with numbers) will stop movement regardless of remaining moves on the die.
2. Draw an event card and resolve the text on the card, making rolls as instructed. If your movement was stopped by Major Event space, resolve the Major Encounter Card with the same number.
3. Expend daily supplies. At the end of each External Round, spend 1 Supply from the Ship Supply. ((This represents use of supplies to keep crew alive for the round.)) If there are no Supplies left on the ship, proceed to "Ship Damage" and roll on the table, representing the crew disassembling parts of the ship to survive.

Ship Damage

In the event of the ship taking damage:

If damage is specified as Hull Damage, reduce Hull by the number of points. If the Hull Reaches 0, the ship is destroyed and the game ends.

If the Damage is specified to a specific ship module, that module's bonuses cannot be used again until repaired. If a damaged ship module is damaged again, reduce Hull Points by 1 Damage.

If Damage is not specified, roll a d6 and consult the following:

1 – 2 Damage to Hull

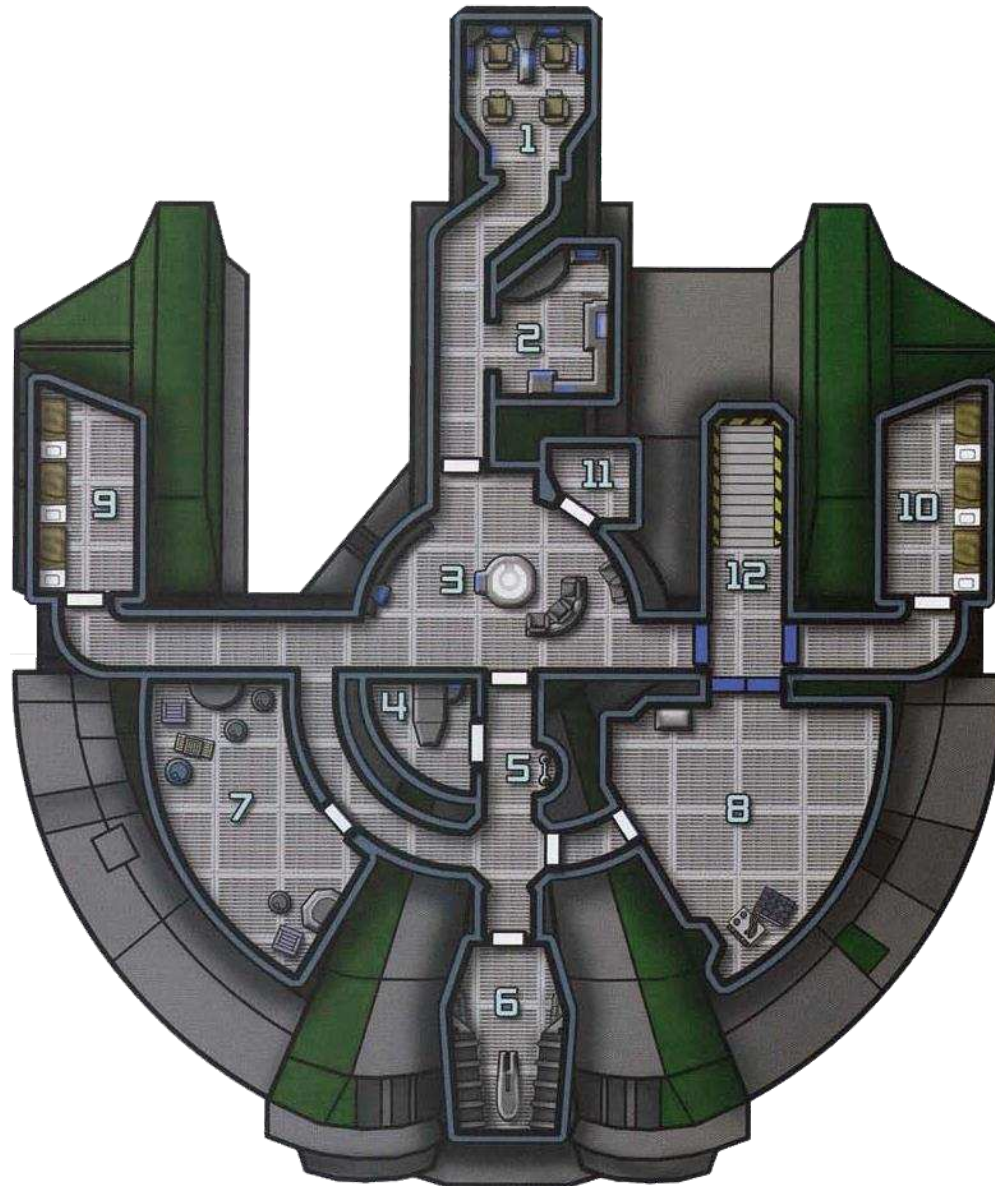
2 – 1 Damage to Hull

3 – Damage Cockpit

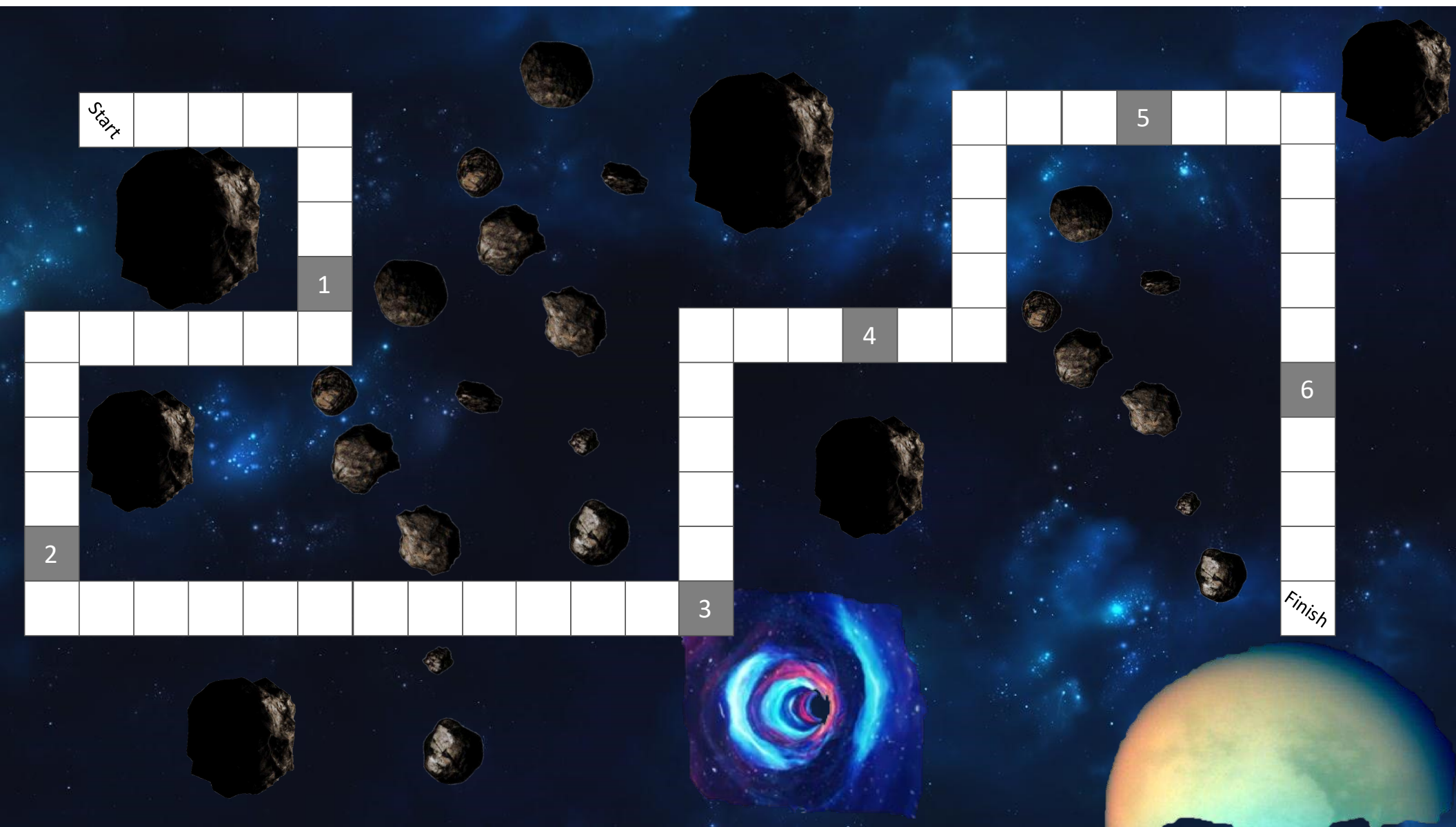
4 – Damage Turret

5 – Damage Engine

6 – Damage Ship Stores (Roll d6 again, on a 1-3 lose 2 Oxygen, on a 4-6 lose 1 Supply)



