



THE ADVANCED RULE BOOK

Contents

Preface	4	III - EQUIPMENT	73
Credits	4	Ranged Weapons	82
I - OVERVIEW	5	Heavy Ranged	86
Introduction to the Game	6	Melee Weapons	88
II - CHARACTER CREATION	11	Explosives	90
Select an Enemy	12	General Equipment	92
Create Characters	12	Drugs and Toxins	96
Species	14	Cyberware	98
Bots	24	Modules, Cargo Bay Items, Hulls, Pods	100
Advanced Species	26	IV - STARSHIPS	101
Character Actions	28	Starship Modules	102
Special Character Actions	29	Cannon	103
Other Types of Actions	30	Ship to Ship Combat	104
Character Movement	31	Cargo Bay	109
Personal Damage	34	Powered Armor	118
Profession	36	Tractor	120
Skills	36	Fighters	122
Athletics	37	Cloaking Device	126
Combat	38	Engine	127
Engineering	42	Helm	128
Piloting	44	Hyperdrive	132
Science	45	Life Support	134
Diplomacy	46	Mine Layer	135
Psionics	48	Missile Bay	136
Sanity	48	Science Bay	140
Special Abilities	49	Sick Bay	141
Miniatures	72	Teleporter	142

V - ADVENTURE	143	VII - MISSIONS	175
Upgrades	145	Campaign Rules	176
Setup Mission	146	Missions	178
Run Mission	146	Guest Star Missions	206
Ship Movement	146		
Hero Actions	147	VIII - ALT MODES OF PLAY	247
Battlestation Actions	147	Semi-moderated, PVP	248
Enemy Actions	147	Dirtside Preview	252
End of Phase	147		
Phase 6 (End of Round)	148	IX - APPENDICES	253
Ending The Mission	148	Astral Bodies	254
After the Mission	148	Sectors 7, 8, and 9	256
Death	149	Galactic Expansion / Map	260
Requisitions	149	Planetary Opportunities	262
Character Advancement	149	Starship Registry	263
Effects	150	Ship Record Sheet	264
Fire Effects	150	Ship Templates	265
Gas Effects	151	Bases	282
Interstellar Movement	152	Freighters	283
Navigation Hazards	154	Random Species Chart	284
Mind Control	156	Naming Conventions	285
VI - THE ENEMY	157	Character Sheets	286
Playing the Enemy	158	Glossdex	288
Plot Twists	162	Quick Reference Tables	299
Treasure	164	Skill Check Modifiers	299
Maiden Voyage (Fiction)	172	Mission Randomizer	299
		Sequence of Play	300
		Hull Check	300
		Useful Actions	300

Preface to the Second Edition

Battlestations has consumed my professional life for the last two decades. It is my favorite game because it lets me fly around in a starship in a really big sandbox. It has evolved over the years thanks to the insights of some fine playtesters.

When my brother Jason and I originally published the first edition in 2004 we dreamed of making it so big that we could someday get plastic miniatures and professional art. The original art was great but it was mostly begged from friends who had to spend more of their time on their professional work.

Thanks to our kickstarter backers, the dream of making the game we wanted to make has become a reality.

Battlestations has been a journey. In the beginning, it was just so much fun to fly around in space that I didn't realize how bad the game was in those early playtests. But the people who wanted shipboard adventure looked past that long enough that we could keep a game going and fix it.

This is the definitive version of Battlestations. I am incredibly proud of the work here and recognize that I'm just a part. I get to be at the top of the credits page but this isn't my game anymore. Battlestations belongs to everybody who dreams of reaching out to the stars.

This particular copy of Battlestations belongs to you. It is your turn to fly.

Jeff Siadek

December 2016



Credits

Game Design: Jeff Siadek

Production: Joey Vigour

Art Direction & Rule Book Design: Dan Blanchett

Box Cover Art: Alfredo Lopez, Jr.

Illustration: James Olley

Module Art: Steve Hamilton

Additional Art: Richard Iorio II

Galactic Map: Amanda Kahl

Sculpts: Ben Misenar, Bob Gallagher, William Tombs

Game Development: Neal Sofge (Fat Messiah Games)

Special thanks to: Cy at LongPack, Halley Kim, Rob Koch and Michael Macheda.

Lead Playtesting: Mario Acuna

Playtesting: Dennis Lien, Sergio Alvarez, Rich Buschkoetter, Bridget Acuna, Kyle Barry, Tom Barry, Jonah Johnson, Anthony Brucolieri, Kenneth Williams, Bryce Whitacre, Chris Williams, Bryan Daniels, Christopher Duemling, Paul Wastney, Nico van Rijn, Wolly Schapf, Christina Williams, Chris Carlson, Jason Orman, David Gaidasz, Adam Parra, Kirby Young, Matt Lopshire, Stephan Corniuk, Jim Sweeney, David Brause, Dave Eggiman, Matt Meloan, Trevor Forrest, Brandon Dills, Lou Carvalho, Carlton Bale, Dean Cress, Richard Glover, Troy Bartholomew, and Kosta.

Battlestations © 2017 Jeff Siadek. Battlestations is trademarked by Jeff Siadek. All rights reserved.

Battlestations was created by Jeff Siadek and Jason Siadek.

*Battlestations is dedicated to Eryl Jane Siadek.
One universe is not nearly enough for you, my dear.*



Visit

gorillaboardgames.com/battlestations
for questions, comments, errata and
tutorial videos.



Section I

OVERVIEW

Introduction to the Game

Battlestations is a cooperative game about being a hero onboard a starship. One player is the Enemy controlling the enemy characters, space anomalies and secrets in the rules. Other players each play a single character and collectively crew a ship to accomplish a mission. A few simple systems interact here to simulate the workings of a starship. Your character will be moving around on the ship taking actions to operate the ship.

This overview will give you an idea of how it all works and tell you where to find the specific rules for each section. Bold words have special meaning in the game as defined in the glossdex (page 288).

It is worthwhile for everybody on the crew to be familiar with this brief overview section. Each player should also be familiar with the rules section associated with their profession.

Pilots should read the Helm section (page 128). Scientists should know about the Science Bay and Hyperdrive when you want to warp out (pages 140 and 132). Only worry about the Teleporter or Cloaking device if you have those modules. Engineers should read the Engine section (page 127) and the Marine should know about personal (page 38) and ship to ship combat (page 104). There is a lot here but you only need to know about the stuff you have at hand.

If you are already a Battlestations fan, some stuff has changed (ships are faster, you can use Cannons, Engines and Missile Bays with used markers on them) but the basics have remained intact.

If you have the 32 page rulebook, and you are new to Battlestations, I recommend starting with that book and moving on to this book after you've completed the introductory campaign.

Time

After the setup, the game takes place in a turn structure of Phases and Rounds. There are 6 Phases in each Round. During each phase, ships move and missiles move then each player gets to move and act in any order and when enemies move and act as controlled by the Enemy.

At the end of the 6th Phase of each round, there are bookkeeping tasks to perform and then you start a new round on Phase 1.

This continues until a victory condition has been met by either side based on the mission parameters.

A single session of Battlestations is a Campaign Turn and generally takes 2 to 4 hours to play out. See the sequence of play on page 300.

Your Starship

Starships are assembled out of modules into an array based on the ship's size and registry (see page 263). Each module of the ship has a function: Engines must be at the back of the ship and produce power; Cannons allow you to attack other ships on the side of the ship the gun is facing; Life Support allows for crew to breathe (or whatever they do instead!); The Helm must be on the front and allows you to change the facing or Speed of your ship. Missile Bays allow you to put missiles on the map that will track down your enemies and blast them.

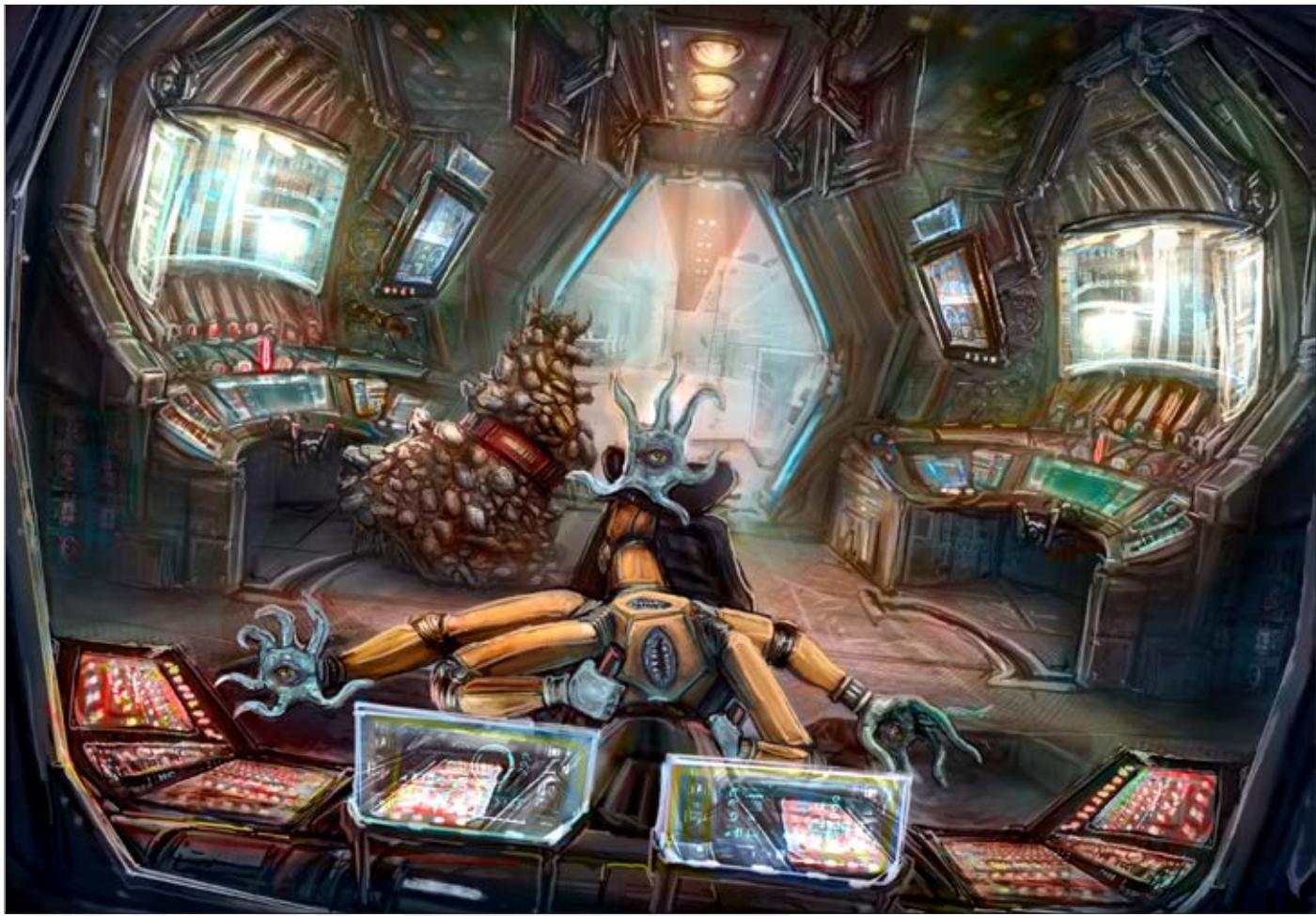
Some modules will acquire used markers indicating they cannot be further used this Round or can be used but at a penalty on the Skill Check to use them.

Each module is described in detail alphabetically starting on page 102.

Here's a size 3 human ship that is pretty much standard:



Each turn you move and act and then the enemies move and act. All actions in the game require you to roll 2d6 and add your skill then compare to a target number.



Ship Control Card

The variables for your ship are tracked on the ship control card by sliding glass beads.

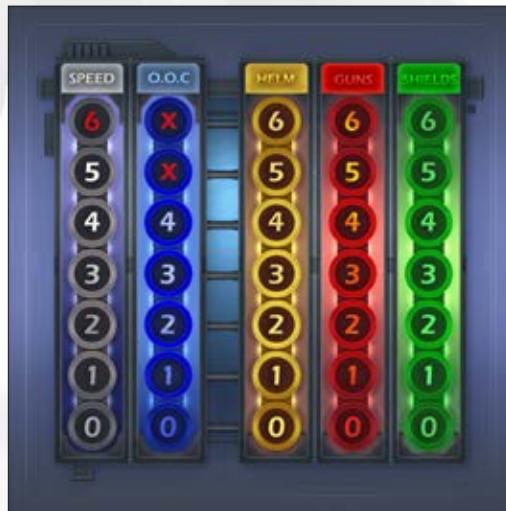
Speed is the number of hexes your ship moves each phase. Unless somebody takes a piloting action to stall, sideslip, or turn, it will go this many hexes in the direction it is headed.

OOC (Out of Control) measures how much the ship is rocking. You'll find the ship rocking when it attempts maneuvers or is hit by heavy enemy fire. To simulate this, each ship has an "Out Of Control" level that applies as a penalty to movement and actions aboard the ship.

Add the OOC level to the difficulty of your skill checks and subtract it from your personal movement.

The ship automatically steadies a little at the end of each phase. Pilots may take an action to steady the ship completely.

OOC maxes out at 4. Any OOC generated beyond this is converted to hull damage.



Power Levels show available power in the indicated systems. Your ship will generate power at this start of each round if it has at least one functioning engine (and when anybody takes an Engineering action to pump more power).

Use **Helm** power to maneuver, **Guns** power to fire weapons and **Shields** to retard incoming weapons fire. The maximum power level for each system is the ship's size.

Note: If you want the ship to do something different, go to the helm and change speed or facing.

Characters

Your character moves around on the starship taking actions to make stuff happen. You can use a sample character provided in the cards or you can build your own character in about 10 minutes by choosing a species, profession, special ability, skill set and personal equipment on these next few pages.

Shortlist Glossary - the Glossdex on page 288 is extensive.

TERM	P#	SUMMARY
Action	28	You can do one thing during your turn in addition to movement.
Action, Automatic	30	An action that requires no skill check (such as holstering a weapon)
Action, Free	30	Action that doesn't use up your action for the turn (such as dropping a held object). May or may not require a skill check.
Assist	29	Make a skill check with a target number of 8 in the appropriate skill to reduce the difficulty of an adjacent character's skill check by 1 for their next action.
Battlestation	9	The starred squares in a module where you can operate the module
Bot	24	Mechanical assistant with limited skills and simplified damage.
Brace	29	Until your next action, any time you would sustain at least one die of personal damage, you may reroll one of the dice.
Broken Marker	108	Modules are broken on ship's weapon damage of 4,5,6 or personal weapon damage of 6 and won't function. 2 broken markers slags the module inhibiting movement and actions.
Character	5	Any being in the game.
Damage, personal	34	Wound points you suffer when you are struck by personal weapons or are in a module hit by ship's weapons. When wounds equal or exceed your hit points, you go unconscious. If wounds are 6 or more greater than your hit points, you are dying.
Enemy	158	Enemy player who controls the game system and characters opposed to the heroes.
Free Attack	31	Each time somebody moves through your square, you may make a free melee attack upon them.
Failure, Automatic	10	If the dice roll a natural 2, the check fails regardless of the difficulty.
Hero	8	Each player's character is a hero.
Hit Points	13	Amount of damage you can sustain before going unconscious
Luck	13	Rerolls you can use on your skill checks, damage and some other stuff
Microships	122	Missiles, Fighters, Drones, Mines
Missile	136	Science Probes, boarding and warhead torpedoes that move on the hex map

Character Actions

Each Phase, you'll get to take one action with your character. You may move either before or after your action. The list of actions on page 297 details rules for everything you can do in Battlestations. The summary chart on the punchout sheet covers most of what you can do.

Many of your actions are dependent upon the module you are in (see pages 103 to 142) or personal equipment you are using (see pages 74 to 99). Automatic actions such as drawing a weapon or movement are accomplished without any dice rolls. Some actions require a Skill Check to determine if they are successful.

Battlestation Actions

Any action to activate the ship is a Battlestation Action. It must be taken at a Battlestation (starred square) on the ship it is affecting. If it is not in the module that is being activated, the battlestation action is at a remote penalty of +3 difficulty.

Shortlist Glossary - the Glossdex on page 288 is extensive.

TERM	P#	SUMMARY
Mission Difficulty (MD)	144	The average rank of the crew gives a MD number used to balance enemy skills and mission parameters.
Module	102	Square tiles that form the starship. Broken modules won't function. Slagged modules (two broken markers) cost double movement to enter and give +3 penalty on actions (including repairs)
Move, personal	31	You can move a number of squares equal to your move number each turn. (not diagonally) You can also expend your action to move.
Move, Ship	231	Each Phase, each object in space moves a number of hexes equal to its Speed.
OOC	7	Out Of Control penalty to movement and active skill checks due to ship's rocking.
Overwatch	29	Spend your action to wait with a ready action. Normally done with a weapon in anticipation of an enemy coming into line of sight.
Peek	31	Straddle 2 squares for cover. Enemies that can't see both squares are at +3 difficulty to target you.
Personal Combat	38	Using a weapon to roll a skill check at the target's target number. If successful, deal damage. If not, check to see if you break the module.
Phase	146	Unit of time in which ships move, characters act, enemies act and ships steady. There are 6 Phases in each Round.
Pop	30	Move into a square to perform an action at +1 difficulty and then (optionally) pop back.
Prepare	30	Spend your action this phase to get -1 difficulty on your action next phase.
Repair Module	42	Make an Engineering check of 11 to remove a damage marker from a module.
Round	146	A unit of time which includes Power Generation, 6 phases, and End of Round Effects.
Ship	265	Starship composed of modules
Skill Check	10	Roll 2 six-sided dice and add your skill to meet or exceed a target number. Active Skill checks are made when you are attempting to do something. Passive skill checks (usually Athletics) are made when you are trying to resist something like stun or disintegrate.
Target Number	13	The difficulty to complete something. You must meet or exceed this number with the sum of 2d6 and your skill.
Used Marker	127	Signify that a module has been used. They provide a +3 penalty for further uses and come off at the end of the Round.

Skills and Skill Checks

There are 5 basic skills in Battlestations representing the major areas relevant to manning a starship in battle:

Athletics 🌟, Science 🌟, Engineering 🚀, Combat 🚩, and Piloting 🛣.

When an action requires a skill check determine the target number and roll 2 dice. Compare your result to a target number. The target number will be reduced by your skill level and other bonuses such as preparation or assistance and the target number will be increased by penalties such as OOC, Range, Popping, or Peeking.

If your result is equal to or higher than the target number, you succeed. You can even attempt a skill check with a skill of zero (but you are less likely to succeed). You may not attempt a skill check for which you have no hope of success. A natural dice result of 2 ("1,1") is an automatic failure regardless of the difficulty.

Luck

The heroes have luck to help them face the daunting odds presented by the Enemy. Each point of luck allows you to reroll one die. This is commonly used on your own skill checks or damage that you would sustain from an enemy attack or a hull check to see if the ship you are on explodes.

Your pool of luck replenishes at the start of each mission. See page 13 for a list of things that are “luckable” (meaning you can spend your luck to reroll them).

Special Abilities

Your hero (not enemies or bots) starts with one special ability at Rank one. This represent tricks, knacks, and training that allow your character an advantage that operates somewhat outside the normal boundaries of the rules.

Special Abilities with a limited number of uses have a “Pool” that you mark off as you use them. See page 50 for a summary of special abilities and the following pages for detailed descriptions.

If a special ability calls for an extra die to be thrown, use one of a different color to distinguish it for purposes of doubles in the skill check etc.

Profession

Each player chooses one skill as their character’s profession. When attempting a skill check within the scope of your profession (e.g., a pilot trying to turn the ship), you may reroll one of the dice in your skill check.

Advancement

After each mission, you’ll be awarded Experience, Prestige, and Credits based on your crew’s success. You spend these awards to increase your skills, rank and equipment respectively, and to gain hit points and special abilities. You also might get treasure.

Failing a mission earns you 100 Experience, 100 Prestige and 100 Credits. Succeeding earns you 200 Experience, 200 Prestige and 200 Credits. Overwhelming success earns 300 Experience, 300 Prestige and 300 Credits. You also might die but there’s cloning so death isn’t too bad.

See page 149 for details.

About the Rules

These rules supersede the rules that came in the original box. If this is your first time playing, you should consider playing using the 32 page Quick Start Guide. You can graduate to this complete book after you get the hang of the basics.

Note to Players of First Edition Battlestations

This game is 90% the same as the original. There are a lot of minor changes but the major changes are these:

- ▶ Ships are faster. Ships move their movement every Phase instead of per Round.
- ▶ You can use Engines, Cannons, and Missile Bays again at +3 difficulty per used marker.
- ▶ You cannot Luck personal damage you deal.
- ▶ Ship size is now 1/3 the number of modules.
- ▶ The difficulty for maneuvers is double ship speed + double ship size.

There are more but these are the most important distinctions.



Section II

CHARACTER CREATION

Character Creation

Select an Enemy

The Enemy brings the mission to life by controlling everything in the game except for the characters' actions. The Enemy even has the last word on the rules. They play the enemies (or space monsters or anomalies) to the best of their abilities. The fact that the crew working together have special abilities and luck means that they should win most of the time. In this game, there is cloning so even if the Enemy's forces manage to kill some or all of the crew once in a while, the game isn't over. Go ahead and play hard. The players deserve your best effort.

As an Enemy you'll have to oversee every aspect of the rules. Generally, the Enemy is the most experienced Battlestations player but even a novice can referee. As needed, get the help of the other players in running things. See the Enemy section on page 157 for details about playing as the enemy.

Create Characters

Each player plays a single character on the starship. If your Life Support allows more crew than you have players, you'll fill the extra spots with bots. Having your own character puts you into the action in a more visceral way.

Your character will have several characteristics to differentiate you from other characters:

Species, Profession, Skill Set, Equipment

To build a character, you will need to do the following:

1. Start at Rank 1
2. Pick a species
3. Select a profession
4. Assign skill numbers
5. Select a starting Special Ability
6. Calculate Hit points
7. Get starting Equipment

Rank reflects your character's pull with the brass as well as calm under fire. Characters start at Rank 1 and spend prestige to rank up after missions (see character advancement page 149).

Each rank adds 1 to your hit points and Luck as well as giving you a Special Ability.



Rank also adds to your check when requisitioning shiny new equipment after a mission and figures into some special abilities such as "Calm" or "Smooth".

RANK	LUCK	HP+
1 Ensign	6	1
2 Lt. Jr. Grade	7	2
3 Lieutenant	8	3
4 Commander	9	4
5 Captain	10	5
6 Major	11	6
7 Colonel	12	7
8 Commodore	13	8
9 Admiral	14	9
10 Fleet Admiral	15	10
11 Commander in Chief	16	11
12 Senator of the Republic	17	12

Luck

As a hero, you get the special advantage of having fortune on your side. Nobody likes a story where the good guy dies in the first five minutes. Characters have a base of 5 luck plus one for each Rank. So a starting character is rank 1 with 6 luck.

The judicious use of Luck can mitigate what would otherwise be catastrophic results. Spend one luck to reroll a die in the following circumstances:

LUCKABLE	NOT LUCKABLE
Damage dealt to you	Damage you deal or damage dealt to your ship
Survival checks for a ship or fighter you are on (that are failing).	Survival checks that are successful. Survival checks for a ship you aren't on.
Your Skill Checks	Enemy Skill Checks
Other things as specified by mission, equipment or special ability.	Anything not specified as luckable.
Hit allocation for Cannons and Teleporters	Hit allocation for missiles, mines, and rams
Requisitions	

Species

Everybody has a different set of attributes based on what kind of creature they are. Each species has attributes that affect game play; Base Hit Points, Move, Hands, Alien Ability, Target number, and whether they can wear Armor. There are 14 standard species to choose from as well as 4 advanced species and 12 varieties of beastmen. All of these are described on pages 14 to 27.

Base Hit Points

Hit points reflect the amount of damage a character can take. You go unconscious when your damage equals or exceeds your total Hit Points and begin dying when your damage exceeds your total Hit Points by 6 or more. Add your Rank and Athletics to your Base Hit Points to get your Hit Points.

Armor Option

Some species are able to wear personal equipment armor (Humans, Xeloxians, Diploids, Vomegs, Kerbites and many of the beastmen among others). Others have physiology unsuited for it. It's a Yes (Y) or No (N) stat.

Move

This is the number of squares you can move each phase either before or after your Character Action.

See page 31 for details on character movement.

Hands

This is the number of appendages you have to hold and operate equipment that must be in a "hand" to be used. You must have an empty hand to operate a Battlestation at no penalty (except actions using the object in the hand such as a ToolKit to repair or MedKit to heal).

Hands Full: You can do stuff even with your hands full. It just becomes harder. Consider a human driving with a weapon in one hand and a beverage in the other. They can still steer with their wrists and knees but won't be as capable as a person with a hand holding the wheel (regardless of the beverage). Any action with hands full is at a penalty of +3 to the difficulty. You can drop things as a free action during your turn.

Target Number

This represents how easy it is to hit you with a personal weapon attack. It is also a rough approximation of size. Larger characters have lower target numbers because they are bigger targets that are easier to hit. Characters with lower target numbers have an advantage in grappling because of their greater size. Willing or unresisting characters (such as the unconscious or dying) are 3 easier to target.

Alien Ability

Each Species has a unique alien ability that differentiates it from others. The Rocky Silicoids and Carapaced Zoallans block damage. The tumbling Canosians have a bonus move action. Humans are more refined in their skill checks within their profession. Aggressive Xeloxians deal more damage in personal combat as well as being able to use free hands as extra feet. Resilient Tentacs get to retard damage that they would sustain by rolling an extra die and removing the highest.

See table on the next page.

Alien Abilities

SPECIES	HEART	SCOPE	HAND	JET	SHIELD	ALIEN ABILITY
Bot (Sentient)	4	8	1	4	N	Mechanical: -1 point per die of damage. 1 free upgrade per rank (no other upgrades allowed). No cyberware. No drugs or toxins.
Blootian	0	11- 0-4	1+ 0-4	2+ 0-4	N	Bubbly: Free Reroll on Life Support Checks and the largest die in an attack (or a needler hit) pops a limb bubble instead of dealing damage. Add limb bubbles to move and hands attribute. Subtract limb bubbles from Target #. Athletics check of 8 to regrow limb bubble or when healing regrow one limb bubble in place of a die of hit point healing. Begin play with maximum bubbles (4).
Canosian	8	8	∞	5	N	Tumble: You get a second move action either before or after your action.
Diploid	4	8	2	4	Y	Bifurcation: You get two separate phases each phase as if you were two characters with the same body. All active skill check actions in phases (not upgrades, requisitions) are at a +3 difficulty penalty.
Fungaloid	8	9	2	4	N	Regenerate: Recover 2 points at the end of each phase as long as damage isn't more than your hit points.
Human	5	8	2	5	Y	Willpower: You may reroll one or both dice when making a skill check within your profession. You need not decide whether to reroll both before rerolling either.
Kerbite	5	9	5	6	Y	Cooperative: Once per phase, you get a free Assist action on a friendly as you are moving adjacent to them during your move action.
Silicoid	9	7	1	4	N	Rocky: Each time you would be dealt damage reduce it by 1d6. Strong: Add +10 Carry and +1 point of damage dealt with melee attacks.
Tentac	6	9	∞	6	N	Resilient: Roll an extra die each time you are damaged and remove the highest die.
Trundlian	0	8	7	2	N	Versatile: You may reroll "1"s in your initial skill checks. Add your empty hands to your hit points or move in any combination at any time.
Vomeg	7	7	3	5	Y	Reach: You may act from any adjacent square as if you were in it. Doing so does not provoke free attacks and is at no penalty for being occupied.
Whistler	9	7	4	5	N	Puff: One of your moves in each move action may be a jet move that doesn't require a skill check.
Xeloxian	5	8	6	2	Y	Fistwalk: Add free hands to move value. Aggressive: Add +1 point to direct personal attack damage.
Zoallan	4	9	3	7	N	Carapace: -2 points of damage from all sources.

ADVANCED SPECIES



ALIEN ABILITY

These Species aren't necessarily more effective than the others but they are more challenging to play. Beginning players are strongly encouraged to select other species.

Chronosian (Advanced)	7	8	∞	5	N	Timehop: May choose on phase 1 to jump back in time from phase 6 to phase 1 as a free action in the future. Future self does not move or act on phase 1. You must spend the automatic action on phase 6 in the spot you jumped back from to jump back or you are annihilated. When you jump back, all damage and states (stun, ionization, etc.) from both selves converge into the remaining self. Each extra or missing piece of equipment causes a die of damage and is annihilated.
Minutian (Advanced)	2	11	∞	4	N	Tiny: Divide carry by 2. You don't slag squares you occupy and occupied squares aren't slagged for you (jetpack restrictions still apply). You are not entitled to take free attacks on things entering your square. Featherweight: Suffer ½ damage (round down). Convert the rest into movement you must spend immediately. You may not enter a square you have already been in with this movement. If forced to do so, it becomes damage. Getting moved through occupied squares subjects you to free attacks.
Pyrelian (Advanced)	6	8	2	5	N	Phasing: In phase 1 you always exist as normal. On other phases roll a die (luckable) when it would be your turn to act. If the dieroll is less than the phase number you are "in phase" and get a number of "phases" complete with moves and actions equal to the dieroll. If the dieroll is equal to or greater than the phase number, you phase out and cannot act or be acted upon until you phase in. You are still subject to restrictions such as abilities that can be used once per phase.
Whaloid (Advanced)	13	3	1	0	N	Immense: You occupy each square of the module you are in (slagging them for others). You cannot leave the module except at a specially equipped starbase (or with "Pschic Shifter" page 65). You can reach into the first square of each adjacent module and act from there. You cannot grapple or be grappled but you can as an action pick up an unresisting character and deposit them in any square in your module or adjacent to the first square of adjacent modules. You may ignore 2 OOC. You suffer half damage from all sources (round up).

Alien Abilities

BEASTMEN						ALIEN ABILITY
Avianoid	3	9	2	4	N	Wings: Ignore up to 2 OOC for movement purposes May move a number of your natural moves as automatically successful Jet moves equal to your Athletics (see Jet moves, page 33).
Cheetahoid	4	8	2	9	Y	Sprint: Once per phase you may suffer 1die of damage to take an additional action during your turn at a penalty equal to the damage roll (including movement). This damage is not mitigated by armor. Bite: Your unarmed attack deals 1d6 damage
Crocodilian	5	7	2	5	N	Patient: (see Patient, page 57). Bite: Your unarmed attack deals 1d6 damage. Thick Hide: 1 point natural armor
Elephantoid	8	5	3	5	N	Huge: Adjacent squares are considered slagged for other characters. Tusks: Your unarmed attack deals 1d6 damage Thick Hide: 1 point natural armor
Felinoids (aka Meeks)	6	8	2	6	Y	Ferocious: May make a free melee attack with claw once per phase. Claws: Your unarmed attack deals 1d6 damage
Gorilloids	6	7	4	2	Y	Fistwalk: Add free hands to move value. Tough: (see Tough, page 68).
Lupinoids, Caninoids	5	8	2	6	Y	Flanker: Add +1 to melee damage they suffer and reduce difficulty to target by 1 for enemies for each adjacent hero and/or ally to them as long as you are adjacent to them. (This ability does not otherwise stack). Example, you and your bot are adjacent to an enemy, you each reduce the target number to attack them by 2 and increase your melee damage by 2 if you do hit. Claws: Your unarmed attack deals 1d6 damage
Lapinoid	3	9	2	7	Y	Lucky: You get +3 Luck. Elusive: You may force opponents to reroll one die in personal attack skill checks against you.
Rhinoceroid	7	6	2	6	N	Charger: (see Charger, page 55). Horn: Your unarmed attack deals 1d6 damage. Thick Hide: 1 point natural armor
Reptilianoid (Snakoid)	4	8	2	5	N	Bite: Your unarmed attack deals 1d6 damage Poisonous bite: Anyone bit by a snake suffers as if hit by Oucho toxin (see Oucho, page 97).
Testudinoid (Turtloid)	3	8	2	4	N	Shell: Reduce all damage by one point per die. Braced: (see Braced, page 55).
Ursinoid	8	7	2	5	N	Death Marcher: (see Death Marcher, page 56). This is already figured into your base hit points. Thick Hide: 1 point natural armor. Claws: Your unarmed attack deals 1d6 damage

Species in Detail

Some species are further explained in the books of their original appearance. The stats here are official and current and all you need for play but the background story and examples of species abilities in those books may be useful.

Blootian (BLOO-shun)

0	11-0-4	1+ (0-4)	2+ (0-4)	N

Blootians are commonly referred to as “bubbleoids” because they appear as a collection of bubbles. Their limb bubbles are used in defense as well as motion and as humans would use “hands”.

They are relatively self-contained and find much more time for contemplation than most species which spend much more time and energy on reproduction and sustenance. They can be playful without the hard edge of the Trundlian or the visual puns the Tentacs are known for.



Alien Ability: Bubbly

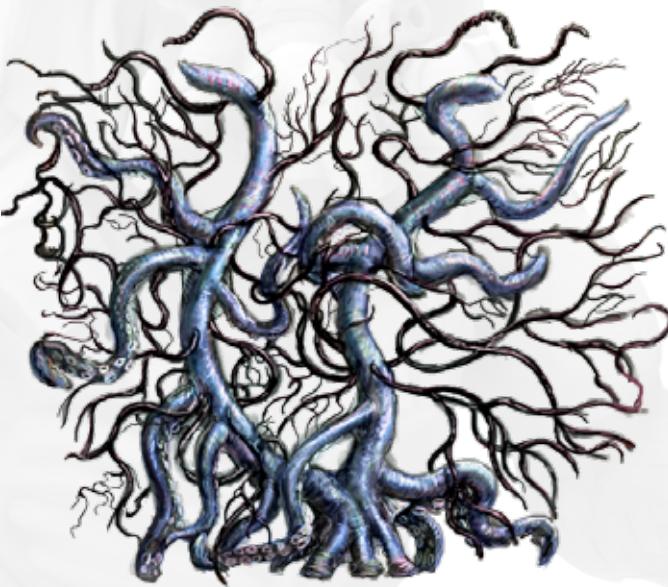
Free Reroll on Life Support Checks and the largest die in an attack (or a needler hit) pops a limb bubble instead of dealing damage if possible. Add limb bubbles to move and hands attribute. Subtract limb bubbles from Target #. Athletics check of 8 to regrow a limb bubble or when healing regrow one limb bubble in place of a die of hit point healing. Begin play with maximum bubbles (4).

Homeworld: Bloot 5.7

Canosian (kuh-NO-shun)

8	8	∞	5	N

Canosians are huge ergovoric tumbleweeds with small flashes of static electricity zapping intermittently against whatever's near. They like to find a corner and entwine themselves with power cords and suck the juice through the insulation. Corners suit them fine because they're relatively shy.



Canosians saw the Republic as their best defense against the intruders that strip-mined their ERG rich worlds but now some see the burdensome taxes of the Republic as more devastating than any mining device. Many Canosians secretly support a revolt but their private nature makes it difficult for them to find a leading voice. Their political system is basically a planetary consensus. Whenever an important issue comes up, they gather at the core of their tunnel-ridden homeworld to hold a meeting that's described by esoteric xenopolitical sociologists as a 'proxy convention'.

Alien Ability: Tumble

Canosians get one free move action each phase. This movement can be made before or after any other action, including a normal move (see Move Actions, page 31).

Homeworld: Canos 1.6

Diploid (DIP-loyd)

4	8	2	3	Y

Diploids look like giant double-headed sock puppets. They have heads at each end of their tubular bodies. This gives them a unique perspective on life. They always have a friend along with them and are their own best friend. Diploids actually get to move and act twice each Phase (see Bifurcation below). They were not spacefaring before discovery by the UREF but have adapted nicely.

Diploids are hermaphroditic and their diet consists largely of sap extracts from the noccro ficus that is common on their homeworld. There was a time when that plant was in danger of overharvesting but Diploid scientists developed conservation practices that were effective even in the absence (perhaps because of the absence?) of what the rest of the galaxy would call “advanced” technology.

Alien Ability: Bifurcation

Diploids get two separate turns each phase as if they were two characters with the same body. All active skill check actions in phases (not upgrades, requisitions) are at a +3 penalty. They must complete their actions separately. They may not maintain overwatch with one “head” while acting with the other.

Homeworld: Diploid 1.12**Fungaloid (FUNG-ul-oyd)**

8	9	2	4	N

Fungaloids are peaceful by nature. They grow on their homeworld in vast numbers. Fungaloids reproduce by spores landing on organic material to grow.

Alien Ability: Regenerate

Recover 2 points at the end of each phase as long as damage isn't more than your hit points.

Homeworld: Fungaloid 2.9

Fungaloid

Human (HYU-mun)

5	8	2	5	Y

Humans founded the Universal Republic and are the dominant force in the galaxy. Human attributes are the norm by which other species are measured, despite their odd physical layout (articulated bipedal endoskeletons with two manipulating limbs).



The human homeworld of Earth has a senate of its own after which the Universal Senate is fashioned. Humans were the first to make contact with an alien species, and have managed to maintain a Universal Republic which includes every species "known to man". Some species, such as barely sentient alien bugs that eat humans, don't know they're actually in the Universal Republic, but that doesn't stop the U.R. from taxing them in some way.

Alien Ability: Willpower

During a professional reroll, humans may reroll one or both dice. You may roll these one at a time.

Homeworld: Earth 1.78**Kerbite (KER-bīt)**

5	9	5	6	Y

Kerbites have six legs and five prehensile tongues they use as hands. They are short and furry and extremely gregarious. They have one orifice in the top of their heads they use for eating, excreting and especially mating.

Kerbites are the friendliest species anybody has come across in the known universe. Some would say they take their proclivity to "lend a hand" too far.

They tend to like working in cloning facilities because it makes them happy to give comfort to the disoriented new clones.

**Alien Ability:** Cooperative

Once per phase, you get a free Assist action on a friendly as you are moving adjacent to them during your move action.

Homeworld: Kerb 1.10

Silicoid (SIL-uh-coyd)

9	7	1	4	N

Silicoids are asexual mounds of fleshy clay covered in tectonic slabs of rock, and they sound like mixing concrete when they speak. They derive sustenance from the light given off by the two stars around which their home world makes a complex analemmatic orbit.

Approximately every 9 years when the planet is at the exact center between the two stars, up to a third of the Silicoids participate in a ceremony called the fold which ends when the participants are collectively crushed under their own weight to be reborn as the next generation. They inhabit ORE-rich worlds throughout the galaxy.

Silicoid quarters in a Life Support module consist mainly of a large cement mixer that tumbles them under a super-heated lamp.

Alien Abilities: Rocky, Strong

Rocky: Silicoids may reduce any damage inflicted upon them by 1d6. Note: this does not affect non-point-based damaging effects such as disintegrators or stun effects.

Strong: Silicoids have +10 Carry limit and deal +1 damage on all melée attacks.

Homeworld: Silica 6.23**Tentac (TEN-tak)**

6	9	∞	6	N

Tentacs are composed entirely of intertwined tentacles connected by thin strands of hair deep within their tangled mass. They have no real 'center', but even still, they are closest in chemical make-up to the humans. Tentacs eat, breathe and breed in much the same fashion as humans, except they're hermaphroditic, bearing both reproductive organs.



Despite their appearance (described by humans as, "a living pile of spaghetti"), Tentacs are products of the most advanced culture and educational system in the galaxy. They are known for their extremely wry wit and a particular fondness for philosophical dichotomies (the flagship of their fleet is named 'the Peacegun', for example). They communicate with other Tentacs in an elaborate sign language, weaving complete messages with dozens of tentacles at a time.

The Tentac homeworld is covered in a thick layer of clouds, and until the humans dropped through the Tentac atmosphere, Tentacs didn't believe in 'outer space'. Tentac science developed along bizarre lines without cosmology.

Tentacs are among the most socially mature beings in the Universal Republic.

Alien Ability: Resilient

Each time a Tentac is damaged for at least one die of damage, roll an extra die and remove the highest.

Homeworld: Tentac 2.6

Trundlian (TRUND-lee-en)

0	8	7	2	N

Trundlians hail from a world that is constantly in flux. They must be able to adapt at a moments notice to outrun things they can outrun and pull limbs back into their bodies to survive the natural disasters they can't outrun.



Trundlians are as a culture defiantly opposed to any chain of command. They are rugged individualists.

Alien Ability: Versatile

You may reroll "1"s in your initial skill checks. This reroll takes place before professional rerolls.

Add your empty hands to your hit points or move in any combination at any time.

Homeworld: Trundlia 5.5**Vomeg (VOH-meg)**

7	7	3	5	Y

Vomegs are lumbering sluglike beings with three antennae. They use a single orifice for all interaction with the outside world. Most species (including Vomegs) are truly nauseated by them. They are hermaphroditic. They reproduce by wrestling. The winner dumps genetic material into the mouth-hole of the loser(s).

Alien Ability: Reach

You may act from any adjacent square as if you were in it. You do not take a penalty or provoke a free attack when you reach into an occupied square to act.

Homeworld: Vomeg 1.9

Whistler (WIST-ler)

9	7	4	5	N

The five worlds orbiting FwoO are home to the Whistlers. They puff about using their feathery appendages in a winglike fashion. Their entry into the Universal Republic was a catalyst to the Galactic Civil War.



Travel between the five worlds is most convenient in shuttles. Arming those shuttles is also convenient if you want to shoot things. Whistlers pioneered fighter technology.

The songlike speech of the Whistler is how they got their name. They can mimic the speech of most other species but few if any can match the range of the Whistler's language.

Alien Ability: Puff

One of your moves in each move action may be a jet move in a straight line up to 10 squares. This jet doesn't require a skill check.

Homeworld: Tweet 5.6**Xeloxian (zuh-LOCKS-ee-un)**

5	8	6	2	Y

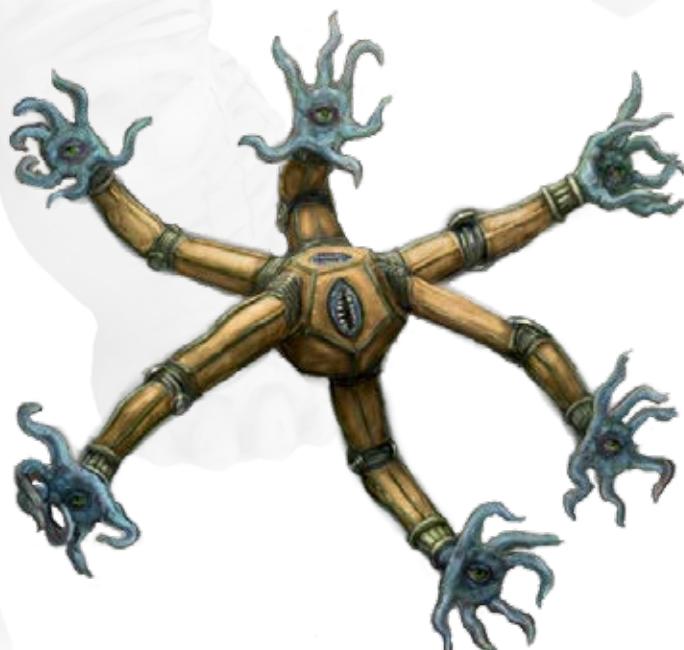
Xeloxians resemble giant jacks, floating with jointed limbs that have eyes in the palms of their six hands. When they want to move quickly, they can drop whatever they're holding and pull themselves along with these limbs.

Practically neutrally buoyant, Xeloxians are capable of flight in an atmosphere and they exchange genetic materials by flying in great clouds together on their home planet of Xelox. Their main religion is a worship/celebration of the number six. Next to humans, Xeloxians are the most naturally warlike of the known species.

Alien Abilities: Fistwalk, Aggressive

Fistwalk: Add +1 to your Move value for each free hand. Thus, a Xeloxian with objects in three of its six hands has a Move of 5.

Aggressive: Add +1 to the total damage dealt when you deal direct damage with personal attacks. This applies only to point-based direct personal attacks(i.e. not to stun, EMP, ship's weapons, grenades, etc.).

Homeworld: Xelox 6.6

Zoallan (zo-ALL-un)

4	9	3	7	N

These are 4 foot tall furry crablike beings. They have a high code of honor and now that they have signed onto the Constitution of the Universal Republic, they will not violate it. Their hive system only allows those who follow the path of honor to mate with the queen, but any Zoallan can rise to that honor, hence all Zoallans except the queen (and a few princesses) are male. The few sociopaths who won't adhere to their belief system are exiled but they believe in their hearts (all three are located near their knees) that their actions will vindicate them and assure them a place at the head of the royal queue.

Alien Ability: Carapace

All damage inflicted on a Zoallan is reduced by 2 points.

Homeworld: Zoalla 3.10

Bot (BAHT)

Sentient and otherwise

4	8	1	4	N

Sentient bots can be heroes. The extra crew slots on a heroes' ship will be filled by nonsentient bots. The rules for sentient and nonsentient bots differ slightly as outlined below.

A bot as a hero has luck, skills and gains credits experience, prestige, rank and special abilities just like organic characters. Character bots get built in equipment like nonsentient bots according to their profession. Bots cannot use cyberware or wear armor other than powered armor. Nonsentient bots in powered armor are broken only on a "6".

Alien Ability: Mechanical

Character bots cannot be upgraded like nonsentient bots but they get one free upgrade per rank (this upgrade is completely free and happens automatically as soon as you rank up). This is in addition to the Special Ability characters normally get. Character bots suffer damage and can be healed just like organic characters. Character bots suffer one less point of damage per die they sustain. Note that effects that don't deal dice of damage are not reduced. All bots are unaffected by drugs or toxins.

Bot Built-ins

Each bot has a built-in blaster as well as one built-in according to their profession. These built-ins do not count against the bot's Carry capacity. As an Engineering or Science action of 11, you can swap out a bot's built-in item for another item that you have but any additional mass will count against the bot's carry limit. This does not count as an "upgrade".

- ▶ Marine-bot - Vibranknife
- ▶ Engineer-bot - ToolKit
- ▶ Pilot-bot - JetPack
- ▶ Sci-bot – MedKit (enemy Science Bots in the Bot Wars campaign have a vibranknife instead of a MedKit)

Bot Damage

Nonsentient bots have no Hit Points, per se. They are broken when a personal damage die against them shows a 5 or 6 and are irrevocably destroyed if they are damaged with a roll of a 6 while or after being broken (in the same or subsequent attack). Apply the higher die first. For example, a bot suffering a 5,6 or 6,5 or 2,5,2 in one attack would be broken but not destroyed. A result of 6,6 would destroy a bot. Damage dice results of 1,2,3 or 4 do not damage bots. Bots cannot function when they are broken.

If a nonsentient bot is damaged by point damage based effects that don't roll dice (other than a needler), roll a die and the bot is broken on a 5 or 6. If the amount of damage that would be dealt is more than 6, roll one damage die for the bot for each 6 points of damage (rounding up). Bots treat EMP and Stun effects as Stun. Bots are unaffected by gas, drugs and most needler effects.

Sentient Bots can only be healed in exactly the same way as non-bot characters with a Sick Bay, MedKit, etc.

Repair Bot

(Science or Engineering skill vs. difficulty 11)

Success removes a damage marker from a non-sentient bot.



NPC Bots

Enemy ships are normally manned by the species of a given mission. If there is more than one Life Support, Enemies may substitute a set of bots for 4 of the crew. The heroes' ships are manned by the heroes with bots or freebooters (see Pirates of Trundlia page 8) filling in the extra crew slots as space allows. Personnel willing to join the U.R.E.F. are in short supply and cloning is expensive. You may make use of these robotic mechanical assistants (a.k.a. Bots) to take over the functions of what would normally be handled by an organic crew member.

Bots take up a Life Support slot just like a living character for required maintenance materials, recharge station, spare parts, etc. The standard (nonsentient) bot has one selected skill in which they are professional and a built-in blaster. They have a skill level of 3 in their profession and are entitled to a professional reroll. In all other skills, they have an effective skill level of 1. An ally bot doesn't act unless commanded to act by a hero or ally. Any ally or hero may command a bot as a free action even out of turn.

Bots and Life Support

Bots require Life Support to function just like other characters or they will breakdown (failing a life support check and suffering a 5 or 6 on the damage die.)

If you don't want this to happen, give your bot a battery upgrade or have it carry an EVA. A non-sentient bot that is doubly broken by failed Life Support is not destroyed. It is deactivated and can be reactivated at a starbase.

This can be useful if you have a rescue mission and need to free up some crew slots. The powered down bots do not require Life Support.

Deactivating Bots

A bot that is broken can be deactivated with a Science or Engineering check of 14. Deactivated Bots may only be reactivated at the end of the campaign turn.

Upgrading Bots

(*Science or Engineering skill vs. difficulty 11*)

There is no limit to the number of different upgrades a bot can have except that it can only have each one a maximum of once. This action counts as an upgrade action and must be taken during the Upgrades portion of the campaign turn (see page 145). WristComps give a +1 bonus to this attempt if using Science skill and ToolKits give a +1 bonus to this attempt if using Engineering skill.

Any failed Upgrade attempt destroys the bot irrevocably. Player character bots cannot be upgraded in this way.

UPGRADE	EFFECT
Battery	Bot has built-in EVA
Combat	-1 on Combat Skill check difficulty
Dedicated	-1 to specific Skill check difficulty but +1 -1 on Engineering Skill check difficulty
Extra Hand	Bot gets an extra hand
GravSled	-1 move but built-in GravSled
Gyros	Ignore 1 OOC
Hydraulics	Double Carry Capacity
JetPack	Built-in JetPack
MedKit	Built-in MedKit
Motivated	Hero may spend Luck to give this bot rerolls and
Multitasker	Take an extra action during move if it doesn't
Pilot	-1 on Piloting Skill check difficulty
Science	-1 on Science Skill check difficulty
Shield	Bot has a built-in Shield
Sturdy	-1 on Athletics Skill check difficulty
ToolKit	Built-in Toolkit
Wheels	+2 Move

Advanced Species

These species aren't necessarily any more effective than the basic species but they have unique abilities that provide additional challenges to track in play. Beginners should not use these species. Veteran players should think twice before they play them. Enemies who want to crew an entire ship with these species must have failed a sanity check.

Chronosian (kruh-NO-shun)

7	8	∞	5	N

Chronosians appear as a cloud of spiraling lights with their color phase shifting red or blue based on how far they are off their proper time. They can make limited jumps backward within the timestream effectively doubling their presence at one point in time by jumping back from the future.



Alien Ability: Timehop

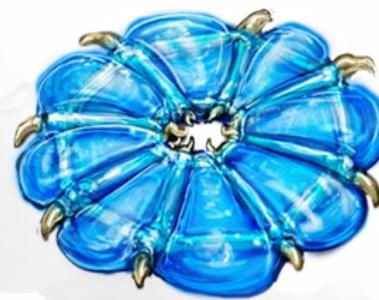
May choose on phase 1 to jump back in time from phase 6 to phase 1 as a free action in the future. All equipment and states for the future self are identical to past self. Future self does not move or act on phase one. You must spend the automatic action on phase 6 in the spot you jumped back from to jump back or you are annihilated. When you jump back, all damage and states (stun, ionization, etc.) from both selves converge into the remaining self. Each extra or missing piece of equipment causes a die of damage and is annihilated. Each extra square of distance from the time spot and discrepancy in state causes an additional die of damage.