- 1 Cockpit
- 2 Galley
- 3 Lounge
- 4 Medical Bay
- 5 Turret Access
- 6 Engine Room
- 7 Secondary Hold
- 8 Main Cargo Hold
- 9 Port Dormitory
- 10 Starboard Dormitory
- 11 Refresher
- 12 Exit Ramp



Start

1

2

3

4

5

6

Finish

Major Event #1 Security Officer

- Navigate through a dense asteroid field.
 - Roll a Six-sided Die
 - If you have a Security Officer – on a 4-6, navigating the asteroid field is difficult, but you are able to do so without taking damage due to some quick shooting of the Ships weapons. On a 1-3, the ship takes 1 Hull Point of damage.
 - If you do not have a Security Officer – on a 5-6, navigation is very difficult, the ship takes 1 Hull Damage, on a 2-4, the ship takes 2 Hull Damage. On a 1, the ships Engines are damaged, and must be repaired. While the Engines are Damaged, the Ship will only travel 1 Space during the External Phase.

Major Event #2 Engineer

- A crew member goes out on a spacewalk and becomes detached from their tether.
 - Roll a Six-sided Die (If you have an Engineer, add 1 to your result)
 - On a 6, a quick thinking crew member is able to throw out another tether and pulls the stranded crew member to safety.
 - On a 2-5, the ship needs to adjust course to enable rescue of the crew member, but changing direction costs 1 Fuel.
 - On a 1, the ship needs to adjust course, but due to an over correction, 2 Fuel are consumed before the crew member is rescued.

Major Event #3 Navigator

- While transiting an area of clear space, you discover a wormhole.
 - If you decide to chance the wormhole, roll a Six-sided Die
 - On a 6, Navigating the wormhole isn't as challenging as expected, Move the ship forward 3 spaces.
 - On a 2-5, The wormhole is stable long enough to propel you forward 2 spaces.
 - On a 1, The wormhole is unstable, and collapses. The resulting Energy spike causes your Engines to overheat. Your ship only moves one space during the next External Phase. Afterwards, movement returns to normal.
 - If you decide to bypass the wormhole, continue movement as normal during the next External Phase.

Major Event #4 Space Time Jump

- You encounter a strange looking alien craft. When you open a communications channel a strange sound is heard through your systems speakers. A voice then demands that you turn over all of your supplies.
 - If you do turn over the supplies, the ship suddenly disappears, and you can continue as normal during the next External Phase.
 - If you don't turn over the supplies, Roll a six-sided die
 - On a 6, The alien ship has offered to exchange fuel and oxygen for your supplies (divided up as you choose)
 - On a 2-5, The alien ship fires upon your ship. Roll Ship Damage twice.
 - On a 1, The alien ship fires upon your vessel, but their alien tech is affected by the ship, and instead of doing damage the weapon rips a hole in space time. All crew members must immediately choose a new occupation. Play then continues as normal.

Major Event #5 Cargo Master

- A near Miss of an Asteroid causes the ship's gravity generator to go offline. The Cargo holds are mess because of the lack of gravity. Roll a six-sided die. If you have a Cargo master add 1 to the result.
 - On a 6, You find that there was a secret compartment on the ship that was storing 2 Fuel, 4 Oxygen, and 2 Supplies.
 - On a 2-5, Fixing the cargo bay takes an extended effort by the entire crew. All crew only get 3 Oxygen next round.
 - On a 1, The cargo bay hull has been breached, and some fuel and supplies were jettisoned into space. (Lose 4 Fuel/Supplies in any combination)

Major Event #6 XO

- You receive a distress beacon from a ship that is nearby, and seems stranded. The distress call requests aid due to a malfunctioning Life Support System. After a quick conversation, you come to the conclusion that your ship's systems could be converted to give the Ship the assistance it needs. To do so would require 1 Module system to be dismantled (requiring a repair roll during the next Internal Phase) as well as 2 Fuel, and 2 Supplies to reach the vessel.
 - Your leadership and moral fiber inspire your crew. (the XO can use his command ability twice during the next Internal Phase.)
 - Your crew questions your moral fiber and leadership. (The XO cannot use the command ability for the next Internal Phase.)

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Asteroid Incoming!