Homeworld: Chronos 6.8

Minutian (min-OO-shun)

2	11	∞	4	N

Tiny little creatures appear as an octagonal skeletal system floating in a blob of jelly.



Little is known about their oft overlooked culture. They come from the largest non-gas planet in the known universe. Their small mass makes it somewhat easier for them to cope with the tremendous G forces of their homeworld.

Any minutian carried has a mass of 10 (plus all of the equipment they are carrying).

Any number of minutians can occupy a square even if a larger character already occupies it.

Alien Abilities: Tiny, Featherweight

Tiny. Divide carry by 2. You don't slag squares you occupy and occupied squares aren't slagged for you (jetpack restrictions still apply). You are not entitled to take free attacks on things entering your square.

Featherweight. Suffer $\frac{1}{2}$ damage (round down) from all sources including Life Support etc. Convert the rest into movement you must spend immediately. You may not enter a square you have already been in with this movement. If forced to do so, it becomes damage. Getting moved through occupied squares subjects you to free attacks.

Homeworld: Minutiae 3.8

Advanced Species

Pyreltian (pī-REL-tē-un)

6	8	2	5	N

Pyreltians are also known as "Phasoids" because they phase in and out of our universe. They look like a stack of geometrical figures stacked impossibly and gyrating frantically.



When out of phase, a Pyreltian cannot move, act, or be acted upon. They do not occupy the square they are in. (Leave a marker there to show where they will appear when they phase back in). If the square they vacated is occupied, they will phase into the nearest empty square of their choice.

Alien Ability: Phasing

In phase 1 you always exist as normal. On other phases roll a die (luckable) when it would be your turn to act. If the dieroll is less than the phase number you are "in phase" and get a number of turns equal to the dieroll. If the dieroll is equal to or greater than the phase number, you phase out and cannot act or be acted upon until you phase in. You are subject to restrictions on things that limit you to once per phase. for example, a Pyreltian with "Smooth" may use it once during a phase in which they may have several "turns".

Homeworld: PyRelTee 3.23

Whaloid (WAY-loyd)

13	3	1	0	N

The Aquatic world of Freedom is comprised entirely of water. Near the center, pressures bring the water to a boil. The whaloid evolved in a state of neutral buoyancy and are quite adept at movement in water. On land, they are much less mobile. They still get a move "Action" they can use to pilot a fighter (but they must be in special Pod-sized Whaloid fighter).

Whaloid's are very durable. They are also known for their kindness.

Alien Ability: Immense

You occupy each square of the module you are in (slagging them for others). You cannot leave the module except at a specially equipped starbase (or with the Psionic ability, Psychic Shifter page 65). You can reach into the first square of each adjacent module. You cannot grapple or be grappled but you can as an action pick up an unresisting character and deposit them in any square in your module or adjacent to the first square of adjacent modules.

You may ignore 2 OOC.

You suffer half damage from all sources (round up).

Homeworld: Freedom 4.234



Character Actions

During the “hero actions” portion of each phase, the players’ characters and their bots and/or allies will act and move in the order of their choosing.

Each character must resolve their entire turn before another character begins their turn. (Note that you can use “overwatch” to get around this restriction.)

On your turn, you can move and act in either order.

You may take free actions during your turn either before or after your main action or your move action.

Your Action

You can attempt any action which you have a chance of success with. Actions in this book are described as follows

- ▶ *Action Name (modifiers)*
- ▶ *Relevant skill vs. Difficulty*
- ▶ *Additional modifiers*
- ▶ *Action Description*

Action Name

This is the title of the action. It should give you an idea of what the action is intended to accomplish. Some of the more popular actions are “Attack with personal Weapon” you would use to shoot your blaster at somebody or “Simple Helm Maneuver” for turning or accelerating the ship.

(Modifiers) This appears after the Action Name. It is where it may indicate that the action is “automatic” requiring no skill check or “free action” meaning it doesn’t require you to spend your action for the phase on it.

Note that automatic is different from free. Drawing power from a battery is an automatic action that doesn’t require a skill check. Taking a free attack on an enemy trying to move through your square is a free action that requires a skill check.

Some of the Special Abilities are marked “Psionic” here. This is usually only relevant if you are deciding to run a less fantastic campaign that is grittier.



Relevant Skill vs. Difficulty

All skill checks require you to throw 2 dice and reduce the difficulty by the relevant skill (such as Combat for shooting somebody with a blaster). This line indicates which skill is relevant for the action and the method for determining the difficulty total your roll needs to reach.

Additional Modifiers

This optional section provides details about adjusting your difficulty to adjust the outcome. For example, you might want to turn an additional facing with your Helm maneuver and that would add 3 to the difficulty.

Action Description

This is where the outcomes for success or failure are detailed. Two common actions are “Attack With Personal Weapon” and “Turn Ship.”

Attack With Personal Weapon

(Combat vs Target # of intended target)

The target must be in unobstructed line of sight for a ranged weapon or adjacent (including diagonally) for a melee weapon. Success indicates you apply the effects of the weapon you were using. Failure indicates a chance to damage the module the target is in. Roll damage and any die result of "6" breaks the module and causes one point of hull damage.

Turn Ship

(Helm Maneuver, Piloting vs Ship Size x2 + Ship Speed x2, +3 per additional turn)

Spend a Helm power to attempt and adjust the OOC level up by one for each turn. If successful, rotate the ship within its hex a number of facings equal to the number of turns.

If this check fails, cause an additional amount of OOC equal to the amount by which the attempt failed.

Special Character Actions

This is a list of things you can do that are kind of different. Spending your action to help somebody else get a -1 difficulty this turn or preparing to get a bonus of -1 difficulty on your next action can be valuable. These slightly advanced rules make the game feel more natural and provide a little more tactical texture.

Assist

(Relevant skill vs. 8)

You can spend your action to try to help another character in their action they take this phase by making a skill check in the skill they will be using for their action against a target number of 8. The assist reduces the difficulty of the assisted character's action by 1.

You may assist a non-battlestation action only if you are adjacent to the character taking the action or the square that is being acted upon.

For a battlestation action you may assist locally if adjacent or at another battlestation in the same module or assist remotely at a +3 difficulty from a battlestation in another module. This assist will last until used or the end of the phase whichever comes first. A character may benefit from at most one assist

on a given action.

Anything that would give you a benefit had you been taking the action yourself will aid you in your assist attempt. Having a ToolKit in hand reduces your skill check difficulty to repair by 1 so it reduces your skill check difficulty to assist a repair by 1. Assisting to pump power in an upgraded Engine will reduce your skill check difficulty to assist by 1 even if remote.

Brace

You may spend your action cowering and huddling in a defensive posture. This allows you to reroll one of the dice of damage any time you would sustain one or more dice of damage until your next action.

Overwatch

You may hold ready an action until your next turn but you must declare the action. This is called going on overwatch. You need not declare a trigger. The action must be specific but the target need not be. You can interrupt anything to complete your overwatch action.

Typical overwatch actions:

1. *"I'm on overwatch with my Blaster."*

You can shoot it at any time before your next turn. If no targets present themselves, you can forgo the shot or fire into the deck of any spot in line of sight in hopes of breaking the module.

2. *"I'm on overwatch to dodge at a Helm battlestation."*

During ship movement on the next phase, you can take a dodge action to attempt to avoid a missile, ship, asteroid, etc.

Note that since going on overwatch doesn't spend your next phase action, that pilot who dodged the planet with his overwatch action from the previous phase may take his action on this phase to decelerate the ship.

3. *"I'm on overwatch to transfer power."*

You can take a transfer power action and decide at the time how much power to attempt to transfer and between which systems.

Characters on overwatch have priority over those not

Popping

In a firefight, you might want to pop out into a corridor to take a shot and pop back out of line of sight. This is called “Popping”. Your hurried action will be at a +1 difficulty penalty. This same rule can be applied to ANY action. You could pop into a battlestation and use it or pop one square while you draw your blaster. Note that in the latter case, there is no skill check involved so the +1 penalty doesn’t affect you.

You can add a single space of movement to an action by “Popping”. This gives you a +1 penalty to the action and allows you to do any of the following:

- ▶ *Move one square, take the action and move back.*
- ▶ *Move one square, take the action and stay.*
- ▶ *Take the action and move one square.*

Note that you can't pop in a move action.

Prepare

If you spend your action to prepare for a specific action, you essentially do nothing now but on your next action, you will get -1 to your difficulty. You must specify what equipment and skill you will be using when you announce your prepare action. There is no benefit to preparing multiple phases.

OVERWATCH AND PREPARE

These actions have some similarities but marked differences.

Preparing costs you your action while Overwatch suspends your action. If you prepare to shoot on phase one, you get to shoot (at -1 difficulty) on phase 2 during character actions as your action.

If you go on overwatch to shoot on phase one, you may shoot at any time up until character actions on phase 2 and then take an action on phase 2 (which could be shooting again!)

Other Types of Actions

Automatic Actions

Some actions such as readying a weapon, deactivating the tractor, expending a battery, or spending your action to move require no skill check. These are automatic actions. You must spend your action to take them but needn’t roll the dice.

Free Actions

Some actions are so simple and easy that they don’t even require you to spend your action to do them. Unless otherwise stated, a Free action must be taken on your turn. You can take it before or after your move or standard action or another free action you might get.

You may not take free actions during movement unless specifically allowed by the action or an ability. You may spend a standard action to go on overwatch to do a free action such as dropping something or letting go of the ship to become a spacewalker.

Example of free actions include:

- ▶ *Dropping something in your square or an adjacent square.*
- ▶ *Recovery at the end of a phase if you are healed to the point where your hit points exceed your damage.*
- ▶ *Opening a door. This may be taken during movement. You may open the door to get out even in the middle of a jet action.*
- ▶ *Holding a door open. If a door is held open this way, others may walk or jet through it as if it were an internal door. If you are inside an enemy ship and your crewmates want to board, you can open the door from the inside as a free action and declare that you are holding it open.*

Several special abilities offer free actions with certain restrictions. Unless specified within the ability description, the free action is restricted as described here.

Linking up

Any number of characters that exit the same airlock on the same phase may be considered “linked up” for purposes of being tracted or picked up in a rescue pod. Those characters are all adjacent to one another until they declare otherwise.

Passive Skill Checks

Sometimes a character will be forced to make a skill check to resist something such as being disintegrated, stunned, or suffering unsupported Life Support damage if spacewalking without an EVA. These do not require an action and are not subject to penalties such

Character Movement

Movement, Personal

You can move a number of squares equal to your move value either before or after your action. You cannot move diagonally. You can choose to move as your action, allowing you to move twice. (3 times for Canosians!)

You may not spend your Move to do anything other than Move. You can always move 1 square with each move action regardless of whatever penalties there are.

If you are moved by a friendly character, you forfeit your move action for the phase. If more than one other character moves you, you lose your standard action as well.

OOC

OOC penalties apply only once per phase to your movement so if there is 3 OOC and you have a move of 5 you get to go 2 squares and take an action or if you choose move as your action, you'll go a total of 7 squares ($5+5-3=7$).

Occupied Squares

You may not end your move in a square that is occupied by a conscious character. You may end your move in an occupied square if your action includes moving or "Popping" out of that square into an empty square.

Enemy occupied squares are considered slagged for your movement and actions.

Friendly occupied squares can be moved through at no penalty but if you pop into them as part of an action, your action will be at a penalty of 1 for the pop and 1 more for the friendly occupied square.

Movement in Slagged Squares

Movement into a slagged square costs 2 movement points. Squares with enemies, barrels (and all squares in a slagged module) are considered slagged for movement. You may never jet through slagged squares regardless of what Special Abilities, Alien Abilities or equipment you have.

Peeking

You may peek with the last square of your movement. This puts you effectively in both squares.

Unless they have line of sight to both your squares, any attempt to target you with personal attacks is at +3 difficulty and you are considered "around the corner" for explosions. You may draw line of sight from either square for targeting purposes. You may not operate battlestations from a peek.

A peeking character is in the best of both squares for purposes of being targeted (including target by friendlies to heal you) but in both or the worst of both squares for all other purposes. Thus, a character peeking between two modules would suffer two dice of collateral damage if either module suffered a 4, 5, or 6 damage die but would not suffer collateral damage from both modules.

A character that ends a move action (even a pop) in the square of a peeker, forces the peeking character into the other square to end their peeking state.

Free attack

When somebody enters the square you are in, or takes an action in your square such as picking up an object or healing a foe you are standing over, you may take a free melee attack on them. This represents using their momentum and whatever harmful melee object you have in hand to make things painful for the intruder. You may do this once per phase per enemy. So if the entire enemy crew wants to waltz by you, you can hold out your vibranife and give each one a whack as they pass. Note that your attack takes place just prior to their entering your square so their presence in your square does not make it count as slagged.

Doors

There are no doors in the interior of ships.

The external doors can be opened as a free action on any ship as you move past them going out (even on a jet move). If you are next to a door at the end of your turn, you can declare that you are holding the door open for others. External doors on enemy ships, fighters and stations can be hacked with a Science Skill check action vs. 11 or broken down as described on the next page.



Breaking a door

Weapon damage with a “6” in it breaks a door. A placed explosive (satchel charge, grenade) with a prepare action as a coup de grace rolls damage twice on the door but everything else is considered around the corner. When a door is broken or hacked, any character may pass through it as though they had access.

Ships have a static air envelope that keeps the vacuum of space from sucking all the air out when a door is opened or the hull is breached by weapons fire. Characters that step outside become spacewalkers (see page 134) and have Life Support issues. Note that it is a free action for all characters who jump out the same airlock in the same phase to link up.

Note that a broken door can be repaired but a hacked door remains hacked for the remainder of the campaign turn.

Jet Move (move action)

Avianoids and Whistlers naturally get some of their moves as Jet Moves that are automatically successful. Anybody else has to use a JetPack (page 93) to convert one or more of their points of movement to Jet Moves.

Each Jet move allows you to move up to ten squares in a straight line. If your straight line is on a diagonal, count each square your line passes through. You may not jet through a slagged square even if you have a special ability that allows you to move easily through slagged squares.

Moving Outside the Ship

Characters can move around on the outside of the ship by clinging to the hull and moving along in the virtual squares outside the ship. You must have a free hand to do this and movement along the outside of the ship costs an extra point of movement point per square. You cannot climb over or under the ship under any circumstances even if you have the MagBoots from page 94.

While you are outside the ship, you are a spacewalker and subject to all effects of spacewalking but you also suffer the effects of being in the module you are clinging to for purposes of collateral damage and ship explosion. MagBoots cost you a point of movement when activated but allow you to move outside at a cost of one point per square.

Linking up

Any number of characters that exit the same airlock on the same phase may be considered “linked up” for purposes of being tracted or picked up in a rescue pod. Those characters are all adjacent to one another until they declare otherwise.

Run

(*Athletics vs 11, +3 difficulty per additional square*)

At the start of a move action, you may attempt to run by making an Athletics skill check against a difficulty of 11. If successful, you may move an extra square during that move. You may add 3 to the difficulty for each additional square you want to add to your move. Failure on this check reduces your move by the amount of failure.

Jetting Outside the Ship

You may use Jet Moves outside your ship only around the ship you are on or a ship that is docked with. You must begin and end your move in contact with the ship. You may not move between undocked ships. Space is big.

A character can jet across these gaps as normal but must end the Jet Move on the external door unless there is somebody holding open the door on the other side of the gap. Ending your jump outside a door requires an additional point of movement or you become a spacewalker unless you have MagBoots (page 94).

Move Actions

- ▶ *Moving your movement value*
- ▶ *Run*
- ▶ *Jet Moving with a pilot skill check*
- ▶ *Moving a Fighter*
- ▶ *Getting moved by somebody else (carried)*

Personal Damage

Whenever a character suffers personal damage, they apply damage reduction and the effects of drugs if any. Personal damage you would sustain is luckable. Record the resulting damage on your character sheet (or track it with polyhedrals or something next to enemies).

Damage Reduction

Anything other than drugs that mitigates damage is counted as Damage Reduction. This includes but is not limited to: Special Abilities, Armor, and Species Abilities. Some abilities or weapons allow the attacker to ignore Damage Reduction as listed in their descriptions.

Unconscious

If the damage for a character is equal to or greater than their hit points, the character is unconscious. They may not move or take any actions including free actions. They are incapacitated and it is easier to target them (+3).

If a character's damage drops to this level, they can do nothing for the entire phase. If they are subsequently healed, they spend the rest of the phase they are healed recovering.

A recovering character may not move or take actions even free actions: it is as if they don't get a turn at all. They cannot use Alien or special abilities to get more actions. Recovering characters will not get free attacks on characters moving through their square.

Dying

A character whose damage exceeds their hit points by 6 or more is dying. They will not recover unless they are treated in a Sick Bay (page 141). If there is no Sick Bay in the Scenario, the character is just dead.

Dying characters have a tough time breathing (or whatever they do). They automatically suffer 1 die of unsupported Life Support damage at the end of each round as though they were in a ship with no functional Life Support modules unless somebody performs CPR on them.

CPR

(Science vs. 11)

If successful, the dying character is entitled to an Athletics check of 11 to resist the unsupported Life Support damage they receive at the end of each Round. If you have a MedKit, subtract 1 from the difficulty of this check.

Healing

A character who has wounds that do not exceed their Hit Points by more than 6 may be healed for one die of damage with a Science check vs 11 by a character with a MedKit (page 94).

The Sick Bay (page 141) is also useful in healing.

Targeting Modules

You may target a module. It has a target number of 3. If you hit, roll damage. Each die result of "6" puts a broken marker on the module and deals a point of hull damage. Modules can have at most 2 broken markers on them and are then slagged (see page 108 for details on broken and slagged modules).

If you miss, you deal no damage.

Targeting Personal Equipment

The target number for personal equipment is 11. If you hit, roll damage. Each die result of a "6" breaks the item. An item that is doubly broken is destroyed beyond repair. Note that an item on the ground will almost always be at a +3 bonus to target because it is motionless. A hurled grenade is not motionless until the end of the phase.

A broken grenade is destroyed without generating its effect.

Repair Equipment

(Science vs. 11)

A broken piece of personal equipment can be repaired with a Science skill check action vs. 11. A WristComp reduces the difficulty by 1 for this skill check. Doubly broken personal equipment is destroyed. There are no consequences to a failed repair check.



Profession

Designate one basic skill as your profession. This is normally one of the main skills (Combat, Engineering, Piloting, or Science). You may reroll up to one die in each Skill Check you attempt when using that skill. The skills are color coded to match the modules that use those skills.

Choosing a profession dictates only the skill checks you'll get a reroll in. It does not pigeon-hole you into a role on the ship. Every character will find themselves taking actions outside their profession.

A pilot who says "I just fly the ship" might find his precious Helm occupied by boarders that require some convincing to leave in the form of some Combat. Or the Helm is broken and it takes an Engineering check to fix it. The Scientist is in charge of healing with a medkit but what if he's knocked out and the unskilled Marine needs to pick up the MedKit to heal him?

Basic Skills

There are five basic skills in the game:

- ▶ Athletics
- ▶ Combat
- ▶ Engineering
- ▶ Piloting
- ▶ Science

Athletics is the only skill that must be at least level one. There are ancillary skills: Diplomacy, Psionics, Sanity, etc. that may be relevant for a specific mission or campaign but you can get along just fine by ignoring them.

When you build a character, you will choose a set of numbers to arrange in the skills however you choose with the caveat that Athletics skill cannot be zero. It is a good idea to put your highest skill in your profession.

For Example, you might have an engineer that chooses the first set (4, 2, 0, 0, 0) Put 2 in Athletics, 4 in Engineering and zeroes to start with in all other skills. This will make you great at Engineering but you'll be pretty one dimensional. If your ship gets boarded and you have to fire your blaster, you might wish you'd paid a little more attention to Combat at the academy.

Ancillary Skills

The basic skills cover what is standard. These ancillary skills aren't used often in the game. They are treated the same as the basic skills in all regards. That list is not exhaustive. An enterprising Enemy might create a new skill relevant to a mission or campaign. It would probably be better to assign the operation of a mining device to Engineering than to create a "Mining" skill. Some missions call for using Science skill to cook.

Technically, you could choose one of the ancillary skills as your profession but it is not recommended.

Ancillary Skills include the following:

- ▶ *Diplomacy*
- ▶ *Psionics*
- ▶ *Sanity*

Additional information regarding these skills begin on page 46.

THE 5 BASIC SKILLS

Athletics

A measure of your health.

Combat

Includes the entire spectrum of fighting.

Engineering

Governs the repair of anything bot-sized or larger.

Piloting

The art of power assisted movement.

Science

A broader range of uses than the other skills, from repair to healing.

Starting Skill Sets:

(4,2,0,0,0) (4,1,1,1,0) (3,3,1,0,0) (3,2,2,1,0) (2,2,2,2,1)
(3,2,1,1,1,1)

Rearrange these as desired but Athletics must be at least 1. Note that the last set includes an extra "1" this might be used if you are using ancillary skills.

Athletics

This is a measure of your health. Add Athletics to your Rank and your species' Base Hit Points to determine your Hit Points. You will make skill checks with this skill to resist effects such as stunning or disintegration as well as for quickdrawing equipment or trying to get extra movement in a move action.

Unlike other skills, Athletics must be a minimum of 1. Professional Athletes wear white uniforms but you really shouldn't choose Athlete as your profession.

Use Athletics for:

- ▶ *Running for extra movement (Difficulty 11)*
- ▶ *Quickdrawing a personal item (Difficulty 8)*
- ▶ *Resisting Unsupported Life Support, Toxins, Disintegration, Stun, etc*
- ▶ *Carry Capacity is determined by your Athletics x10*

Carry Capacity

The total mass of gear you can carry is determined by your Athletics x 10. Carry Capacity represents how much something affects you rather than a sheer weight cost. A cyber-chip doesn't actually weigh $\frac{1}{2}$ as much as a blaster but having something jammed into your head literally puts it on your mind.

Dropping Stuff

You can drop things only during your turn. If you go unconscious or have a cyberlimb EMPed you are still holding the stuff in your hands. You just can't use it.

Overburdened

If, for some reason, you are carrying more than your capacity (you picked up a wounded comrade or your skeletal enhancement was EMPed) your move value is reduced by one and any Active Skill Check you attempt is at a penalty of +3 difficulty.

If you are already overburdened and you want to pick up another object, you must make an Athletics check of 8 +3 for each additional barrel-sized object you are already carrying.

Quickdraw (Quickgive, Quickholster, etc.)

(*Athletics vs 8*)

If successful, you may put a piece of equipment that is on your person ready into your hand as a free action (i.e. draw a blaster). You may still take your standard action this turn (either before or after readying the item) but it will be at a penalty of +3 difficulty to any skill check or -1 square if it is movement. Failure in this check expends your action with no result.

If you add a "pop" to a quickdraw action, you may not add a "pop" to the subsequent action but you will still suffer the +1 penalty.

You may add +3 to the difficulty of this check each to draw additional items.

Add +3 to the difficulty of this check to draw an item from the floor or the person of an unresisting adjacent character.

EXAMPLE

You could make an Athletics check of 11 to quickdraw your blaster, shoot it (at +3 difficulty) and then holster it.

The difficulty would be 14 if you wanted to pick it up off the floor, shoot and holster it.

Note that reaching into an occupied square entitles the occupant to make a free attack on you.

You may use these same rules to put something away or put something into somebody else's hand.

Combat

This skill includes the entire spectrum of fighting from smacking somebody with your bare hands (or tentacles or whatever) to firing a blaster or hurling a grenade up to operating a starship's weapons systems.

Professional Marines wear red uniforms.

Use Combat For:

- ▶ Attacking with Personal Weapons or unarmed
- ▶ Attacking with Ship's Weapons - Cannon, Missile Bay (see pages 103, or 136)
- ▶ Grappling
- ▶ Hurling Grenades
- ▶ Shooting a Fighter Gun (see page 122)

Personal Weapon Combat Rules

If you find yourself on the same ship as a hostile, you might want to take an action to reduce their readiness. This is what personal combat is for.

Melee Attacks

These are dealt with exactly as per ranged attacks except that you must be adjacent to your target to make a melee attack.

Ranged Attacks

The most basic and obvious type of personal combat is shooting your weapon at an enemy that you have in your line of sight. To do so, make a Combat Skill check against the target number of your target. If you succeed, consult the weapon to see what effect you have. Most deal damage.

There is a list of modifiers to the difficulty to shoot on page 298. Butted weapons have a range band of 10. Most other weapons have a range band of 5 but grenades and rocket launchers have special rules.

Line Of Sight

If you can draw a straight uninterrupted line from the center of your square to the center of your target's square, you have line of sight. If the line passes through any illustration (including corners) it is blocked. See illustration on the right.

Range Penalty

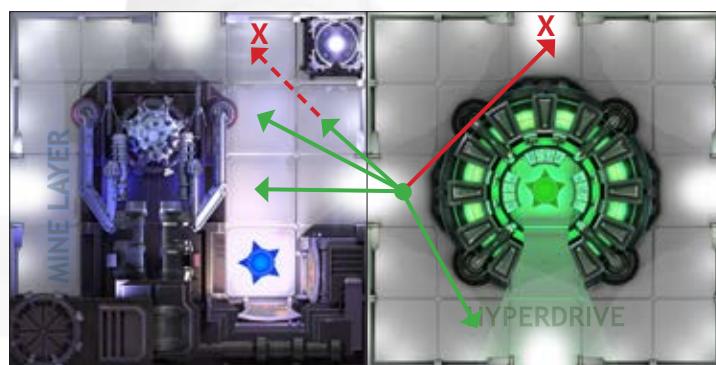
If your target is not within 5 squares, you are at a penalty to shoot them of +1. The range band is 5 squares and each complete range band you are beyond adds an additional penalty of +1 to shoot. Note that butts add +5 to the range band, a scope halves the distance while an upgraded scope divides it by 3. So a character shooting a ranged weapon with a butt and a scope would have no penalty up to 20 squares away and then a +1 penalty up to 40 squares away.

Misses

If you miss everything with a ranged attack, you roll damage anyway to see if your errant shot breaks the module the target is in. Add a damage marker to the module and score one point of hull damage for each "6" that comes up. This damage does not cause OOC. It is not subject to rerolls for luck or special abilities such as "Brutal", or "Cutthroat". See page 108 for broken modules.

Cover

Add +1 to the difficulty to shoot your target if there is a conscious character along the Line of Sight. If you miss by exactly one, you might hit the first intervening character. If there are two or more intervening characters, each adds one to the difficulty and you assign the possible chance to hit them in order. If you miss by exactly two you might hit the second and so forth. To see if you hit an indicated target by accident, roll an attack against their target number without applying any other factors. You do not add or subtract for skill or any modifiers or apply professional reroll. Simply roll 2 dice and compare the result to their target number. You may spend luck but no other rerolls. If you roll their target number or higher, they are hit.



Adjacent Corner Exception

If you are diagonally adjacent to a target, you are considered to have line of sight and can target or assist them at no penalty.

Peeking

If the target is Peeking and you can't trace line of sight to both squares they are straddling, your shot will be at a penalty of +3.

Personal Attacks

(against a ship's module or personal equipment)

If you want to attack a personal item or a ship's module, you are going to make an attack just as if you were attacking a person with the following differences.

The target number for a module is a 3. You do not get the "prone target" bonus against a module. The target number for personal equipment is 11. You will get the "prone target" +3 bonus to shoot personal equipment if it is not carried or if it is carried by a prone person.

If you hit a module, roll the damage dice and add a damage marker to the module for each "6" and score a point of Hull Damage. If you hit a personal item, roll the damage dice and break it on a "6". A personal item that is doubly broken is destroyed.

Dangerous Weapons

Weapons indicated as "Dangerous" in their descriptions generate their damage against the user when the skill check to operate them is doubles (both dice of the skill check match). For explosives, this includes skill checks to quickdraw them.

If it is an area effect weapon, it will harm the operator and those in the operator's square. This is in addition to harming the intended target if the skill check was high enough to indicate success (box cars on your skill check hurts you with your energy blade in addition to harming your target.)

Example: An attack with an Energy Blade is a 3,3 after resolving professional reroll and luck if any. That is doubles so the attacker will take damage. If the attacker also has sufficient skill to make this roll a hit (they have at least a 2 skill and their target's target number is 8), they also deal damage to their target.

Area Effect Personal Weapons

Area effect personal weapons ignore the target numbers of their intended victims. Instead, you'll have a target number of 8 for the Combat skill check to generate an effect.

Some area effect weapons (Sonic Beam, Plasma Gun, Grenades) affect all adjacent squares, in line of sight, or a line of squares as specified.

Sonic Beams and Plasma Guns affect an area specified in their description. For other Area Effect weapons, count the amount by which your skill check exceeded the target number of 8 then designate a number of contiguous squares in Line of Sight to affect based on that amount. For a plasma projector, the first of these squares must be adjacent to the weapon operator. Note that succeeding by zero doesn't affect anybody.

Since area effect weapons aren't directly targeted, they don't trigger or allow such effects such as but not limited to: Dirty Fighter, Brutal, Cutthroat, Stunner, etc.

Dirty Weapons

Any weapon can be modified with an upgrade action to deal one less point of damage per die but the lowest die of damage cannot be healed until the end of campaign turn. This is not standard UREF equipment as the practice was outlawed by the Zoallan Compromise. Characters will not earn pay from the UREF when they use a dirty weapon on a mission.



Fire

Weapons that deal fire damage put the target on fire on an even damage result. See page 150 for fire details.

Disarm

(Combat vs. 11)

Attack a piece of personal equipment. Roll damage. Any "6"s breaks it. The character holding the object makes an Athletics check vs. 11 or drops it. Broken personal equipment can be repaired with an Athletics skill check action of 11. Doubly broken personal equipment is destroyed.

Grappling

Pushing, holding, and grabbing fall under the umbrella of grappling.

To make a grappling attack, declare an adjacent target who may take a free melee attack on you, then you both make a combat skill check against your own respective target numbers. Note that your check takes place in your own square and your target's check takes place in their square for purposes of penalties, assistance, etc.

The character with the most successes chooses one of the following to do to his opponent: damage, take, throw, or hinder. Note that this means you might initiate an attack and find yourself getting the worst of it. A defenseless opponent makes your check 3 easier

Damage

Deal one die of damage with a maximum equal to your Athletics skill or deal damage with your natural weapons (if any).

Take

Take one object from your opponent. The object can be from the opponent's hand or on their person. It goes into your hand or you may drop it as a free action. (Technically, you could also "give" here to apply a flare or electrocuffs or administer drugs to an unwilling target).

You could also "take" the pin on any grenade they are carrying and arm it as if it were in your hand.

Throw

Move the opponent a number of squares in line of sight equal to the amount your successes exceeded your opponent's successes. If they would go through an airlock, they get a passive Athletics check of 8 to catch themselves in the doorway.

Hinder

Add the amount by which your successes exceeded those of your opponent to the difficulty of all the opponent's Actions (active skill checks) and subtract it from their Move value until the end of their next turn. If their move value is reduced to or below zero, they cannot move.

Sequence of Grappling

1. *Declare Target.*
2. *Free Attack - Target may take a free melee attack against you.*
3. *Grapple - Make a Combat Skill Check against your own Target Number. Reroll with professional reroll if any and luck. Count your successes.*
4. *Target makes a Combat Skill Check against their own Target Number with professional rerolls and luck as available. Count their successes.*

If either character has more successes, they get to choose whether to Damage, Take, Throw, or Hinder their opponent.

Hurled Weapons

You may hurl a melee weapon as a ranged attack. The range band is your Athletics. This can not be combined with a multi-weapon attack unless you are hurling two objects.

Coup de Grace

You may land a devastating blow on an adjacent target that is unresisting (stunned, unconscious, or willing).

You must take a prepare action first. The target may not move or be moved between the time you take your prepare action and the time you deliver your coup de grace. Make an attack (with a single weapon). Roll for damage twice but ignore any damage reduction.

Explosives can be placed this way against a single target (like a character or a door) or the module. In this case all other objects are considered not in Line Of Sight or around one corner.

Note that a Grenadier cannot place explosives as a free action. They may arm, throw or drop them as a free action but must take an action to place them in addition to the prepare action for the Coup de Grace.

Attacking with Two Weapons

This is a special kind of double attack action. Whenever you are making an attack as an action (not a free attack for somebody entering your square) you may take the double attack action and choose to attack with two weapons of like type (two melee weapons or two ranged weapons or two hurled weapons) but both attacks will be at a penalty of +6 difficulty.

You may never attack with two weapons that are area effect weapons or the voltrex.

These attacks are simultaneous so they don't benefit or suffer from advantages or penalties imposed by one another (i.e. a hit with a stunner will not make the second attack at +3 to hit for a stunned target) but you may choose the resolution order (your stunner hit lands last so your blaster shot doesn't wake the target up). Note that hitting with 2 ion weapons allows the second weapon to gain the benefit of increased ionization.

Standoff

On the action when you could deliver the Coup de Grace action, you may go on overwatch to do so. This allows you to be on overwatch to deliver the Coup de Grace.

You may deliver it at any time as long as your target is adjacent. If the target attempts to take an action or move, your Coup de Grace will take precedence.

ANY ATTACK WITH TWO WEAPONS IS DANGEROUS!

Treat the weapons as if they are dangerous (page 38). Rolling doubles in your skill check will cause them to damage you. If either weapon is already dangerous, doubles on either shot will cause both to damage you.

Note that you cannot use a double attack in conjunction with Charger, Dervish, Shock Trooper, Trampler, etc. or when people move into your square because these abilities give you free attacks and you may only take a double attack with an action. You can use this ability with Nimble and Battle Frenzied because they give you full actions (even though the actions may be restricted).



Tentac

Engineering

Engineering is the skill that governs the repair of anything bot-sized or larger (yes, there is an overlap with Science on bots). You'll also use it to pump the engines for more power as well as power transfers and the operation of a few Cargo Bay items like Tractors, and Damage Control.

Professional Engineers wear blue uniforms.

Use Engineering for:

- ▶ *Repairing anything bot-sized or larger that is broken (Bots, Cargo Bay items, Modules) with an Engineering skill check of 11.*
- ▶ *Pumping an Engine for more power (page 127) with an Engineering check of 8 for 1 power. Add 3 difficulty for each additional power and for each used marker.*
- ▶ *Transferring Power in an Engine (page 127) between systems just like Pumping for power above but ignores used markers and does not generate them.*
- ▶ *Breaking a Module with an Engineering check of 11.*
- ▶ *Upgrade anything bot-sized or larger (page 145)*
- ▶ *Operation of Mine Layer (page 135) and some Cargo Bay items (page 109)*

Repair

(Engineering vs. 11)

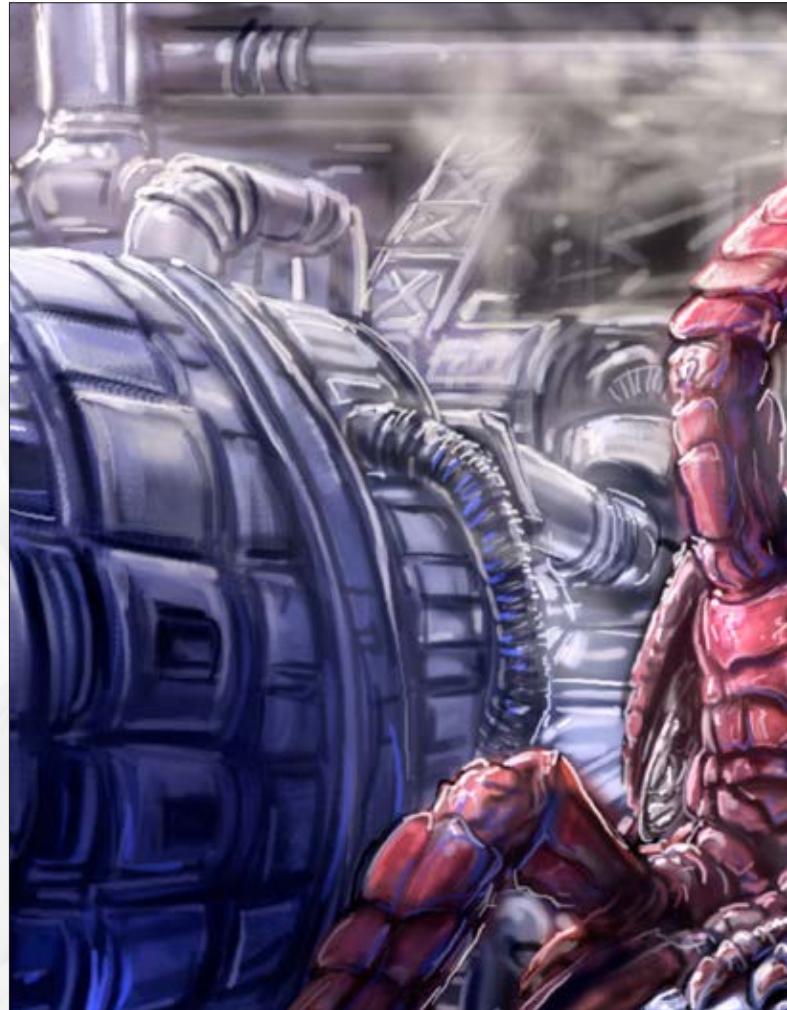
Repair anything Bot Sized or larger (like a Module or a Cargo Bay Item). Reduce the difficulty by one for this check if you have a ToolKit in hand.

Break a Module

(Engineering vs. 11)

This puts a module into a broken state without causing hull damage. Reduce the difficulty by one for this check if you have a ToolKit in hand.

Add a broken marker to the module (see page 108). This can be done to sabotage a module or stuff it with contraband or Downgrade it (see next page) to create an upgrade Barrel.



De-Ionize

(Science or Engineering vs. 11 and must use a Medkit, ToolKit, or Battlestation)

This reduces the ionization markers on an adjacent target to zero. You may add +3 per additional adjacent target. May be done remotely at normal remote +3 penalty from a battlestation to de-ionize a target(s) at other battlestation(s).

Extinguish Fires

(Engineering vs. 8)

(you may add +3 per additional adjacent target)

This removes fire from an adjacent target. You may take this action from anywhere in a module to put out the fire in the module or as a Battlestation action to put out fire on a module.

Add +3 to the difficulty to put out all fires in the module. See more details on Fires on page 150.



Open Modules and Smuggling

There are various things you can do with a broken module that might matter in certain campaigns. Disregard this stuff unless it becomes relevant.

Cramming

(Automatic Action)

A module in a broken state can be stuffed with barrels or stowaways as an automatic action. Each barrel or stowaway takes up one square of the module that isn't empty. 2 crammed squares cannot share a side. An Engine crammed to the hilt would be at +6 difficulty to use!

A subsequent repair action will put the module back in working form but it will be impaired. A module with crammed objects in it functions at a +1 difficulty per crammed object. A Life Support crammed in this fashion supports one less character per penalty (to a minimum of zero). A module with a Battlestation suffers the penalty to skill checks to use the module.

Crammed characters (stowaways) tax Life Support just as much as the rest of the crew. A crew of 4 with a stowaway crammed in a Life Support would suffer 2 dice of unsupported Life Support Damage. One die for the extra passenger and one die because the Life Support module is being compromised. You are better off cramming the Hyperdrive.

You cannot cram a Cargo bay.

Cramming less than a barrel still harms the functionality of the module.

Stowing Away

(Automatic Action)

This is essentially cramming a person into a module. It is an automatic action to cram yourself into a module. You are operating in a slagged square while you do so. You may repair the module while crammed.

While stowed or crammed, you suffer collateral damage that all occupants of the module suffer as do any crammed pieces of gear or barrels.

Breaking Out

(Automatic Action)

It is an automatic action to break out and it puts you in the nearest empty square. Most enemy stowaways go on overwatch to break out during the first phase so they aren't just sitting ducks during character actions on the second phase. Breaking out does not harm the module. Crammed objects can only be removed from a broken module.

Downgrading a Module

(Engineering vs. 11, while crammed in a module)

In some campaigns, (Pirates, How Much for Your Planet, Zombies, etc.) the heroes may not have access to all of the spare parts they'll need to upgrade modules. You can create an upgrade barrel for a module by making an Engineering check of 11 while stowing away inside a module to remove the most valuable bits from that module.

This downgrades the module. It functions permanently at +1 difficulty to use and puts a barrel in your hand that can be used as an upgrade barrel as your upgrade action to upgrade a module of the same exact type.

Piloting

This is the art of power assisted movement. Use this skill to operate the Helm or fly a JetPack if you have one.

Professional pilots wear yellow uniforms.

Use Piloting to:

- ▶ *Maneuver in the Helm (page 128)*
- ▶ *Move with a JetPack (page 93)*
- ▶ *Fly a Fighter (page 122)*
- ▶ *Fly a boarding Missile (page 139)*
- ▶ *Operate any Vehicle (upcoming expansions)*



Science

Science is something of a catch-all with a broader range of uses than the other skills. Science is used to repair anything bot-sized or smaller.

You'll also employ Science to use a MedKit for healing as well as operating the science-based modules; Cloaking Device, Hyperdrive, Science Bay, and Teleporter.

Professional scientists wear green uniforms.

Use Science to:

- ▶ Hack Enemy doors and battlestations (page 31).
- ▶ Heal personal damage with a MedKit (page 94).
- ▶ Neutralize Toxins and Drugs with a MedKit or Sick Bay.
- ▶ Operate Science Modules: Cloaking Device (page 126), Science Bay (page 140), Hyperdrive (page 132), Teleporter (page 142), Sick Bay (page 141).
- ▶ Repair or Upgrade anything bot-sized or smaller.

Repair

(Science vs. 11)

Repair anything Bot Sized or smaller (such as personal equipment). Yes there is overlap with Engineering and bots. Reduce the difficulty of this check by 1 if you have a wristcomp.

De-Emp

(Science vs. 11)

This removes the "EMP" effect from any adjacent target and all of their equipment. You may add +3 per additional target.



"Uh, I stopped the bleeding? Do you guys bleed?"

De-Ionize

(Science or Engineering vs. 11. Requires a MedKit, ToolKit, or Battlestation)

This reduces the ionization markers on a target to zero. You may add +3 per additional adjacent target.

Neutralize Toxins and Drugs (requires MedKit or Sick Bay)

(Science vs. 11)

Success removes all toxin and drug effects from the target. You may reduce the difficulty by 3 if you are

Diplomacy

(*Ancillary Skill*)

Diplomacy encompasses the full range of the art of communication. It is not generally used in play but there are some instances where it comes in handy such as negotiation, information gathering, bluffing and morale.

Professional Diplomats wear purple uniforms.

Use Diplomacy for:

- ▶ *Approaches to start some missions as indicated*
- ▶ *Haggling on prices*
- ▶ *Demoralizing Enemies*
- ▶ *Rallying your crew (or a prized enemy crew)*
- ▶ *Confusing Enemies*

Diplomatic Approach

(*Diplomacy vs 18*)

If a mission calls for a Diplomatic Approach, it means that you have already warped in and are moving toward a hostile planet, ship, or installation at speed 2 using your skills at communication to bluff or bluster your way closer. The Diplomatic approach indicates how close you get before they decide to begin hostilities. The ship begins at a distance of 18 hexes and pointed in the right direction. One character at any battlestation may make a Diplomacy check against a target number of MD. This counts as your action for the first phase just as warping in would. Success moves the ship one hex closer. Each 3 additional successes moves the ship an additional hex closer. This marks the official start of the mission and you begin phase one just as if you'd warped in.

Confuse Enemy

(*Diplomacy vs distance, in squares or hexes*)

+3 per additional penalty

You can use double-talk, intimidation, coercion etc. to influence an enemy's effectiveness. This works the same for ship to ship as it does in person.

If successful, target is at +1 difficulty on all actions and -1 movement until the end of their next turn.

Morale (optional)

You needn't bother with morale unless one of the heroes is interested in calling for enemy surrender. Heroes are never subject to morale but any freebooters or allies are.

A crew's morale level indicates its willingness to fight.

Roll 2d6 and consult the morale chart to find a crew's starting morale. Some circumstances would dictate morale. Zoallans fighting to protect their queen would start at "Fanatic" but a slave ship pressed into service might begin at "Poor" morale. Successful demoralization or rallying attempts will lower or raise the morale respectively by forcing a morale check.

MORALE CHART

12	Fanatic	fight fearlessly to the death
10 - 11	High	stay and fight unless things start going poorly.
8 - 9	Steady	stay and fight as long as things go well.
6 - 7	Fair	open to negotiations but maintains readiness to fight.
4 - 5	Weak	will not initiate hostile action
2 - 3	Poor	flee if possible or fight if cornered
-	Routed	flee if possible or surrender if cornered

Note that morale can only be moved a maximum of one step in each direction on each phase.

Demoralize Enemies

(*Diplomacy vs. ½ Distance*)

You may add +3 per bonus penalty you wish to give to all morale checks they attempt this phase.

Success forces a morale check. A morale check is treated as a Hull check with the following modifiers.

CIRCUMSTANCE	MODIFIER
Enemy Ship bigger	+1
Outnumbered	+1
Bonus penalties	+1

A failed morale check lowers the enemy's morale level by one step.

Rallying your crew

(Diplomacy vs. 0 / +3 per +1 bonus to the morale check)

If successful, make a hull check. If this is successful, your crew's morale increases by one step. This is also used for rallying an enemy crew on a ship you have prised.

If you can bring their morale up high enough, they will work to accomplish your goals.

Modify this check based on the opposite of the Demoralizing enemies chart above. There is no consequence for a failed Rally attempt.



Diplomat: "Look behind you!" Tentac: "I always do!"

Psionics

This skill isn't normally part of a character's makeup. It represents amazing talents to manipulate the universe with the power of your mind.

Professional Psions wear black uniforms.

Depending on the campaign you are playing in, Psionics may be an important part of it or officially excluded.

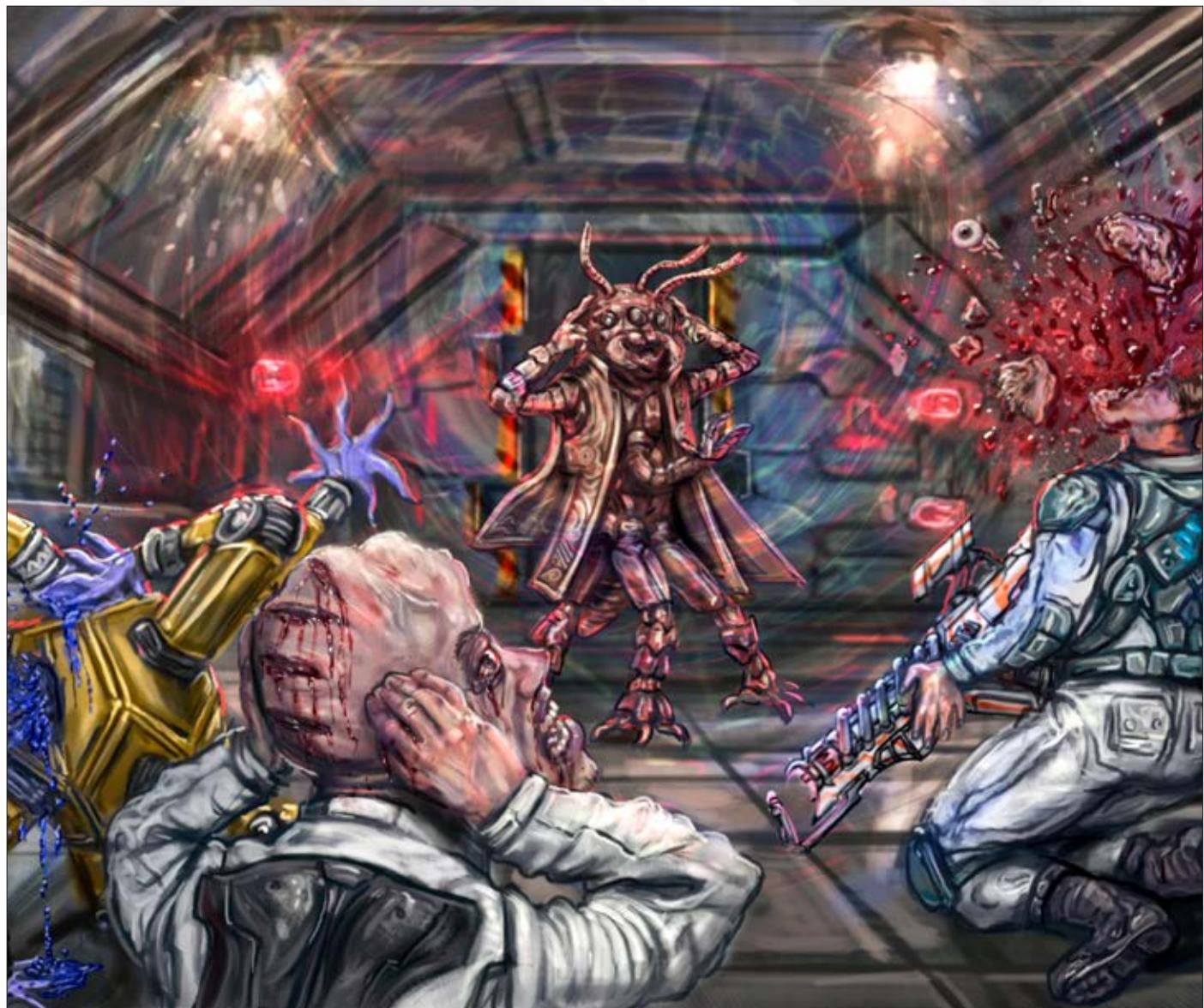
There are no Psionic actions in the game other than those allowed by the Special Abilities. Note that some Special Abilities are considered Psionic because they stretch the bounds of believability. If playing in a more "realistic" campaign, the group may wish to limit or exclude some or all Psionic abilities.

Sanity

This is the skill you use to keep your head together in the Deep Ones in Deep Space campaign book that features a horror mechanic.

Professional Psychiatrists wear gray uniforms.

If you aren't running a Deep Ones campaign, you can count double your Sanity as a pool of rerolls for passive Athletics checks.



Special Abilities

With each Rank you select one Special Ability.

Some Special Abilities have a pool that limits the number of times the ability may be used in a campaign turn. If this pool is based on a skill, use only your base skill to determine the pool. It is unaffected by drugs, cyberware, toxins, etc.

Unless otherwise stated, you may only take each ability a maximum of once.

Psionics

Some feats are amazing. Others stretch beyond the bounds of Science. Generally, abilities that do something that looks otherwise impossible are psionic. A “Brutal” character can be very effective albeit mundane by rerolling his damage based on his training and talent. A “Prestidigitator” pulling stuff out of thin air or a “Slipster” moving through walls is using Psionics.

Some Special Abilities require a Psionics skill check to use and/or have a pool based on Psionics. No Special Ability requires a Psionics skill unless they have a pool based on Psionics.

Just like a character with a zero piloting can try to fly the ship, a character with a zero Psionics (and the “Beguiler” ability) can try to Beguile an enemy.

Retraining

If you want to change one of your Special Abilities, you must spend one mission without it. After the mission, you may replace it with another.

You may change your profession by spending one mission without a profession.