- Roll Six-Sided Die
 - With Navigator and Cockpit Module – On a roll of 5 or 6 you fly close to the asteroid and harvest 1 Fuel from the asteroid, otherwise you avoid the asteroid.
 - If you have a Navigator but no Cockpit Module – On a 4 - 6, you dodge the asteroid.
 - If you do not have a Navigator, but the Cockpit Module is operational – On a 5 or 6, you avoid the asteroid.
 - If you don't have a Navigator and your Cockpit Module is damaged – On a 6 the Asteroid misses you.
 - If you hit the asteroid, roll for Ship Damage

Crew Fight!

- Roll a Six-Sided Die
 - If you have a XO – On a roll of 4 or higher the XO establishes order and the crew is ordered to cool off. Due to his cool-headed nature, the XO can issue 2 orders (instead of 1) for 1 Oxygen during the next internal phase.
 - Otherwise – On a 5 or 6 the members agree to disagree
 - On a 4 or less, 2 crew members lose 1 Oxygen for the next turn

Alien Encounter! (h ostile)

- Roll a Six-Sided Die
 - If you have a Security Officer and Turret – on a 5 or 6, The alien ship is destroyed, and the crew can salvage 2 supplies from the wreckage. On a 4 or less, the alien ship is disabled and retreats.
 - If you have Turret – on a 4 - 6 your crew disables the alien ship on a 1-3 the alien ship fires at your ship.
 - If your ship takes fire, roll for Ship Damage.

Ship Fire!

- Roll a Six-Sided Die
 - On a 6, You get the fire under control quickly. There is no lasting effect of the fire.
 - On a 2-5, You get the fire under control but not before it consumes Oxygen. Lose 1 Oxygen.
 - On a 1, It takes a long time to get the fire out. Lose 1 Oxygen, and Roll for Ship Damage

Space Traders

- You can trade 1 Fuel for 2 supplies
- You can trade 2 supplies for 1 fuel
- You can spend 2 supplies to repair a ship module

Derelict Ship

- You find a Derelict ship drifting through space with no signs of life
 - If you have the Engineer
 - Your Engineer scans the ship for Fuel left on board, gain 1d6 Fuel
 - If you have Cargo Master
 - Your Cargo Master scans the ship for supplies, gain 1d6 supplies

1. Open a door to a blown-out hull, lose 1 oxygen for whoever opened the door next round.
2. Random crew member gets sick, spend 1 supply to heal member or 1 oxygen next turn.
3. Find floating oxygen tank while on spacewalk, 2 oxygen.
4. Random crew member trips and damages their gear. Spend 1 supply to repair
5. You find a backpack in the locker room of the ship. Find 1 supply
6. Find leftover rations box in a closet, gain 1 supply.
7. Shut down areas of the ship that are not in use, save 2 fuel.
8. A crew member tells you a secret about another crew member. Lose 1 oxygen
9. You find a book on alien lifeforms that frightens you. Lose 1 oxygen but gain 1 supply
10. Sleeping as a group maintains warmth allowing you to shut off the heat. Save 1 fuel.
11. An unknown ship is tailing you too close. Lose 1 fuel to evade
12. You find an old crew's supply cache. Gain either 2 supply OR 2 oxygen
13. Your ship bends around an asteroid's gravitational pull. Add 1 space to travel no consumed fuel
14. Someone recently cleaned the refresher. Plus 1 oxygen
15. A crewmember left the TV on in the lounge for 24 hours. -1 fuel
16. There is a sudden power outage in the port dormitory. Spend 1 supply but gain 1 fuel to repair
17. Found old fuel in the generator. +1 fuel
18. After the last spacewalk, the ramp was not shut all the way. Lose 1 oxygen.
19. Lounge was not cleaned after last use. The extra work to clean requires one supply.
20. The water was left running in the galley. Lose 1 fuel at the start of next turn
21. The engine room is overheating. Spend 1 supply and 1 oxygen to repair but save 2 fuel.
22. Starboard dormitory has bed bugs, -1 oxygen due to lack of sleep.
23. Port dormitory does not have bed bugs, sleep like a baby. +1 oxygen
24. Turret door is jammed, oh my! Cannot use turret next turn.
25. There hasn't been an injury on the ship for a while and the medical bay has a surplus. +1 oxygen AND supply
26. Activate autopilot and just cruise. Plus 1 fuel
27. Sensor panel malfunction, -1 fuel
28. Crew sees super nova in the distance, boosts morale. +2 oxygen
29. you see a space-spider in the galley. -2 oxygen
30. Crewmember dies, less mouths to feed. +2 supply.