Sample Character Sheet

SPECIAL ABILITIES			
ABILITY	NOTES	POOL	USED
Spacelegs	Ignore OOC	-	-
Speed Demon	Reroll Accelerate/Decelerate	Pilot x2 = 8	
Miracle Worker	Roll a 12 (and +1 Luck)	1	
Unsinkable	Reroll Hull & Survival checks.	10	
Rank 5			
Rank 6			

Above is part of a character sheet for a Rank 4 character named Theo Retica who happens to be a pilot.

There is no pool for Spacelegs. It just keeps working.

Theo can use Speed Demon 8 times for Piloting checks to change speed.

One can also use it for Fighter movement but since Theo isn't planning on being in a fighter, I didn't bother writing that note down.

Miracle worker is a one time shot and Unsinkable gives Theo 10 rerolls on survival checks.

The “Used” column is there so you can mark in pencil as Theo uses up the abilities that have a pool. Pools replenish after the campaign turn.

Special Ability Index

NAME	SPECIAL ABILITY
Acrobatic	Pop 2 squares. Add OOC for movement +3 target number when in motion. Enemies don't get free attack
Adaptable	Spend a luck and an action to have another ability instead
Adv. Combat Expert	+1 target number, +1 Hit point, opponents must reroll highest die in attacks against you
Assembly Line Worker	Each Upgrade you make can be applied to three like objects
Assistant	May add +3 to the difficulty skill check for each additional bonus assisting
Battle Frenzied	Bonus action but may only melee, grapple or move.
Blaze of Glory	1/ Phase may force survival checks for all except your fighter in hex with your fighter
Bloodlusted	Bonus action when you put somebody down. +1 diffiuculty penalty on action per use
Bosun	Remote penalty 1 lower. Reroll pool of 5 for battlestation actions
Bot Genius	2 bonus bot upgrades. Reroll die when attacking, grappling, upgrading, repairing or damaging bots.
Braced	May reroll one die any time you sustain damage
Brutal	You may reroll one of the dice each time you deal personal damage with a direct attack
Calm	May take an "8" on a skill check instead of (and before) rolling the dice. Pool of Rank x2
Cannon Expert	Free reroll to attack with, repair, or reconfigure the cannon. Reconfigure a cannon as a free action
Cannon Spec.	Pool to reroll attacks reconfigure or repair a cannon module. Pool of Combat x2
Charger	Free unarmed (or natural weapon) melee attack at the end of your move action
Coach	You may use Diplomacy instead of the listed skill for your assist actions
Connected	You get an additional requisition and double your pay for each mission.
Contortionist	Move & act in slagged squares as though not slagged. +1 target number except for grappling.
Cortex Overloader	Pool to blow up people's heads Psionically. Pool of Combat + Psionics
Courtier	Move & act in slagged squares as though not slagged. Others may spend your luck
Crafty	Checkup, Focus Sensors, Tune Shields. Pool of Science
Cut-Throat	Spend from this pool to reroll a damage die you deal directly in personal combat. Pool of Science x2
Death Marcher	+3 Hit Points. May take simple move actions when unconscious. "Recover" immediately
Death Striker	Unarmed attacks force target to Athletics check 8 or be brought instantly to -6 hit points
Dervish	As an action, melee attack on all adjacent targets
Destroyer	Free action to release a Psionic energy blast like a satchel charge in your square. Pool of Athletics +
Dirty Fighter	Targets you hit are +3 on all active skill check difficulty. Coup de grace without preparing
Displaced	Psionically shimmer to add +3 to your target number until end of phase. Pool of Athletics + Psionics
Doctor	Pool to reroll skill checks to heal, detoxify, etc. or on the healing dice. Pool of Science x2
Dogfighter	Add Piloting to Combat when shooting Fighter's guns. +1 difficulty to target your fighter.
Empowered	Spend Ship's power as though it were luck. Reallocate power. Pool of Engineering + Psionics
EMT	Pre-emptively heal incoming damage. Pool of Combat x2
Energy Deflector	Combat 11 to negate direct attack. Difficulty goes up by 1 for each use.
Engine Overloader	Pool to make Engine pump +2 per extra power but satchel charge detonates. Pool of Engineering x2
Engine Specialist	Pool of rerolls to use when pumping, transferring power, or repairing an engine. Pool of Engineering x2

Special Ability Index

51

NAME	SPECIAL ABILITY
Enraged	+3 Combat skill until end of Round when injured by an enemy
Field Surgeon	Reduce healing difficulty by 3 and get a reroll but target must make an Athletics check of 8 or dies
Fast Healer	Any skill check to heal or treat you is at a bonus of +3 to the Skill check. Heal +1 point per die
Fast Learner	Increase your Experience awards by 10%. Perform all 4 skills to get a bonus
Fated	Choose the result of the first and last points of Luck instead of rerolling
Fighter Jock	Board, Launch and disembark from fighter as a free action. Reroll survival checks in Fighter
Fighter Mechanic	2 free upgrade actions on fighters and a reroll when repairing, upgrading, or survival in a fighter
Fire Starter	Start fires with your mind. Pool of Combat + Psionics
First Mate	May let others spend your luck as if it were their own. Reroll on all attempts to assist
Florentine Fighter	Reduce your penalty to attack with two personal weapons by 3
Foresighted	Start retroactively on overwatch. You can go generically on overwatch
Forethinker	Roll your skill check before declaring an action
Fortunate	You may spend 1 Luck to nudge a luckable die upwards by one instead of rerolling
Fume-Runner	Take actions that require power without it (causing 1 point of hull damage)
Ghost in The Machine	Operate a Battlestation from anywhere aboard ship at no remote penalty. Pool of Engineering + Psionics
Grease Monkey	Reroll on any skill check to repair, reconfigure or upgrade. Move between Battlestations
Grenadier	Rerolls with grenades, Free actions to arm, draw or detonate. Explosives weigh half for you
Gunner's Mate	Fighter's guns can be fired 2x/phase. Damages your fighter and the occupants
Hacker	Hack as a free action 1/phase with difficulty -3 and a reroll. Your cyberware behaves as upgraded
Hardened	Pool to reroll a die that deals damage to you. Pool of 5
Healer	Whenever you heal anybody for at least one die, heal them for an additional die
Hot Dog	Doubles succeeds on your piloting checks but causes OOC as if it had failed
Hull Empath	You may suffer to reroll hull damage dice your ship is taking. Pool of Engineering + Psionics
Hunch Follower	+2 luck and +1 to use the Science bay for each time you've asked questions
Hyper-Do UV Belt	Reroll Unarmed Attacks, Damage, Grappling Checks. Move into Enemy squares with no penalty
Hyper-Physicist	Pool to reroll when using the Hyperdrive and facing on warp in. Science x2
Intuitive	Add Psionics skill to scan or ask questions. Pool to ask yes/no or find enemy's action. Pool of Science +
Jack All Trades	You get 2 rerolls per campaign turn in each skill
Jet-Pack Jockey	You get a reroll on your JetPack Piloting skill checks and reduce the difficulty by 3
Jury Rigger	Once per phase, you may take a free action to attempt to repair the module you are in
Killer Instinct	+1 difficulty on passive checks you cause. No prepare before Coup de Grace. May spend Luck on damage
Lucky	Add +3 to your Luck
Mechanical Empath	Repair remotely as a free action. Pool of Engineering + Psionics
Mentally Shielded	Retard personal energy damage. Pool of Athletics + Psionics
Mind Mender	Absorb others damage onto yourself. Pool of Athletics + Psionics
Miracle Worker	Choose a die roll instead of rolling it once per campaign turn. Also +1 Luck

Special Ability Index

NAME	SPECIAL ABILITY
Mobile	+2 Move. Ignore OOC for movement. Reroll on any attempt to move extra squares
Mr. Fixit	Pool to reroll repairs and upgrades or repair as a free action. Pool of Engineering + Science
Multi-Shot Expert	Fire multibarrel twice as a single action. Reconfigure cannons as an automatic action
Nimble	Take bonus actions at +3 difficulty max once per phase. Pool of Athletics
Noble	You get an allowance from your estates. Use others' luck. Difficulty to assist you is 1 easier and 1 more
Numb Runner	Ignore toxins and drug side effects. Dose as free action. Your toxins are hard to resist. Pool of Athletics x 2
Obsessive	Spending a second or subsequent luck on a reroll gives you 3 rerolls each instead of 1
Omniscient	Pool to ask ANY questions. Add Psionics when hacking or gathering data. Pool of Science + Psionics
Overloader	Pool to fire with bonus guns power but satchel charge in your square. Pool of Engineering x2
Pack Mule	Double carry capacity.-3 difficulty and reroll to quickdraw. Reduce Penalty to act after quickdrawing by 1
Patient	Preparing reduces difficulty by 3. May convert prepare to Overwatch. Moving doesn't disrupt prepare.
Persevering	When you fail Skill Checks, reduce difficulty by 3 and get a reroll on your next action if it uses that skill.
Plasma Wizard	Fire weapons aren't dangerous to you. You may reroll skill checks damage with fire weapons
Polarizer	Pool to EMP or De-EMP objects in LO.S. Pool of Science + Psionics
Power Slider	You may combine different kinds of Helm maneuvers.
Powered Armor Expert	Reduce PA penalties by 1. Add +1 Piloting for jetting. May move in phase you equip. Power up as automatic
Preconceived	Spend 2 luck to select the result of a die that you would luck instead of rolling the die. (special pool)
Prestidigitator	Extradimensional pockets. Reduced quickdraw penalties. Add Psionics for Quickdraw checks
Psychic Blaster	Pool to deal 1d6+successes as damage ignoring damage reduction. Pool of Combat + Psionics
Psychic Shifter	Pool to move yourself to another module with your mind. Pool of Piloting + Psionics
Psychic Stunner	Pool to add a stun effect to a direct attack. Pool of Athletics + Psionics
Puppeteer	Pool to select target's next action. Pool of Diplomacy +Psionics
Quartermaster	Assist in upgrades and requisitions. Don't pay for upgrades. Repair personal equipment as automatic action
Quick on Stick	Shooting the Fighter's cannon is a free action for you. (It still uses the Fighter's cannon for the phase)
Quick-Minded	Spend 2 from a Psionic Ability pool to perform that Psionic action as a free action
Rapid Fire Exp.	You reduce the penalty by 1 for multiple shots and double the area on your Area Effect Weapons
Reckless	Add 1 die of damage to a personal attack 1/phase but suffer the lowest die without reduction
Reflexive	You may dodge or ram once per phase during ship movement or missile resolution as a free action
Research Spec.	Count 1/2 used markers on Science Bay. Pool to reroll any use of the Science Bay. Science x2
Resourceful	Sub Science or Engineering for any other skill. Pool of Engineering or Science (whichever is lower)
Rolls With It	Pool to count OOC as a bonus instead of a penalty to your action or move. Piloting
Saboteur	Free Engineering action, to attempt to break something. Reroll all dice you would deal to equipment
Seer	Line of sight to anywhere aboard the ship or get scans as a free action. Pool of Science + Psionics
Sharpshooter	Reroll allocation with ship's weapons or attacks with direct personal ranged attacks. Pool of Combat x2
Shield Harm.	Target's shields lower, yours are higher
Shock Trooper	You may go on overwatch as a free action at the end of your move action. Pool of Combat

Special Ability Index

NAME	SPECIAL ABILITY
Slipster	Move through walls during movement. Pool of Athletics + Psionics
Smooth	Take actions that don't require skill check or include movement. Pool of Athletics + Rank
Smuggler	Move and act in slagged square at no penalty. Free reroll to use Cargo Bay Equipment
Sniper	Count range as closer. Reroll damage die if attack exceeded target by 3.
Spacelegs	Ignore OOC
Spacer	5 rerolls for use in any skill check. 5
Speed Demon	Reroll acceleration and Fighter movement checks. Piloting x2
Steady Handed	Maneuvers always generate half OOC (round up). Steady the ship as an automatic action
Stunner	Unarmed and Natural weapon attacks generate stun effect
Sure Handed	Ignore the "dangerous" effects. Reroll the damage die vs friendlies, quickdraw, repair. +1 Luck
Swashbuckler	You may take your actions during your move. Pop without penalty
Sympathetic	Your attacker also suffer the highest die of damage. Pool of Athletics + Psionics
Tailgunner	Reroll Combat checks when firing a fighter's gun. Go on overwatch with Fighter. Pool of Combat + Piloting
Telekinetic	Pool to move stuff with your mind. Athletics + Psionics
Teleporter Specialist	Count half used markers on Teleporter. Reroll pool for skill checks and allocation when you are Teleporting
Tinkerer	Additional upgrade attempt. Reroll on all upgrade or repair attempts
Tough	Athletics counts as 1 higher and free reroll on any Athletics check
Tough Silicoid	+1 hit point. When you roll your Silicoid damage reduction, roll an extra die and count the higher one
Trampler	Free melee attack as you move through enemies
Triage Medic	Heal additional targets at +1 difficulty each.
Trick Shot	Ignore Peeking, Popping, OOC, Shields, Cover for ranged attacks. Bank shots around corners
Tricky	Pool to distract microships with trash, focus sensors, or steady ship. Pool of Engineering
Turn Specialist	Pool to reroll maneuvers to turn, dodge, ram, or sideslip. Pool of Piloting x2
Unconventional	Pool to roll an additional die alongside your skill check. Odd it adds. Even it subtracts. Pool of Science
Unflappable	Pool to ignore a total of up to +3 in penalties each time you use this ability. Pool of Rank
Uniminded	You may use an ally's skill instead of your own as long as that ally is within Line Of Sight. Pool of 5
Unlimited	Once per campaign turn, you may reset up to two of your special abilities to their starting values
Unpredictable	Random skill each phase gives you -1 difficulty with a free reroll.
Unsinkable	Pool to reroll passive checks such as ship's hull check, disintegration, stun, death, etc.. Pool of 10
Wake Rider	Explosions move your microship instead of damaging. Also may move along with a ship or fighter
Weapons Officer	Reroll hit allocation and damage die in each shot you take with a fighter or direct fire ship's weapon
Wild Flyer	Spend a Helm power, reroll a die, and apply an additional OOC (that takes effect after the maneuver)
Wingman	Reduce difficulty for survival checks or shots by friendlies
Wrestler	Choose to apply up to three different effects. Also a pool of rerolls to use in grapples. Pool of Athletics x2
Xenobiologist	Your direct attacks ignore species damage reduction abilities.
Zone Controller	All adjacent squares are considered occupied by you (slagged) for enemies.

Acrobatic

You may pop 2 squares instead of one when you “pop” (see page 30). You may add OOC instead of subtracting it for movement and skill checks for movement.

Add +3 to your target number while moving or popping.

Enemies do not get free attacks on you for entering their square. Enemies do not slag the squares they occupy for you.

You still may not end your movement in an occupied square or Jet through enemies.

Adaptable

As an automatic action you may spend one Luck and replace this ability with any special ability for the remainder of the mission (NOT until the end of the campaign turn). Thus, you could use this ability to be “Noble” and use others’ luck during the mission but not at the end of the campaign turn during requisitions. Note that you are still not allowed to take the same special ability twice unless otherwise noted.

Advanced Combat Expert

Safety is your highest priority. Your target number is one higher for purposes of targeting you and one lower for grappling. You may force opponents to reroll the highest die in their skill check to attack you with direct attacks including grapples. You also get +1 hit point.

Assembly Line Worker

Each Upgrade (see page 145) you make can be applied to three like objects (fighters, bots, blasters, science skill chips, Life Supports, etc.) If you are upgrading items smaller than a module, you must be adjacent to all of them.

Assistant

You may attempt to give a greater bonus when assisting by adding 3 to the difficulty skill check for each additional bonus. (11 for +2, 14 for +3 etc.)

Battle Frenzied

You may go into a frenzy as a free action. While frenzied, you get a bonus action each phase but all you may do is move, grapple, or melee attack.

You remain frenzied until you are stunned or unconscious or spend an action calming yourself. You may not calm yourself during a Phase in which you dattack, complete an attack on overwatch from a previous phase or go on overwatch to attack.

If you are stunned or knocked unconscious, you are calmed automatically.

Blaze of Glory

When flying a fighter, you can open your plasma exhaust to create a dramatic display that blasts everything in your hex.

A maximum of once per phase as a free action during your move action, you may cause a survival check for each object in your hex besides your fighter (and deal one die of damage to each spacewalker).

Bloodlusted

Your exhilaration in combat revitalizes you when you down a foe. When your direct attack incapacitates an opponent (brings them to zero or lower hit points or stuns, disintegrates, or knocks them out etc.), you get a free action to be taken immediately.

Any skill check for this action will be at a penalty equal to the number of times this ability has already been used during this campaign turn. (The first use is at no penalty, the second use is at a penalty of +1 to the skill check difficulty, if any, on the free action and so on.)

This ability can only be used a maximum of once per phase.

Bosun

You know every square micrometer of the ship like the back of your hand. Reduce the remote action penalty by 1 for you. You get a pool of 5 rerolls for use on any battlestation action.

Pool: 5

Bot Genius

You have a deep knowledge of mechanical beings.

You can attempt two bonus Upgrades on bots per campaign turn.

You may reroll one die for free when you are attacking, grappling, upgrading or repairing a bot. You may reroll one damage die in each attempt to damage a bot. This does not apply to indirect weapons or collateral damage.

Braced

You are always considered to have taken the “Brace” action (page 29) and thus may reroll one die any time you sustain one or more dice of damage (even if you are unconscious, dying or incapacitated).

Brutal

You may reroll one of the dice each time you deal personal damage with a direct attack (not grenades, area effect, or ship’s weapons).

Calm

You’ve been through worse situations than this one. Due to your steely nerve, you may opt to spend from this pool to take an “8” on a skill check instead of (and before) rolling the dice. No dice are thrown and there are none to reroll. Figure the difficulty as normal.

Rank x2

Cannon Expert

You’ve got a knack for the cannon. You get a free reroll on each skill check you make to attack with, or repair the cannon module. Up to once per phase you can reconfigure a cannon or switch on or off a cannon enhancement as a free and automatic action.

Cannon Specialist

You’ve mastered the use of the cannon. You may spend from this pool to reroll attacks with a cannon or checks to reconfigure or repair a cannon module.

Combat x2

Charger

Once per phase, you may make a free unarmed (or natural weapon) melee attack at the end of your Move Action.

Coach

You may use Diplomacy instead of the listed skill for your assist actions.

Connected

You get an additional requisition during requisitioning and may reroll one die in all requisitions (see Requisitions, page 149). You are also good at money management (and might cheat at cards a little) and get double your pay for each mission.

If you are in a campaign where you wouldn’t otherwise get requisitions and or pay, you still get your bonus requisitions and pay due to being in the reserves, “or something.”



Special Abilities

Contortionist

You may move and act in slagged squares as though they were not slagged. Your target number is one higher except for grappling. You still may not jet through slagged squares. You also get a reroll on all grappling checks (see page 40).

Cortex Overloader (Psionic) L.O.S.

(Psionics vs. 8, +3 per +1 difficulty, +3 per additional target)

Your amazing power can literally blow minds. You may spend from this pool to take the action to force a target in Line of Sight to make an Athletics check of 8 or their head implodes (bringing them to -6 hit points).

You may increase the difficulty by +3 for each +1 you wish to increase the difficulty of the target's check. You may also increase the difficulty by +3 for each additional target.

Combat + Psionics

Courtier

You have no difficulties moving or acting in slagged squares. (Jet moves are not allowed in slagged squares). You may allow others to spend your luck.

Your close contact with the queen has allowed you to become immune to the pheromone phever effect in "By Her Majesty's Sacred Egg Sac".

Crafty

You are a tricky Scientist. Spend from this pool to do any one of the following as an action at a battlestation to generate an effect that lasts until the end of the Round.

Checkup: Reduce the difficulty by one for all Athletics checks of and skill checks on any attempt to heal the crew you flew in with.

Focus Sensors: The distance from your ship to other objects in the system is reduced by 1.

Tune Shields: Add +1 to your effective shields level for inbound attacks but -1 for Teleporting out.

Science



Cutthroat

You've got an uncanny knack for dealing personal damage to a victim. You may spend from this pool to reroll a damage die you deal directly in personal combat.

Science x2

Death Marcher

Add +3 Hit Points. You may take simple move actions when your hit points are reduced to between 0 and -5 (but not take any action even free actions). You "recover" immediately after being healed from unconsciousness (rather than waiting until the end of the phase like everybody else).

Special Abilities

Death Striker

Your hands (or tentacles or whatever) are deadly. When you hit with an unarmed or natural weapon attack or grapple (even if all of the damage is mitigated), you may force your target to make an Athletics skill check against a difficulty of 8 or be brought instantly to -6 hit points. You may increase the difficulty of your Combat skill check by 3 for each additional +1 penalty to the target's Athletics check.

Dervish

As an action, you can make a wild slashing melee attack on multiple targets. If you are using a weapon or ability that extends your reach, all of the targets must be in or adjacent to one of the squares you can reach from. These attacks are direct. You cannot use this ability in conjunction with a two weapon attack or to target modules, equipment, or personal equipment.

Destroyer (Psionic) (Free Action)

(*Psionics* vs. 8)

Spend from this pool as a free action at most once per phase to release an energy blast like a satchel charge (page 91) in the square you are in. You are considered braced for this damage and may thus reroll one of the damage dice.

Athletics + *Psionics*

Dirty Fighter

When you deal personal damage to a target with a direct attack you hit them in a place that counts. They are at a penalty of +3 difficulty on all active skill checks until they are fully healed. You also may make a coup de grace attack as an action (see page 40) without spending the prepare action first.

Displaced (Psionic)

You may spend from this pool to engage this power as a free action even in response to another character's action even after attack dice are thrown. Your personal target number is 3 higher than normal until the end of the Phase for all purposes except grappling. Multiple uses of this power stack.

Athletics + *Psionics*

Doctor

Your extensive studies allow you to draw on great knowledge of the healing arts. Spend from this pool to reroll a die in any skill checks to heal, detoxify, diagnose, or otherwise treat a patient or on the resulting healing dice.

Science x2

Dogfighter

You may add your Piloting skill to your Combat skill when firing a Fighter's gun. Attempts to target your fighter are at +1 difficulty.

Empowered (Psionic)

As long as you are on an Engine battlestation, you may spend from this pool to allow you to use Engine Power as though it were Luck for the rest of the Phase.

You may also spend from this pool to re-allocate your ship's power as a free action with no remote penalties at any point during the phase from anywhere aboard a ship if you have access codes to at least one of that ship's Engines.

Engineering + *Psionics*

EMT

Emergency Medical Training makes you always ready to heal. If you have a MedKit in hand, you may spend from this pool to perform a preventative healing action as a free action out of turn on any adjacent target (or yourself) as the damage is dealt. You cannot heal more damage than is dealt.

You may use this ability a maximum of once per phase.

Combat x2

Energy Deflector (Psionic)

You may use an energy blade, or energy cutlass, to negate a direct attack against you or that is passing through your square as a free action by making a Combat skill check of 11. Doubles on this check triggers dangerous effects of your melee weapon. The difficulty of this check goes up by one for each time you've attempted to use this ability in a campaign turn.

Special Abilities



Special Abilities

Engine Overloader

You know how to make an Engine scream. You may spend from this pool to reduce the difficulty to pump additional power from an engine to +2 per point of power. When you use this ability, it is as if a satchel charge (page 91) detonated in your square.

This ability cannot be used remotely.

Engineering x2

Engine Specialist

You know how to manage an engine. You get a pool of rerolls to use when pumping an engine for power, transferring power, upgrading, or repairing an engine.

Engineering x2

Enraged

When you suffer damage from any enemy source (including but not limited to direct or indirect personal or ships weapons or abilities, etc.), you add +3 to your effective Combat skill until the end of the current Round.

Fast Healer

Reduce the difficulty for any skill check to heal or treat you by 3. You heal an extra point on each die of healing you get.

Fast Learner

Increase your Experience awards by 10%.

After you have succeeded in skill check actions for each of the 4 main skills (Combat, Piloting, Engineering, Science) you are in your groove for the rest of the campaign turn. Assist actions and Move actions such as Jet Moves will not trigger this bonus.

Characters in the groove reduce the difficulty by 1 for all skill checks for the remainder of the campaign turn.

Fated

You may choose the result of the first and last points of luck you use in a campaign turn instead of rerolling with it.

Field Surgeon

You may elect to do surgery when healing an unresisting target. Reduce the difficulty by 3 and take a free reroll on the skill check. Your patient must make an Athletics check of 8 or be brought instantly to dying at -6 hit points. (see page 34)

Fighter Jock

You can board, launch, and disembark from fighters as a free action. You also get a reroll on survival checks in a Fighter.

Fighter Mechanic

You get two free upgrade actions per campaign turn to spend only on fighters. You also get a free reroll when repairing or upgrading a fighter and on your fighter's survival checks.

Fire Starter (Psionic) (Action) L.O.S.

(Psionics vs. 8,+3 per additional target)

You can start fires with your mind. Each target suffers 1 die of fire damage. An even result sets them on fire (see page 150).

Combat + Psionics

First Mate

You may let others spend your luck as if it were their own. You get a reroll on all attempts to assist. You get +1 Luck.

Florentine Fighter

Reduce your penalty to attack with two personal weapons (or unarmed or natural weapons) by 3. (Normally the penalty is +6 difficulty), (see page 41).

Foresighted (Psionic)

You begin each encounter (mission, navigation hazard, etc.) retroactively on overwatch to take any action you like. You can go generically on overwatch as your action and then decide which action when you take it. Note that other overwatch restrictions still apply.

Forethinker

You have a feeling about how things are going to turn out. You can roll your skill check before declaring an action.

Roll two dice at the start of your turn. These dice will apply to your action this turn. If you declare the action to be within your profession, you may use your professional reroll before choosing the action. If the action you choose has variable difficulty (pumping engines or helm maneuvers) you may finish the skill check with reroll pools and luck before declaring the action.

When it is all said and done, you may choose an action instead that doesn't involve a dieroll (such as moving, drawing a weapon, or using "calm") but any spent pool and special abilities are still spent. You may use this ability a maximum of once per phase.

Fortunate

You may spend 1 Luck to nudge a luckable die upwards by one instead of rerolling. You cannot nudge a "6" upwards. This ability may be used only once per check.

Fume-Runner

You can just about get blood from a turnip. As long as your ship has at least one functioning Engine Module, you can take actions that would otherwise require power even if there is no power in the appropriate system. Doing so causes one point of hull damage.

Note that this means you can take Helm actions or launch missiles with no power at all for free (except for a little hull damage).

You could use this virtual power to operate the Teleporter to teleport an object or a bomb. A Cannon fired with no power using Fume-Runner will have an effective power of 1.

Ghost in the Machine (Psionic)

Spend from this pool to operate a Battlestation from anywhere aboard a ship at no remote penalty.

Engineering + Psionics

Grease Monkey

You may reroll a die on any skill check to repair, reconfigure or upgrade anything. You treat the two battlestations within the Science Bay, Sick Bay or Engine modules as though they were adjacent.

Grenadier

You are good at handling explosives. You get a reroll to your skill checks in attempts to quickdraw, throw, kick, or intercept grenades or satchel charges. You also may reroll one die when resisting grenade effects and/or damage. The total weight of carried explosives is considered half for you. You may arm, draw, or detonate an explosive as a free action once per phase.

Gunner's Mate

Your fighter's guns can be fired a second time in a phase. Doing so damages your fighter causing a survival check and dealing a die of collateral damage to the occupants. Note that this does not give you additional actions.

Hacker

You can hack as a free action once per phase. You reduce the difficulty by 3 and get a reroll on attempts to hack. All cyberware on your person functions as if it were upgraded.

Hardened

Spend from this pool to reroll a die that deals damage to you.

Pool: 5

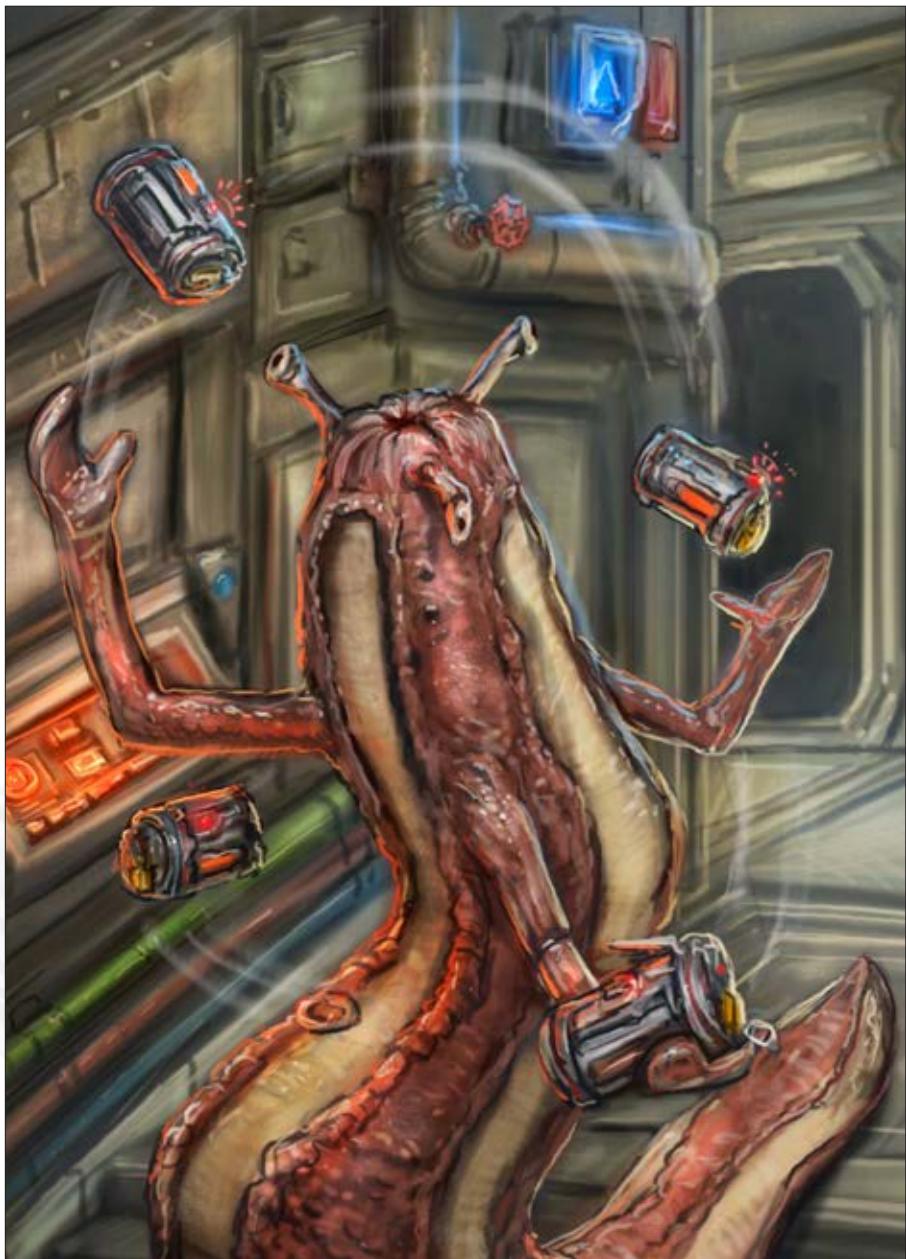
Healer

Whenever you heal anybody for at least one die, heal them for an additional die.

Hot Dog

Any Piloting skill check you make to pilot a fighter or starship is successful on a roll of doubles even if it would otherwise fail. In a starship this ability causes OOC figured as if it had failed. If used in a fighter, it damages the fighter causing a survival check but no collateral damage.

Special Abilities



"And now for my next trick... I blow you up!"

Hull Stress Empath (Psionic)

You may spend from this pool to reroll any number of hull damage dice your ship is taking. You will suffer one point of damage per die you choose to reroll. This damage cannot be reduced by special abilities, armor, drugs etc. but can heal as normal.

Modules and their occupants are affected as if you hadn't used this ability. You may use this ability as often as you like even within the same damaging event.

Engineering + Psionics

Hunch Follower

You get +2 luck and may add the number of times you've successfully asked questions this campaign turn with the Science Bay to each attempt to use the Science Bay for any reason. Do not count each question in a multi-question separately.

Hyper-Do Ultraviolet Belt

You are an expert in the martial arts. Your hands (or tentacles or whatever) are lethal weapons. You get a reroll on all Unarmed Attacks, Grappling Checks and damage you deal with Unarmed or natural weapon Attacks.

You move and act in enemy occupied squares without penalty and without provoking free attacks. This includes grappling. You still may not end your turn in an occupied square.

Hyper-Physicist

You may spend from this pool to reroll when using the Hyperdrive. You may also spend from this pool to reroll your facing on warp-in and on Jump Actions (HMFYP).

Science x2

Intuitive (Psionic)

Decrease the difficulty of your Science Skill checks to ask questions or get scans by your Psionics skill.

You also get a pool you may spend from as a free action at most once per phase to ask a yes or no question about anything in the system or find out the next action of an Enemy controlled character.

The Enemy must declare an action for that character. If that character chooses to take any other action, it will be at a +3 penalty and you gain a point of Luck.

Science + Psionics

Jack of All Trades

You know a little something about just about everything. You get a pool of 2 rerolls to use in each skill.

2 in each skill

JetPack Jockey

Reduce the difficulty by 3 for your Piloting skill checks to use a JetPack. You also get a free reroll in JetPack skill checks.

Jury Rigger

Once per phase, you may take a free action to attempt to repair the module you are in. (Can not be used on Cargo Bay Items.)

Killer Instinct

Anything you hit with a direct attack and cause a survival check or passive Athletics check has to roll one higher than it otherwise would. This applies to ship's hull checks, personal disintegration, Stun, Death Striker, etc.

You do not need to take a prepare action before taking a Coup de Grace action (see page 40).

You also may spend luck to reroll personal damage you deal with direct attacks.

Lucky

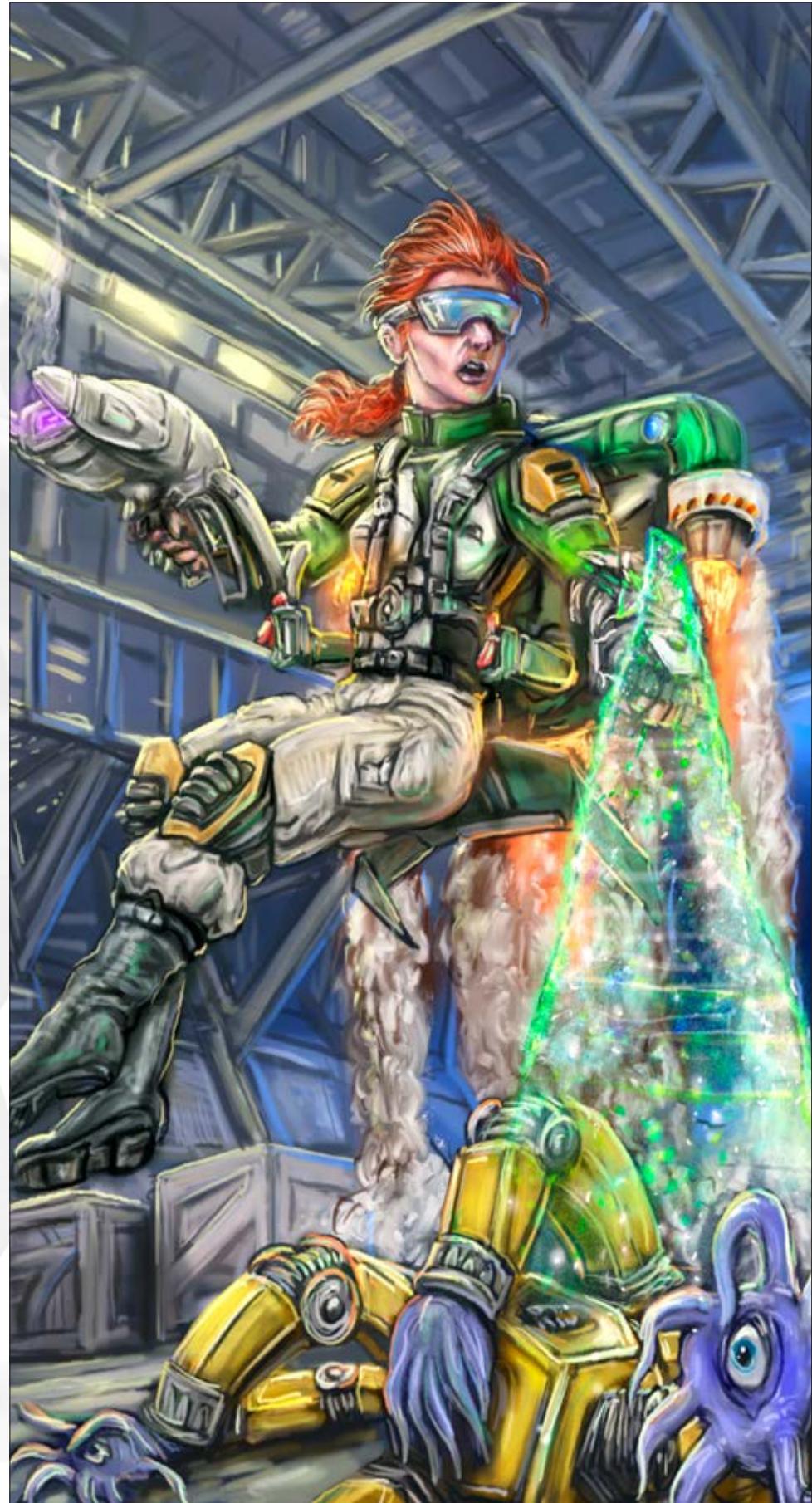
Add +3 to your Luck. You may take this ability any number of times.

Mechanical Empath (Psionic)

(Free Action, Psionics vs. 8, or 11 if remote)

Spend from this pool to remove a damage marker from any module on your ship as a free action. Use this at most once per phase during your turn.

Engineering + Psionics



Special Abilities

Mentally Shielded (Psionic)

When you are hit by an energized personal weapon, you may spend from this pool to force the attacker to roll an amount of dice equal to your Psionics skill with the damage dice and take away a number of the highest dice equal to your Psionics skill. (This works just like Shields retarding ships' weapon damage).

Athletics + Psionics

Mind Mender (Psionic) (Action) L.O.S.

(Free Action, Psionics vs. distance in squares)

You may heal any target other than yourself for up to the amount by which your roll exceeds the difficulty. You suffer the amount you healed them as damage reduced by your Psionics skill but not subject to other reduction. This damage can be healed as normal.

Athletics + Psionics

Miracle Worker

Once per campaign turn, you may place the dice after rolling them for any skill or survival check. You will likely select "6,6" but since doubles sometimes has negative consequences, you might select "6,5". You also get one additional point of luck.

Mobile

Add +2 to your Move attribute. You may ignore OOC for movement. You also get a free reroll on any attempt to move extra squares. You may take this ability any number of times to gain +2 Move and a reroll for each time you take it.

Mr. Fixit

You may spend from this pool to reroll any attempt to repair or upgrade anything. You may also spend from this pool at most once per phase to attempt a repair as a free action.

Engineering + Science

Multi-Shot Expert

You may fire a Cannon configured as a multibarrel twice as a single action. Each shot expends one Guns power. You may reconfigure cannons as an automatic action.

Nimble

Either before or after taking an action or moving, you may spend from this pool to take a bonus action at a penalty of +3 to any skill check difficulty (or -3 to your move if your nimble action is to move). This ability may be used a maximum of once per phase.

Athletics

Noble

You are used to a life of privilege.

The difficulty to assist you is one easier.

When you are assisted the difficulty for your subsequent action is reduced by one more.

You may use other characters' Luck with their permission.

You also get an allowance from your estates. At the end of each campaign turn roll a number of dice equal to your rank and collect a number of credits equal to 100 times the total. This roll is luckable.



Numb Runner

You've learned how to cope with being under the effects of controlled substances. You may administer drugs 1/Phase as a free action. You may spend from this pool to ignore the negative effects that would be imposed by drugs or toxins for one phase. This includes needler toxins and drugs. You may choose which effect(s) you wish to ignore.

You also increase the difficulty to resist or detox any toxins you deliver by 1.

Athletics + Rank

Obsessive

Whenever you spend a second or subsequent luck on something, you create a pool of 3 rerolls you may use on that same thing instead of 1 single reroll.

Omniscient (Psionic) Free Action

(Psionics vs. 8)

You always reduce the difficulty of any attempt to hack or gather data by your Psionics skill.

Once per phase as a free action, you may spend from this pool to ask a question (it doesn't have to be yes or no) about anything in the system. The Enemy must answer honestly but not necessarily clearly.

Science + Psionics

Overloader

You are able to tap into the ship's power conduits to increase your cannon power. When firing a ship's Cannon in standard or long range configuration, you may spend from this pool to add the power level from either Shields or Helm to the Guns power when determining how many dice to throw for damage. When you do so, it effectively detonates a satchel charge in your square (see page 91). This ability can't be used remotely.

This ability can be used in a fighter to generate 3 dice of damage for the shot, causing a damage marker to the fighter, a survival check and a die of damage to the occupants.

Engineering x2

Pack Mule

You get a reroll and reduce the difficulty by 3 on any attempt to quickdraw. Your carry capacity is doubled after figuring all other effects (cyberware, special abilities, alien abilities, etc.) Reduce the penalty to act after quickdrawing by one.

Patient

When you prepare, you reduce the difficulty of the skill check by 3 instead of 1. You may on your subsequent action convert your prepare to overwatch (see page 29) without losing the benefit by spending an additional action. You may also move after a prepare action without losing the benefit as long as you don't take another action. Free actions do not count against you in this.

Persevering

Some might call you stubborn but at least you learn from your mistakes. Whenever you fail a Skill Check, your next check in that skill is at -3 difficulty with a free reroll if it is your next action.

(Note that skill checks made with free actions or move actions such as piloting checks to JetPack, etc. will not generate the benefit.)

Free actions do not count against you in this.

Plasma Wizard

You have amazing power over fire. Fire weapons are not considered dangerous in your hands. You may reroll fire damage you deal with direct fire effects including indirect damage but not damage dealt later.

You may also reroll one die on any skill check you make to use a fire weapon or put out a fire or from fire damage you would sustain.

Polarizer (Psionic) (Action) L.O.S.

(Psionics vs. 8, may add +3 per additional target)

Using the power of your mind, you may Emp or De-Emp a target (see pages 82 and 45).

Science + Psionics

Power Slider

You may combine Helm maneuvers by adding +3 to the difficulty of the hardest maneuver for each additional maneuver you want to add. You may not include steadyng the ship in your maneuver or more than one atmospheric maneuver or docking maneuver.

Powered Armor Expert

Powered Armor is like a second skin to you. Powering up your Powered armor is an automatic action for you. Reduce the penalties you suffer for non-combat actions you take in powered armor by 1.

You count your piloting skill as one higher for jet-moves in powered armor. You may move during the phase you power up the powered armor.

Special Abilities

Preconceived

You have destiny by the tail. You may spend 2 luck to select the result of a die that you would luck instead of rolling the die. You may not select the same number twice in a campaign turn.

Special

Prestidigitator (Psionic)

You can make stuff appear in your hand out of thin air. Reduce the penalty to act after any quick draw action by one. Add your Psionics skill to Athletics for all quickdraw actions. You also have a weightless extradimensional pocket to hold objects that only you can retrieve with a total mass equal to your Psionics x 10.

Retrieval of an item is an automatic action unless you want to quickdraw it.

Weapons are not dangerous in your hands (page 39).

Total Mass of held objects = Psionics x 10

Psychic Blaster (Psionic) L.O.S.

(Psionics vs. Target #)

You may spend from this pool to take an action to send a blast of energy damage from your mind at a target. It deals 1 die of damage +1 point per success (max 6). Treat this additional damage as an additional die for purposes of breaking equipment, modules, bots, etc.

Ignores damage reduction.

Combat + Psionics

Psychic Shifter (Psionic)

(Psionics vs. 8, Move Action)

Spend from this pool to attempt to disappear and reappear in any square in the module you are in as your move action. If you fail, you've spent your move action and go nowhere. If you succeed, each point of success allows you to move one module further.

You may use this ability to leave the ship to empty space or move between docked ships.

Piloting + Psionics

Psychic Stunner (Psionic)

After any direct personal attack you successfully make, you may spend from this pool to add a Stun effect (see page 85).

Athletics + Psionics

Puppeteer (Psionic) (Action) (L.O.S.)

(Psionics vs. 11+ Target's Rank; you may add +3 difficulty per additional target)

Choose the target's next action. It cannot be an action to directly harm themselves but their ship and their crew are fair game. See mind control on page 156.

Diplomacy + Psionics

Quartermaster

You may assist any number of adjacent characters during the upgrade and requisitions portions of the campaign turn. Upgrades are free for you in campaigns where they would otherwise have a cost (PoT, HMFYP).

You repair personal equipment as an automatic action.

Quick on the Stick

A maximum of once per phase, you may shoot the fighter's cannon as a free action. Note: it still uses the fighter's cannon for the phase.

Quick-Minded (Psionic)

You may spend 2 from a Psionic Ability pool to perform that Psionic action as a free action. You may not use this ability more than once per phase or to use the same Psionic ability more than once in a phase.

Reckless

Your wild abandon makes combats more hazardous for everybody. You may roll an extra die for damage with personal attacks that deal dice of damage but suffer the lowest die as damage to yourself as well that cannot be reduced or mitigated by alien abilities or armor but can be healed as normal.

Note that this applies only once per attack so a voltrex or multi-weapon shot would add one die once not to each shot.

Special Abilities

Reflexive

You may dodge or ram once per phase during ship movement or missile resolution as a free action.

Research Specialist

Your data retrieval skills are unparalleled (and unserialized!) You always count only half the used markers on the Science Bay for penalties (round up). Furthermore, you may spend from this pool to reroll any use of the Science Bay.

Science x2

Resourceful

You may spend from this pool to use Science or Engineering (whichever is higher) to substitute for any other skill check. You will get a professional reroll on the skill check.

Engineering or Science (whichever is lower)

Rolls With It

You know how to take the rhythms of the ship into account. Spend from this pool to count OOC as a bonus instead of a penalty to your action or move.

Piloting

Saboteur

Once per Phase, as a free action, you may attempt to break something larger than a bot with an Engineering skill check of 11 or by attacking with a personal weapon. You may reroll all dice on these skill checks as well as damage dealt with direct attacks to bots, equipment, cargo bay items, and modules.

Seer (Psionic)

(Psionics vs. $\frac{1}{2}$ distance, +3 for each additional scan)

You may spend from this pool as a free automatic action to have line of sight to anywhere aboard the ship you are on for purposes of targeting with a Psionic ability or to get scans for your ship. To get scans (see page 140), you must make a Psionics skill check. They go on your Science Bay. Ignore Used markers. This does not generate used markers. You need not be at a battlestation.

Science + Psionics

Sharpshooter

You may spend from this pool to reroll hit allocation when attacking with ship's weapons or attack rolls with direct personal ranged attacks.

Combat x2

Shield Harmonizer

Your direct fire shots with a ship's weapon count the target's shields as half (round down). While you are at a Battlestation, your ship's shields are considered one higher for purposes of enemy attacks and one lower for your ship's attempts to Teleport out (as long as your ship's Shields are powered at all).

Shock Trooper

As a free action at the end of your final movement in a phase, you may spend from this pool to go on Overwatch to attack with a personal weapon (or unarmed). Note that you may not go on Overwatch in the middle of your action.

Combat x2

Slipster (Psionic)

During your move, you may spend from this pool to turn 1 of your points of movement into a "Slip". This Slip allows you to move a number of squares equal to your Psionics skill ignoring any and all intervening limitations.(slagged and/or occupied squares, walls, etc.) During a Slip, you are not subject to Overwatch or free attacks. You may leave the ship if you are close enough to an external wall. You may also use this ability to get into or out of a fighter, but not powered armor.

Athletics + Psionics

Smooth

You may spend from this pool to take an action that wouldn't normally require a skill check or movement as a free action a maximum of once per phase. This action cannot be "Brace", "Overwatch", or "Prepare" or include any movement such as a pop.

Athletics + Rank



Smuggler

You've got the goods. It's just that you don't want anyone to know where you've stashed them. Your practice with tight spaces means you ignore the penalty to move or act in a slagged square. You get a free reroll when operating, upgrading, installing, uninstalling, or repairing the Cargo Bay or any Cargo Bay item other than a Fighter.

In the "How Much for Your Planet?" campaign, you will always have an additional cargo available at each port but it will be contraband.

Sniper

You are adept at ranged combat. Count range penalties as one step closer with personal weapons or 1 hex closer for ship's Cannons. For each 3 points that your skill check in a ranged direct fire shot (personal or with a ship's gun) exceeded the target number you may reroll a damage die.

Spacelegs

You've got your bearings. You may ignore OOC entirely.

Spacer

You know your way around a starship. You may spend from this pool to reroll a die in any skill check.

Pool: 5

Speed Demon

You may spend from this pool to reroll any attempt to accelerate, decelerate or stall a starship or move in a fighter.

Piloting x2

Steady Handed

Your piloting maneuvers always generate half as much OOC (round up). You may steady the ship as an automatic action.

Special Abilities

Stunner

After hitting with an unarmed or natural weapon attack or grapple, you may force your target to make an Athletics skill check against a difficulty of 11.

The amount they fail by indicates the number of Stun markers they receive. See Stun page 85. This effect is generated even if all of the damage is mitigated.

Sure Handed

You may choose to ignore the dangerous effects of your dangerous weapons. Any time you would damage a module or a friendly with a direct personal attack you may reroll a damage die.

You get a free reroll on attempts to quickdraw, or repair personal items. Reduce the penalty for using an item after quickdrawing by 1. You also get +1 Luck.

Swashbuckler

You may take your actions during your move (interrupting your move action). You are at no additional penalty for acting while popping.

Sympathetic (Psionic)

You may spend from this pool to force your attacker to also suffer the highest die of damage in a direct personal attack. This damage is not subject to armor or species ability.

Use this power a maximum of once per attack after the damage die is thrown.

Athletics + Psionics

Tailgunner

Spend from this pool to reroll combat checks when firing a fighter's gun. You may also spend from this pool to go on overwatch to shoot a fighter's gun at the end of your turn.

Combat + Piloting

Telekinetic (Psionic) Action L.O.S.

(*Psionics vs. 8, +3 per additional die or target or point of penalty to resist being spaced or having an item taken*)

You may spend from this pool to attempt to move an object or being within Line of Sight up to 1d6 squares with your mind. (You may move them out of Line of Sight.)

You may add +3 to the difficulty to move the target an additional die of squares or add an additional target or penalize the targets' attempts to resist you by 1. All dice apply to each target but roll dice separately for each target. Targets getting pushed out an airlock are entitled to an Athletics check of 8 to resist becoming Spacewalkers.

If you target an item on another character, they are entitled to an Athletics check of 11 to keep the item (or stop you from psychically pulling the pin on their grenade). If you move an item into your square you may grab it with a free hand as a free action.

Athletics + Psionics

Teleporter Specialist

You know that module like the back of your tentacle. You always count only half the used markers on the Teleporter (round up) for penalties to use. You also have a pool to reroll skill checks made with the Teleporter as well as hit allocation rolls when you are Teleporting or being Teleported.

Science x2

Tinkerer

You are adept at tricking out gear. You may make an additional upgrade attempt during the upgrade portion of the Campaign Turn (see upgrades page 145) and you get a free reroll on all upgrade or repair attempts.

Tough

Your Athletics counts as one higher for all purposes except adding skill levels and you may reroll any Athletics check you attempt as though you were a professional Athlete.



Tentac: "I didn't know they had a weak spot." Silicoid: "Neither did I!"

Tough Silicoid

You get +1 hit point. When you roll your Silicoid damage reduction, roll an extra die and count the higher one.

Trampler

You bring the hurt just by rolling through an enemy's square. Once per phase, you may make a free melee attack on an enemy as you move through their square immediately following their free attack on you (if any).

Note that your attack will happen in the square you are leaving from and your enemies attack will happen in the square they are in. If you are leaving a square occupied by another enemy, your action will be in a slagged square when you take it. An unconscious or stunned enemy doesn't provide a penalty (but they still provide a target!)

Triage Medic

When you heal, you may add additional targets. The difficulty increases by +1 for each additional target to heal. Roll only once for the healing check but roll dice healed separately for each target. Your base difficulty is figured from the hardest target to heal.

If you also have the ability "Healer", roll a bonus healing die for each target.

Trick Shot

Your personal attack targets do not get the benefit of peeking, popping, shields or cover. You may ignore OOC in your direct ranged attacks with personal weapons or when firing a ship's cannon.

You can bank direct personal weapon attacks around a corner. Add +3 to the difficulty to hit a target around a corner and +1 to the difficulty for each additional square beyond the corner they are.

Special Abilities



Tricky

Your knowledge of the ship's innermost workings allows you to make things happen that leave others in awe. You may spend from this pool as an automatic action to do any of the following:

- 1. Dump Trash:** Each microship (missile, fighter, mine, and drone) in your hex must roll a survival check of 7 plus their damage markers or be destroyed.
- 2. Focus Sensors:** Reduce the distance to all objects in the system by one hex for the remainder of the Round.
- 3. Vent Plasma:** Stabilize the ship (clear all OOC).

Engineering

Turn Specialist

You may spend from this pool to reroll your Piloting skill check when attempting any maneuver to turn, dodge, ram, or sideslip.

Piloting x2

Unconventional

You think outside the box. Some might say too far outside the box. You may spend from this pool to opt on any skill check to try something unexpected (like firing blind or using the wrong end of a toolkit). When you do so, roll a separate die along with your skill check. An odd die result is added to your skill check total. An even numbered result is subtracted. You may reroll the die by spending from this pool (or luck). This die is not a skill check die so not subject to professional reroll or reroll from special abilities that apply to specific skills (such as Engine Specialist).

Science

Unflappable

Your vast experience has developed your cool nerve and an uncanny ability to ignore distraction. You may choose to ignore a total of up to +3 in penalties each time you use this ability. You cannot apply this ability more than once to a given action.

Rank

Uniminded (Psionic) L.O.S.

Spend from this pool to use an ally's skill instead of your own as long as that ally is within Line Of Sight. Count the Ally's current skill (includes, drugs, chips, etc).

Pool: 5

Unlimited

Once per campaign turn, you may reset up to two of your special abilities to their starting values as if it were the start of the campaign turn. This does not apply to single use abilities such as "Adaptable", "Miracle Worker", or "Unlimited".

Unpredictable

At the start of your turn, roll a die (luckable) to see which random skill will be easier for you this phase. (1=Athletics, 2= Combat, 3= Engineering, 4= Piloting, 5= Science, 6= your choice). Actions you take this turn in the chosen skill will have difficulty one lower and give you a free reroll in the skill check.

Unsinkable

Ships you are on are tough to bring down. You may spend from this pool to reroll one die of a failed hull check of a ship or survival check of a microship you are aboard or your own personal Athletics checks to avoid disintegration.

Pool: 10

Wake Rider

Explosions that would affect your microship move you one hex directly away from the epicenter instead for each level of explosion power. You get your choice of direction if you are in the hex of explosion origination.

Also, once per phase you may do one of the following:

1. *When you move as your move action, friendly fighters and drones in a hex you are leaving that have not yet moved this turn may spend their move action to move with you without making a pilot check for distance.*

2. *When another fighter, installation, or ship moves out of your hex, you may move with it as a free action. This does not expend your move action.*

Weapons Officer

You know how to place your shots for maximum effect. You may reroll one hit allocation and damage die in each shot you take with a fighter or Cannon.

Wild Flyer

When attempting a maneuver that would otherwise fail, you may spend a Helm power, reroll a die, and apply an additional OOC (that takes effect after the maneuver). Use this ability as many times as you like per action. If you use this ability in an action, it is considered an Evasive Maneuver (see page 130) in addition to what you had been attempting. You may not Steady the ship with a Wild Flyer action.

Wingman

You've got their back.

You reduce the difficulty by one of any attack skill or survival checks made by friendly ships or microships in your hex including your own as long as you are at the controls of a fighter in flight.

Furthermore, you reduce the difficulty by one for all Athletics checks made by friendlies (including yourself) if they have line of sight on you. This ability does not stack if multiple characters have it.

Wrestler

In all of your successful grapples, you may choose to apply up to 3 different effects. You also have a pool of rerolls to use in grapples.

Athletics x2

Xenobiologist

Your direct attacks ignore Alien damage reduction abilities.

Zone Controller

You have dominion over your personal space and those around you (even diagonally). All adjacent squares are considered occupied by you (slagged) for enemy purposes of moving through them or acting in them. You may only apply your free attack on an enemy entering these areas once per enemy per phase.

Miniatures

Battlestations boxed game comes with 45 miniatures, including one Powered Armor and one Starship.



Starship



Bot (x8)



Canosian (x4)



Cheetahoid



Crocodillian



Diploid



Elephantoid



Fungaloid



Gorilloid



Human Male (x2) and Female (x2)



Kerbite



Lupinoid



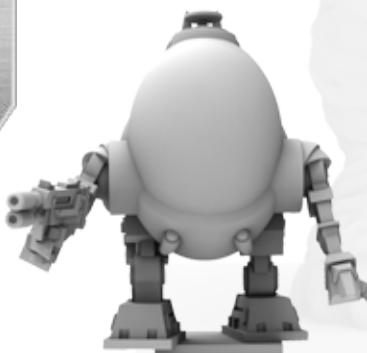
Meeks



Silicoid (x4)



Tentac (x4)



Powered Armor



Trundlian



Whistler



Xeloxian (x4)



Zoallan (x4)



Section III

PERSONAL EQUIPMENT

Equipment

The finishing touch to your character is to add the tools you will use to further your dominance of the universe. Personal equipment, weapons, ship's modules, Cargo Bay items, pods and more are listed in the charts on the following pages and detailed in the sections starting after the lists.

A starting character will be given a blaster and their choice of a MedKit or ToolKit. Characters that wear armor will also be issued armor. A one time bonus of 500 credits is given to each starting character.

A character that dies or is captured on a mission will have their clone wake up with a shiny new blaster and a MedKit with the fondest of hopes they learn how to use at least one of them before they return to the cloning vats.

Item

The item's name.

cr

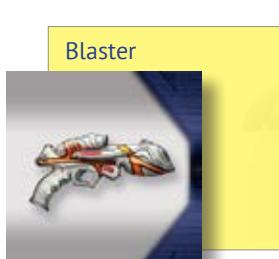
This is how many credits you may pay to acquire the item new. If you have one to sell, you get $\frac{1}{4}$ of this price (round down) as long as it isn't something issued for free by the UREF.

Mass

How much of your carry capacity this item takes up. Note that this isn't a measure of actual mass (a skill chip doesn't way half as much as a blaster) but more a measure of the toll it takes on you to carry such an object. (Having a chip in your head is literally a load on your mind).

e?

Declares whether an object is energized. This is important if an EMP field is encountered (see page 82).



rq#

An item that has a number here indicates how high you must roll on two dice (adding your rank) to acquire this item during requisitions at the end of the campaign turn (see page 149).

Items that have rq# X cannot be requisitioned.

Items that have rq# “-” are automatically successful to requisition.

Damage/Effect

This is a brief description of the item. See the relevant section for further details.

Area Effect, Indirect

A weapon that is Area Effect will deal damage to all in an area. Typically special abilities will not apply to area effect damage (such as arc lasers, sonic beams, grenades, plasma projectors, etc.)

Safe

A safe weapon does not have a chance to cause damage to the module if it misses.

Dangerous

A dangerous weapon damages you if doubles are rolled in a skill check to use or quickdraw it.

Upgraded

Unless otherwise stated upgraded weapons reduce the difficulty of the combat skill check to use them by 1 and all other objects have their mass reduced by half when upgraded.

RANGE WEAPON	CR	MASS	E?	RQ#	DAMAGE/EFFECT
Arc Laser 	600	7	y	10	1d6 damage (ignore Damage Reduction). Area Effect (indirect)
Blaster	250	4	y	8	2d6-1 damage
Disintegrator	550	9	y	10	1d6 damage and Athletics check of 8 or disintegrate
EMP Pistol 	300	5	y	8	EMPs a target
Flyntlock	25	2	n	-	2d6 damage (breaks itself after each use)
Froster 	100	3	y	7	Combat vs 8 to frost target square and each adjacent square
Ion Bore	450	9	y	11	Raises ionization level. 1d6 per ionization level (max 4d6)
Laser Monocle	200	1	y	10	1 pt damage doesn't require a hand. Ignores Damage Reduction
Laser	300	5	y	9	1d6 +1 Ignores damage reduction. -1 difficulty skill check to use
Micro Blaster	150	2	y	8	1d6 +1 point. -3 difficulty to quickdraw, +1 difficulty to shoot with if quickdrawn
Needler 	300	4	n	9	Deals 1 point of damage and delivers toxin. Damager reduction applies to target #
Nerve Disruptor	300	5	y	9	2d6-4. If any damage gets through target drops everything in hands
Particle Gun	800	5	y	11	1d6 + successes damage (max 5). Roll 1d6 when shot. "6" breaks module shooting from
Plasma Bolt 	950	8	y	12	Combat vs. 11, 1d6 fire target square and each adjacent
Plasma Pistol 	300	6	y	9	1d6 Fire damage
Plasma Projector 	1100	12	y	12	1d6 fire Area of Effect
Rocket Pistol 	500	2	n*	13	Launches Grenades. Target # = distance +3. Requires load action. *Loaded grenades might be energized
Slug Machine Gun 	750	15	n	12	Slug gun area of effect. Counts as slug pistol
Slug Pistol	150	5	n	8	Select one type of ammo when you target
Sonic Beam 	400	4	y	8	Indirect, Area of Effect, 1d6 damage, Ignore DR
Stun Gun 	200	3	y	8	Athletics check of 11 or stunned for difference.
Voltrex 	675	10	y	13	1d6, up to 4 targets, +1 difficulty per # of targets to shoot,

Heavy Ranged and Melee Index

HEAVY RANGED	cr	MASS	e?	rq#	DAMAGE/EFFECT
Heavy Blaster	750	75	y	10	3d6-2.
Heavy Disruptor	850	75	y	11	3d6-5 any damage causes target to drop all carried items.
Heavy Ion Bore	900	75	y	12	Raise ionization level. Deals 1d6 +1d6/ionization (max 4d6).
Heavy Laser	650	75	y	12	2d6 damage, ignore Damage Reduction. -1 Difficulty to target.
Heavy Particle Gun	1500	75	y	14	2d6 damage, add successes to damage (max 6). Roll 1d6 when shot. "6" breaks module shooting from.
Heavy Slug Gun	500	75	n	14	d6+3 damage, ignore Damage Reduction.
Heavy Slug Machine Gun	700	75	n	14	3x successes to determine area of effect.

MELEE	cr	MASS	e?	rq#	DAMAGE/EFFECT
Butt	100	4	n	5	Add to ranged weapon to add 5 to range band and allow use as a melee weapon 1d6 melee.
EMP Baton	100	3	y	7	Melee EMP weapon.
Energy Blade 	1300	8	y	14	3d6-3 damage. 1/6 break module.
Energy Cutlass 	900	6	y	13	2d6-1 dam. 1/6 chance break module (optional).
Fist	-	-	n	-	1d6 damage (max = Athletics).
Heavy Object	-	5+	n	-	1d6 damage (max = Athletics +1).
Ion Hammer	300	10	y	10	Raises ionization level. 1d6 per ionization level (max 4d6).
Knife	5	2	n	-	1d6 damage.
Lightning Rod 	325	5	y	9	1d6 damage and Stun Effect.
Monomolecular Blade	500	9	y	9	1d6 + successes damage (max 5).
Phase Pick	300	10	y	8	Melee Disintegrator.
Plasma Dagger 	275	5	y	8	Roll 2d6 fire damage and count either one.
PortaRam	200	5	n	8	1d6 damage. Athletics skill check of 8 to break a door.
Stun Stick	250	3	y	7	Target Athletics check vs 11. Difference = stun markers.
Sword	10	4	n	-	2d6-2 damage.
Vibraknife	250	4	y	8	1d6 damage. Ignore Damage Reduction.

EXPLOSIVES	e?	DAMAGE/EFFECT
Grenades		Cost 25 mass 1 for all grenades.
EMP	y	EMP all energized equipment and cyberware in L.O.S.
Energy	y	2d6 damage.
Flare	n	Makes person or object holding 3 easier to be targeted.
Frag	n	2d6-1 damage.
Fritzer	y	1d6 personal damage Roll 4d6 to break module.
FrostBomb	y	Frost effect on all in L.O.S.
Gas	n	Contains needler toxin. All in cloud affected as if shot by needler (see page 96).
Ion	y	No damage but all in L.O.S. have ionization level raised by one.
Neutron	y	No damage to modules, equipment. Every being in L.O.S. "Ouch"ed.
Plasma	y	1d6 fire damage to all in L.O.S. And within 6 squares.
Smoke	n	Cuts off LOS and Life Support in the module.
Stun	y	All in L.O.S. make passive Athletics vs.11. Difference is stun markers.
Satchel charge	y	1d6 hull. 4,5,6 breaks module. 2D6 personal damage. Mass 3, Cost 50.



General Equipment Index

GENERAL EQUIPMENT	cr	MASS	e?	rq#	DAMAGE/EFFECT
Armor	200	10	n	8	Stops 1 point of damage. Many species cannot wear armor.
Barrel	?	100	n	-	Holds stuff.
Bayonet Clip	50	2	n	-	Allows clipping a melee weapon to ranged weapon.
Bipod	50	2	n	-	If setup, bipod reduces Combat check difficulties by 1 and adds +10 to Range.
Bot	1500	100	y	-	Bots are provided free to UREF vessels see page 24.
Electrocuffs	25	2	y	-	Cuffed has 2 hands full and is slagged and likely overburdened.
EVA	100	4	y	8	Allows 100 phases of life Support if in hand or strapped on.
False Bottom Barrel	100	100	n	X	Used to conceal contraband to make it appear as barrels.
GravSled	100	10	y	9	+200 mass Carry.-1 move. Requires a hand.
HazMat Suit	300	10	n	10	-3 to Athletics check difficulties to avoid hazardous effects.-1 Move.
JetPack	500	4	y	12	Move up to 10 squares as one point of your movement with pilot skill check.
MagBoots	150	4	Y	8	-1 movement when active but allows movement along hull without other penalties.
MedKit	250	5	y	8	Science Skill check vs. 11 to heal 1 die of damage.
Module Upgrade Barrel	1500	100	n	X	This Barrel required for ship's upgrades in some campaigns.
Pack	10	2	n	-	Packed objects have ½ mass but 2 actions to ready.
Personal Upgrade Kit	1/2 price	2	n	-	This kit required for upgrades in some campaigns.
Scope	25	1	n	-	Consider distance to target as half.
Shield	100	10	n	9	Add +1 to target number. If miss by 1 roll damage on shield.
Shield, Heavy	150	20	n	10	As above but adds +2 to target number.
ToolKit	100	5	y	8	-1 difficulty on Engineering checks to upgrade or repair.
Wristcomp	1000	1	y	13	-1 difficulty on Science checks to upgrade, repair. Use to scan.

Drugs and Toxins Index

DRUGS	DAMAGE/EFFECT
Aggro*	Combat skill check difficulties reduced by 1.
Charme*	Diplomacy skill check difficulties reduced by 1.
Detox	Eliminate all drugs and toxins in the recipient's system.
Dull*	-1 point of damage per die.
Equilout*	Ignore OOC.
FlyBoy*	Piloting skill check difficulties reduced by 1.
Numb	Reroll highest die in your skill check and May Reroll highest damage die you suffer.
Patches	Drug patch technology mass +1 but need not be in hand.
Roid*	Athletics skill check difficulties reduced by 1. +100 to your Carry and +1 melee damage.
Stim*	+3 to movement even if unconscious or dying (up to -20 hp)
StunGone	Reroll vs stun effects. Athletics check of 11 or be stunned when administered.
SupSci*	Science skill check difficulties reduced by 1.
TecKnow*	Engineering skill check difficulties reduced by 1.

* These drugs give the listed benefit but a +1 penalty on all other skill checks.

TOXINS	DAMAGE/EFFECT
Death	Target makes an Athletics check of 8 or drop to -6 hit points.
Goof	Target must reroll the highest die of each active skill check.
Ionizer	Raise the target's ionization level by 2.
Kayo	Athletics check of 8 or target knocked out until damaged.
Nervo	Target makes Athletics check of 11 or drops everything in hand.
Ocho	Target suffers 1d6-1 damage at the end of each phase.
Paino	Target takes +2 points per die from all dice-based damage sources.
Slowgo	Target's move attribute is reduced to 1.
Stun	Target must make an Athletics check of 11 or be stunned see page 85.
Suscepto	Target must reroll the highest die of any otherwise successful Athletics check

Cyberware Items Index

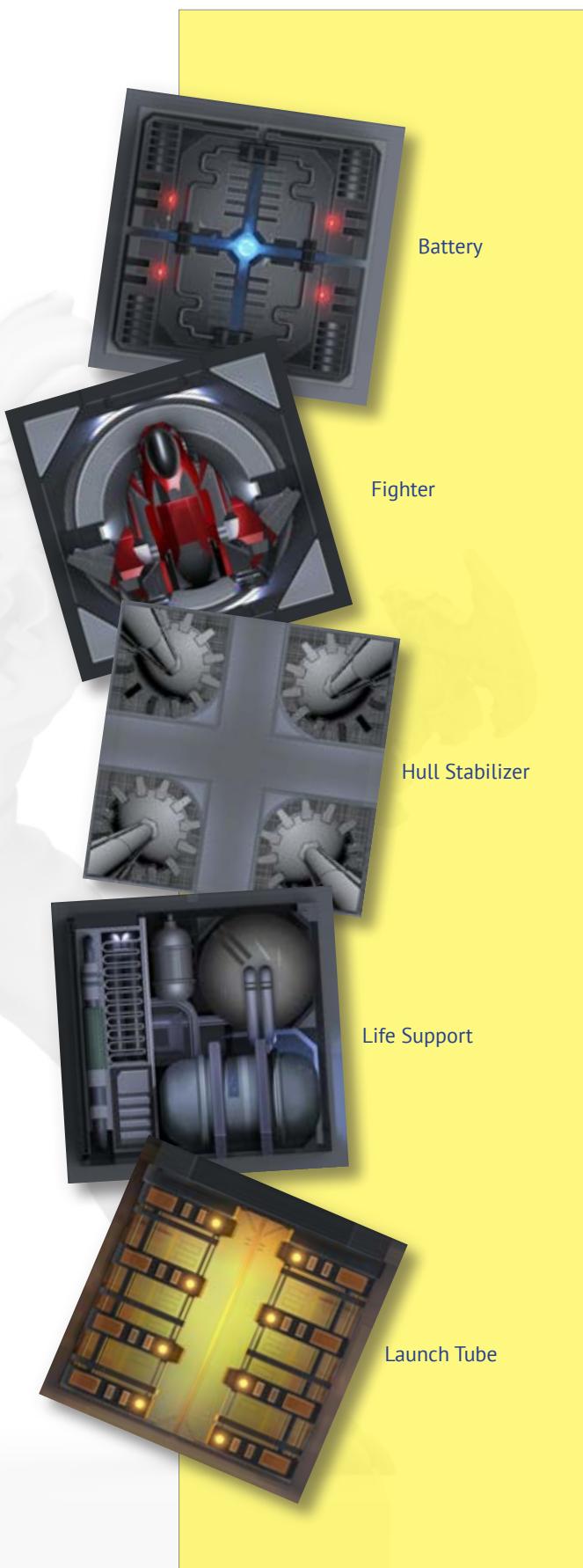
CYBERWARE	CR	MASS	e?	RQ#	DAMAGE/EFFECT
Athletics Skill Chip	1000	2	y	13	-1 difficulty for Athletics skill checks
Combat Skill Chip	1000	2	y	13	-1 difficulty for Combat skill checks
Diplomacy Skill Chip	1000	2	y	13	-1 difficulty for Diplomacy skill checks
Engineering Skill Chip	1000	2	y	13	-1 difficulty for Engineering skill checks
Mentor Chip	500	2	y	12	Add +10% experience gained
Piloting Skill Chip	1000	2	y	13	-1 difficulty for Piloting skill checks
Psionics Skill Chip	1000	2	y	x	Treasure Item Only
Sanity Skill Chip	1000	2	y	13	-1 difficulty for Sanity skill checks
Science Skill Chip	1000	2	y	13	-1 difficulty for Science skill checks
AutoNurse	500	6	y	12	+1 point of healing per die.
Cyberfoot	2000	8	y	15	+1 move.
Cybergyros	1000	10	y	13	Treat OOC for you as one lower.
Cyberhand	2500	6	y	16	+1 hand.
Cyberhook	500	8	y	12	Built in vibrakife (1d6 damage). Other actions with it at +1 difficulty
Cyberpatch	400	2	y	10	Reduce remote penalties by 1. -1 difficulty to Hack.
Discipline Collar	250	6	y	11	Free reroll as a last roll, suffer 1d6 damage if it fails.
FiberDerm	1300	10	y	14	+1 Hit Point and -1 difficulty on Athletics based skill checks.
MedJack	150	2	y	8	Carries drugs at half weight. Easier to heal.
Skeletal Enhancement	1500	0	y	15	Increase carry by 10. Upgrade increases carry by 5 more.

Cargo Bay Item Index

Cargo Bay Items

Basic Cargo Bay items cost nothing to equip on UREF vessels. Otherwise, they cost 500 cr. They are issued free of charge but cannot be sold for scrap. All Cargo Bay items are detailed alphabetically starting on page 110.

BASIC ITEMS	CR	RQ#
Battery	Free*	-
Cargo Netting	Free*	-
Damage Control	Free*	-
Drone	Free*	-
Fighter	Free*	-
Hull Stabilizer	Free*	-
Inertial Dampener	Free*	-
Local Life Support	Free*	-
Launch Tube	Free*	-
Megatorpedo	Free*	-
Tractor	Free*	-
*on UREF vessels only, otherwise 500 cr		
Other Cargo Bay Items	500	12



PODS & MODULES	CR	RQ#
Cargo Pod	500	11
Drone Pod (holds 2 drones)	500	13
Fighter Pod	500	14
Missile Pod	500	13
Modules	3000	14

Ranged Weapons

These are weapons you use to apply effects (usually damage) to an enemy or module that might be next to you or some distance away. Unless otherwise specified, you must have Line of Sight to your target (see page 38).

Range Bands

The difficulty to use a ranged weapon assumes the target is within the range band for the weapon. The range band for an unmodified weapon is 5 squares. Butts and scopes modify this number.

For each additional range band (or fraction thereof) you are away from the target add one to the difficulty of your skill check. You can add a butt to any ranged weapon to increase its range band to 10 and use as a melee weapon (page 88).

Arc Laser



600cr, mass 7, energized, rq# 10

Damage/Effect: 1d6 damage, ignore damage reduction, Area Effect (indirect), dangerous

This weapon sprays an area with deadly force. Those within the area suffer 1 die of indirect damage that ignores damage reduction.

Make a Combat check against a difficulty of 8. Twice your success margin indicates how many squares you may affect (if in line of sight). All squares must be contiguous. Roll 1 die for each module in area of effect and break it on a “6”. Doubles means your square is affected.

Blaster

250cr, mass 4, energized, rq# 8

Damage: 2d6-1.

Disintegrator

550cr, mass 9, energized, rq# 10

Damage/Effect: 1d6 damage + Athletics check of 8 or disintegrate.



Scope

Adding a scope to any ranged weapon allows you to consider the distance to target as half as far. Upgraded scopes divide range by 3. This benefit is cumulative with a butt.



Weapons with this symbol are dangerous and harm the user if doubles are thrown in the skill check to use or quickdraw them.



Weapons with this symbol will not have a chance to cause damage to the module if they miss their target.

EMP Pistol



300cr, mass 5, energized, rq# 8

Damage/Effect: Disables all of target's cyberware or target item of energized personal equipment.

EMP Effect: All energized equipment on a character that is not already broken or EMPed is effectively broken while under an EMP effect. A Science Skill check of 11 will De-EMP a character and all of their equipment. EMP functions like Stun (page 85) against bots and has no effect on anything larger than a bot except powered armor (page 118).

Flyntlock

25cr, mass 2, non-energized, rq# -

Damage/Effect: 2d6 damage. Breaks itself after each use.



Ranged Weapons

Froster

100cr, mass 3, energized, rq# 7

Damage/Effect: Combat vs difficulty of 8 to put a frost effect on all characters in target square and each adjacent square. Extinguishes fires in affected squares and modules. Frosted characters move as though in a slagged module until Science action vs. 8 to clear frost.

Ion Bore

450cr, mass 9, energized, rq# 11

Damage/Effect: Raises target's ionization level by 1 then deals 1d6 of damage per ionization level. (max 4d6)

Ionization Effect: Ionization level increases the damage you take from ion weapons. You can remove all ionization with a de-ionize action taken with a MedKit, ToolKit or at any Battlestation you have access to as follows.

De-ionize Action

(Science or Engineering Skill check vs 11)

You may add +3 for each additional target you wish to affect.

Damage/Effect: Success reduces the ionization level of the target(s) to zero. The targets must be adjacent to you unless you are using it as a Battlestation action and they are remotely at (an)other battlestation(s).

Modules, Cargo Bay Items and Personal equipment do not get ionized.

Laser Monocle

200cr, mass 1, energized, rq# 10

Damage/Effect: 1 pt damage, ignore Damage Reduction.

Doesn't require a hand to use but does require an action.

Laser

300cr, mass 5, energized, rq# 9

Damage/Effect: 1d6+1 damage, ignore Damage Reduction.

The target's target number is considered one lower.



Micro Blaster

150cr, mass 2, energized, rq# 8

Damage: 1d6+1 point damage.

The difficulty to quickdraw this item is 3 easier and if it is quickdrawn, the penalty to use it is only +1 difficulty instead of the usual +3.



Needler

300cr, mass 4, non-energized, rq# 9

Damage/Effect: 1pt of damage (not subject to Damage Reduction) and delivers a toxin (see toxins page 97). Damage Reduction applies as a penalty to hit with the weapon instead. Add Damage Reduction (armor/silicoid/zoallan etc.) to target number against needlers.

Powered Armor Target number becomes 3 higher instead of lower.

Holds all needler toxins (page 97). Select which of these toxins is delivered as you shoot.

Nerve Disruptor

300cr, mass 5, energized, rq# 9

Damage/Effect: 2d6-4 damage.

If any damage gets through, target drops everything in hand.

Particle Gun

800cr, mass 5, energized, rq# 11

Damage/Effect: 1d6 damage plus each success deals 1 point of damage to a maximum of 5. Count this extra damage like a die of damage (place a die representing the damage on the table). This die can be rerolled like any other damage die with special abilities such as but not limited to brutal, resilient, hardened, etc.

Roll 1 die to see if you damage the module fired in each time you shoot this weapon. The module breaks on a “6”.



Plasma Bolt

950cr, mass 8, energized, rq# 12

Combat 11 to Target a square. Deal 1 die of indirect fire damage to any in that square and each adjacent square. Dangerous. Doubles detonates the bolt in your square instead. Roll a “6” on one die for each module in area of effect to set fire to it.

Plasma Pistol

300cr, mass 6, energized, rq# 9

1d6 Fire damage, but doubles damages you.

Plasma Projector

1100cr, mass 12, energized, rq# 12,

Damage/Effect: 1d6 indirect fire damage to all in Area of Effect. Target number 8 combat check. 2x Successes indicates a number of squares you deal damage to occupants of (if in line of sight). All squares must be contiguous and in L.O.S. The first square must be adjacent to you. Roll 1 die for each module in the area of effect. It breaks on a “6” and catches on fire.

Doubles means your square is affected.

Slug Weapons

Slug weapons fire bullets using archaic technology that isn’t subject to EMP. Select one type of ammo when you shoot but don’t bother counting shots.



Slug Gun

150cr, mass 5, non-energized, rq# 8

Slug Machine Gun

750cr, mass 15, non-energized, rq# 12

Damage/Effect: Combat Skill check vs. 8. Affects a number of squares equal to 2x successes. All must be in L.O.S. and contiguous. Deals whatever ammo selected with to those in area effect.

Doubles affects your square.

Slug Gun Ammunition

Damage/Effect:

1. Standard = $1d6+1$
2. AP = $1d6-1$ ignore all damage reduction
3. Scattershot = $1d6$ (reduce Combat skill check difficulty by 3 but apply damage reduction and range penalties twice).



Plasma Projector

Ranged Weapons

Rocket Pistol

500cr, mass 2, non-energized (but grenades might be), rq# 13

Damage/Effect: Launches Grenades. Target # = $\frac{1}{2}$ distance +3. Requires an action to load the grenade (you may have one loaded to start mission). The grenade detonates immediately upon impact. If the attack fails, the grenade detonates one square closer for each point by which it failed.

Doubles detonates the grenade in the firer's square.

Adding a butt makes this weapon a "Rocket Rifle" that counts distance as halved. You cannot mount a scope on a rocket gun. Come on.

Slug Weapons

See sidebar on opposite page.

Sonic Beam

400cr, mass 4, energized, rq# 8

Damage/Effect: Ignore Damage Reduction. Indirect. Dangerous, doubles affects your square.

Combat skill check of 8 to deal 1d6 damage to all targets in a straight line (no diagonals) up to 10 squares away.

Stun Gun

200cr, mass 3, energized, rq# 8

Damage/Effect: Target subject to a stun effect. See the info box on Stun below.

STUN EFFECT

The target of a stun effect must make an Athletics Check of 11. The amount by which they fail indicates a number of stun markers they receive.

A stunned character may not move or take any other actions besides "remove a stunned marker"

A stunned character loses all stun markers if damaged, or another character takes the automatic action "wake stunned character" or the stunned character is attacked with a subsequent stun effect. Of course, the subsequent stun effect might restun them instantly.

Any character moving through the square of a stunned character removes a stun marker. Only one marker per character per phase can be removed this way. You can't do laps through a stunned character to remove multiple stun markers.

Voltrex

675cr, mass 10, energized, rq# 13

Damage/Effect: 1d6 damage (multiples).

Choose a number of shots before you attack (up to 4). Make a Combat skill check against each target at a penalty equal to the number of shots you are taking. Each shot deals 1 die of damage. You may choose the same or a new target with each shot. A result of doubles causes the Voltrex to jam for the remainder of the phase.



Heavy Ranged

Heavy Ranged

(Requires Armory Cargo Bay item page 112)

To store and service a heavy weapon requires an Armory Cargo Bay Item (which can hold up to 6 heavy weapons).

Heavy weapons cannot be carried and used like regular weapons even if you have the carry capacity to carry them. If you have insufficient carry (and most of us do!) you are overburdened when moving a Heavy weapon (see page 37).

Heavy Blaster

750cr, mass 75, energized, rq# 10

Damage/Effect: 3d6-2 damage.

Heavy Disruptor

850cr, mass 75, energized, rq# 11

Damage/Effect: 3d6-5 damage.

Any damage causes target to drop all carried items.

Heavy Ion Bore

900cr, mass 75, energized, rq# 12

Damage/Effect: Raises the ionization level of the target then deals 1d6+1d6 per ionization level (max total 4d6). See ion bore page 83.

Heavy Laser

650cr, mass 75, energized, rq# 12

Damage/Effect: 2d6 damage, ignore Damage Reduction. The target's target number is considered one lower.

Heavy Particle Gun

1500cr, mass 75, energized, rq# 14

Damage/Effect: 2d6 damage + special.

Each success does 1 point of damage, max 6 points. Count this as a die with that many pips on it. Roll 1 die after your shot. A “6” deals 1 hull damage and adds a broken marker to the module you are shooting from.

It is an automatic action to setup or breakdown a heavy weapon.

Heavy weapons provide cover to the character in their square like a shield and add +1 to the Combat check to use them.

Heavy weapons have a range band of 20. They cannot be equipped with butts or scopes.

Heavy Slug Gun

500cr, mass 75, non-energized, rq# 14

Damage/Effect: 1d6+3 damage, ignore damage reduction.

Heavy Slug Machine Gun

700cr, mass 75, non-energized, rq# 14

Damage/Effect: Use Slug Machine Gun rules on page 84 but the difficulty to use is reduced by 3.



Heavy Ion Bore



Melee Weapons

These are dealt with exactly as per ranged attacks except that you must be adjacent to your target to make a melee attack.

Butt

For 100cr and 4 mass you may add a butt to any ranged weapon to increase the range by 5. Count the range penalties for a weapon with a butt as +1 per 10 squares instead of +1 per 5 squares. The butt also allows the weapon to be used as a club melee weapon.

Thus you can make a laser rifle out of a laser by paying a measly 100cr and adding 4 mass.

An upgraded butt decreases the difficulty by 1 for combat skill checks to use the weapon as a club.

Club

0 cr, mass 3, non-energized, rq# 0

Damage/Effect: Melee weapon deals 1d6 of damage. Any weapon with a butt may be used as a club.

EMP Baton

100cr, mass 3, energized, rq# 7

Melee EMP weapon. See EMP effect page 82.

Energy Blade

1300cr, mass 8, energized, rq# 14

Damage/Effect: 3d6-3 damage. Dangerous. Hurts you on doubles. Each time you use an Energy blade in a module, roll one die. If that die comes up "6" the ship suffers 1 point of hull damage and the module gets a broken marker. This damage is incidental and not subject to rerolls such as luck, brutal, cutthroat, etc. but is subject to saboteur and sure-handed reroll.

Note that butts, fists, and heavy objects are listed here for use as makeshift clubs. There are separate rules for Grappling on page 40 if you want to do something other than beat on your enemies.

Energy Cutlass

900cr, mass 6, energized, rq# 13

Damage/Effect: 2d6-1 damage. This is a smaller energy blade and the 1/6 chance of breaking a module is optional. Hurts you on doubles.

Fist

Any being can make a fist.

Damage/Effect: 1d6 damage (max = Athletics)

Heavy object

Any object with a mass of 5 or more in your hand.

Damage/Effect: 1d6 damage (max = Athletics +1)



Ion Hammer*300cr, mass 10, energized, rq# 10*

Damage/Effect: Melee Ion Bore. Raises target's ionization level by 1 and deals 1d6 of damage per ionization level (max 4d6).

**Knife***5cr, mass 2, non-energized, rq# -*

Damage/Effect: 1d6 damage. The difficulty to quickdraw a knife is 3 lower and the penalty to use after quickdrawing is only 1.

Lightning Rod *325cr, mass 5, energized, rq# 9*

Damage/Effect: 1d6 damage and then generate a Stun Effect (page 85). Doubles hits you as well.

Monomolecular Blade*500cr, mass 9, energized, rq# 9*

Damage/Effect: 1 die of damage plus an amount equal to successes (max 5). This counts as a "die" for damage for purposes of breaking things and rerolls for damage etc. Roll a die each time you use it. On a "6" it breaks the module the user is in.

Phase Pick *300cr, mass 10, energized, rq# 8*

Damage/Effect: 1d6 damage and target must make a passive Athletics Skill check of 8 or be disintegrated. Doubles hits you.

Plasma Dagger *275cr, mass 5, energized, rq# 8*

Damage/Effect: Roll an extra die for damage and count either one. Deals 1d6 fire damage. Even damage sets the target on fire. See Fire page 150. Doubles hits you.

PortaRam*200cr, mass 5, non-energized, rq# 8*

Damage/Effect: 1d6 damage. Athletics skill check of 8 to break a door.

Stun Stick*250cr, mass 3, energized, rq# 7*

Damage/Effect: Target makes Athletics check vs 11. Difference becomes stun markers (see page 85).

Sword*10cr, mass 4, non-energized, rq# -*

Damage/Effect: 2d6-2 damage.

Vibraknife*250cr, mass 4, energized, rq# 8*

Damage/Effect: 1d6 damage. Ignore Damage Reduction. If EMPed becomes a normal knife.

Phase Pick



Explosives

Explosives are Dangerous. Any skill check to quickdraw or use explosives that results in doubles detonates it in your square instantly.

Grenades

Grenades cost 25cr each and have a mass of 1. Frag and Energy grenades deal damage to all in line of sight. Subtract distance from damage. Anybody not in Line of Sight gets a reroll for each corner away they are from the explosion. Roll damage dice for module they detonate in and 1 die for each adjacent module in L.O.S. “6” results break the module and cause a point of hull damage. Nonsentient Bots more than 6 squares away from the explosion ignore the largest die of damage. Non damaging grenades generate other effects as listed.



Arming Grenades

A grenade can be armed as an automatic action. It can also be armed as a free (and automatic) action when it is thrown. You can arm a grenade to any of the following circumstances.

ARMING	DETONATES
Immediate	Instantly
Short Fuse	At end of the arming character's turn (after they are completely done with their actions and movement)
Phase Delay	At the end of the specified phase (0 to 6 phases)
Proximity	Select a number of squares when arming for proximity. The device arms at the end of your action (and move if any) just like short fuse above. The device detonates as soon as anything moves into a square within the proximity and Line of Sight.
Remote	Whenever the remote detonation signal is given as an automatic action from an authorized wristcomp if on the same ship or Science Bay if in the same system. (This cannot be hacked.)
Combination	Any combination of the above.

Remote Detonation

If you have a wristcomp, or Science Bay, you and your crew can detonate explosives you've set for remote detonation with a Science Skill check.

The distance is measured in squares for a wrist-comp or hexes for a Science Bay. Add +3 to the difficulty for each additional remote explosive to detonate.

(First Edition players note. You can no longer hack explosives armed for remote detonation.)

Throwing Explosives

Explosives can be dropped in your square or an adjacent square as a free action. Grenades can be thrown by making a Combat skill check against 3+ the distance to the target square. The difficulty to throw satchel charges is 3+ double the distance to the target. A failed throw puts the object one square closer per point of failure.

Intercepting Grenades

Any character along the line of sight may take a free attack on the grenade to try to bat it, or fall on it. Characters with “reach” can intercept as if they were in squares adjacent to themselves.

The difficulty to intercept a rocket powered grenade is 3 higher.

Each character gets only one free attack on a given grenade. Otherwise, we'd have “grenade-minton”.

Batting Grenades

The target number to hit a grenade just like any other piece of personal equipment is 11. Grenades that are in flight do not give the attacker the -3 difficulty to the Combat skill check for a stationary target. Grenades are considered “in flight” for the rest of the phase they are thrown as they bounce to a stop. If you hit a grenade roll damage. A damage die result of “6” destroys it with no other effect. If the grenade is not destroyed, it can be batted by the interceptor a 1d6 squares in a straight direction in Line of Sight.

Falling On Grenades

You may spend your free attack to fall on a grenade in or passing through your square with no skill check needed. You are effectively taking a free action to turn the grenade into a Coup De Grace attack on yourself. The grenade will deal its effect twice to you (ignore Damage Reduction) but everything else that would have been in Line of Sight of the grenade (including the module) is now considered out of Line of Sight around 1 corner.

Gas

Gas grenades and the Gas Generator Cargo Item create a cloud of gas in a module. Any character in a module with a gas cloud at any point during their phase is subject to its effects. At the end of a phase that character must make an Athletics skill check of 11 or are affected by the gas as if struck by a needler loaded with that toxin (see page 97). See page 151 for gas and gas dissipation at the end of the Phase.

Smoke

Non-energized. Treat this like a Gas grenade in all other respects except it does not deliver a toxin. Instead, it blocks visibility and Life Support in the module. Any actions in the cloud or attempting to trace line of sight through the cloud are at a penalty of +3 difficulty. Any character in the cloud suffers Life Support failure as if they were spacewalking.

EMP Grenade

Damage/Effect: All energized equipment and cyberware in L.O.S. are EMPed (see page 82). They won't function until De-EMPed (Science skill check of 11).

Energy Grenade

Damage/Effect: 2d6 damage.

Flare

(*non-energized*)

Can be applied to anything microship sized or smaller. It reduces the difficulty to target that object by 3. Can be stuck to a target with a successful melee, hurled, or grapple attack. Requires a Science check of 11 to remove.

Frag Grenade

(*non-energized*)

Damage/Effect: 2d6-1 damage.



Satchel Charge

Fritzer Grenade

Damage/Effect: 1d6 damage.

Roll 4d6 to determine if the module this grenade detonates in is damaged. Roll 2d6 for each adjacent module in line of sight to see if they are damaged. Each result of a "6" breaks the module.

Frost Bomb

Damage/Effect: Extinguish all fires in module. Frost effect on all in L.O.S. in the same or an adjacent module. Any hit by frost effects move as though moving in a slagged module until they take a Science action of 8 to clear frost. Any Fire damage cancels the Frost effect.

Ion Grenade

Damage/Effect: Deals no actual damage but all in L.O.S. (in the same or an adjacent module) have ionization level raised by one.

Neutron Grenade

Damage/Effect: Deals no damage to modules and equipment but every being in line of sight suffers as though shot by "Ouch" needler toxin in the same or an adjacent module.

Plasma Grenade

Damage/Effect: Every being in L.O.S. in the same or an adjacent module suffers one die of fire damage. Even damage sets them on fire. Roll a die for the module and each adjacent module in L.O.S. A result of "6" breaks the module and sets it on fire.

Stun Grenade

All in L.O.S. in the same or an adjacent module must make passive Athletics check of 11. Difference is number of stun markers they get (see stun page 85).

Satchel Charge

50cr, mass 3

Damage/Effect: 1d6 hull damage. 4,5,6 breaks the module. 2d6 personal damage – distance.

Combat Skill check to throw difficulty is 3+ double the distance.

General Equipment

Armor

200cr, mass 10, non-energized, rq#8

Stops 1 point of damage. Many species cannot wear armor. Upgraded halves mass.

Barrel

?cr, mass 100, non-energized, rq#-

Barrels are unwieldy. Even if you have sufficient carry to carry them, you will be overburdened (see page 37) when doing so.

Unlike any piece of personal equipment, a barrel is destroyed on a damage die roll of "6". Most everything else needs to be double broken to be destroyed. Contents are destroyed along with the barrel.

When a barrel of ERG is destroyed, it detonates like a satchel charge (page 91). The target number to shoot a barrel is 8 but if it is on the floor, you get +3 to target it as with any stationary or willing target.

?cr means the value of a barrel will vary by scenario or campaign. You can purchase an empty barrel for 10cr

Bayonet clip

50cr, mass 2, non-energized, rq#-

Allows you to clip a melee weapon onto a ranged weapon. While a melee weapon is fixed onto your ranged weapon, they are both considered in the same hand but using either weapon is at a +1 difficulty to skill checks.

An upgraded clip has half the mass.

Bipod

*50cr, mass 2, non-energized, rq#**

If setup, bipod reduces Combat difficulties by 1 and adds +10 to Range. An upgraded bipod has half mass.

It requires an automatic action to setup a bipod. Any movement will return the bipod to an unsetup state.

Electrocuffs

*25cr, mass 2, energized, rq#**

Cuffed individual is considered to be in a slagged square, loses the use of 2 of their hands and is therefore likely to be hands full (page 13) and possibly overburdened (page 37). It is an automatic action to put on or take off an unresisting target. Can be put on a target with successful Grapple (page 40). Requires access to hack. (Try hacking at -9!). The wearer cannot damage them but others can. Just as for any personal equipment, a "6" breaks them.

EVA

100cr, mass 4, energized, rq#8

Allows 100 phases of life support if in hand or strapped on. If strapped on it does not require a hand but user suffers +1 difficulty on all active skill checks.



False Bottom Barrel

100cr, mass 20, non-energized, rq# X

Used to conceal contraband to make it appear as barrels of BIO, ERG, or ORE.

GravSled

100cr, mass 10, energized, rq#9

Can carry 200 mass total equipment on a floating floor. Pushing the cart requires that it be "in hand"

Characters pushing a GravSled are at a penalty of -1 to their Move attribute.

Characters have a mass of 100 plus the equipment they are carrying unless otherwise specified.

General Equipment

HazMat Suit

300cr, mass 10, non-energized, rq# 10

Does not require a hand to wear. Characters wearing are at -3 difficulty on Athletics checks to avoid hazardous effects.

This device has a built in EVA (see above) and gives the wearer a free reroll vs fire damage. -1 move attribute while wearing. Upgraded halves mass.

JetPack

500cr, mass 4, energized, rq# 12

At the start of your move action, you may attempt to turn one or more of your points of movement into Jet moves (see page 33) by making a Piloting skill check against a difficulty of 8.

You may add +3 to the difficulty for each additional point of movement you want to convert to a Jet move.

Failure in this attempt deals one die of damage to the user. Movement converted to Jet Moves is lost.

You can walk the rest of the way. Upgrade decreases the difficulty of the Piloting skill check to use by 1.

Note: You can jet diagonally. Your jet move just has to be in a straight line up to 10 squares. You can never jet into or through a slagged square. You may jet out of one.

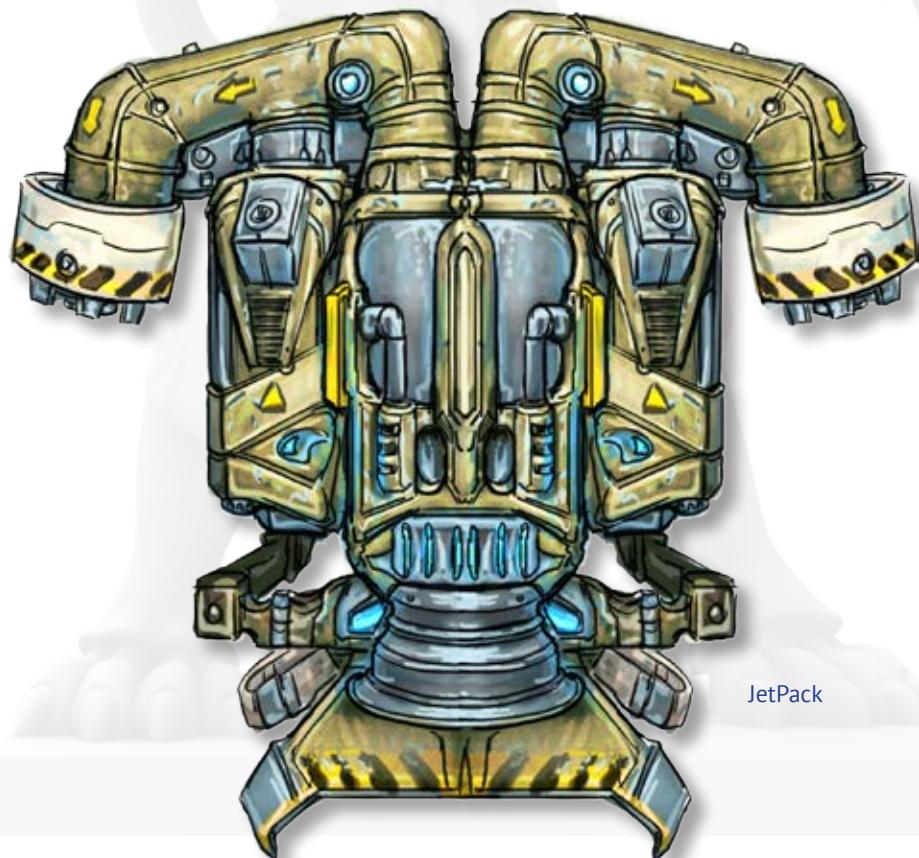
JetPacks require L.O.S.

JetPacks do not require you to have a hand to use them but can be used either “in hand” or “slung”.

EXAMPLE

HUMAN WITH JETPACK

Porter is a human pilot with a skill of 4 (and a professional reroll) so he goes for a double Jet at a base difficulty of 8 +3 for the second jet and then subtracts his skill of 4 to need a 7 on the dice. If he fails, he suffers a die of damage and loses 2 off his move. If he succeeds, he can spend any 2 of his 5 points of movement as Jet moves moving up to 10 squares in a straight line for those instead of just going to a single adjacent square.



JetPack

General Equipment

MedKit

250cr, mass 5, energized, rq# 8

A MedKit in hand allows you to use your Science skill to heal, detoxify or de-ionize yourself and/or adjacent characters. If it is upgraded, the difficulty to use your MedKit is reduced by 1.

Heal

(Science vs. 11, +3 per additional die)

Success heals the target for one die of damage. You may increase the difficulty of the check by 3 for each additional die you wish to heal.

The difficulty of this check is reduced by 1 if the target has a MedJack.

MagBoots

150cr, mass 4, energized, rq# 8

Movement on the outside of the ship normally costs 2 squares each (see page 33). These boots allow you to cling along the outside of the hull without having a free hand and move at a cost of one square each while activated. It is a free action to activate or deactivate MagBoots once per phase. MagBoots reduce your move value by 1 when activated.

Module Upgrade Barrel

1500cr, mass X, non-energized, rq# X

This is required for ship's module upgrades in some campaigns where the character is not a member of a Navy or UREF force that is supplying spare parts. In most campaigns this is not required.



Pack

*10cr, mass 2, non-energized, rq# **

All objects that are not readied are considered ½ mass but require an additional action to ready. You may Quickdraw from a pack at +3 difficulty.

Detoxify

(Science vs. 11, +3 per additional target)

Success removes all drugs and toxins from the target. You may increase the difficulty of the check by 3 for each additional target you wish to detox.

De-ionize

(Science vs 11, +3 per additional target)

Success removes all ionization from the target. (see ion bore page 83).



MedKit

Personal Upgrade kit

*1/2 price cr, mass 2, non-energized, rq# **

This is required for personal equipment upgrades in some campaigns where the character is not a member of a Navy or UREF force that is supplying spare parts. It can be created from an like item at a cost of zero.

Scope

*25cr, mass 1, non-energized, rq# **

Divide distance to target by 2. If upgraded divide the distance by 3 instead.

Shield

100cr, mass 10, non-energized, rq#9

Add +1 to your target number. Upgrade weighs 5. if a shot misses you by exactly 1, roll damage on the shield. A die result of a “6” breaks the shield.

Must be in hand. You may only benefit from at most 1 Shield at any time.

General Equipment

Shield (Heavy)

150cr, mass 20, non-energized, rq# 10

As standard shield but adds +2 to target number and if you are missed by exactly 1 or 2, roll damage on the shield.

It breaks on a die roll of “6”.

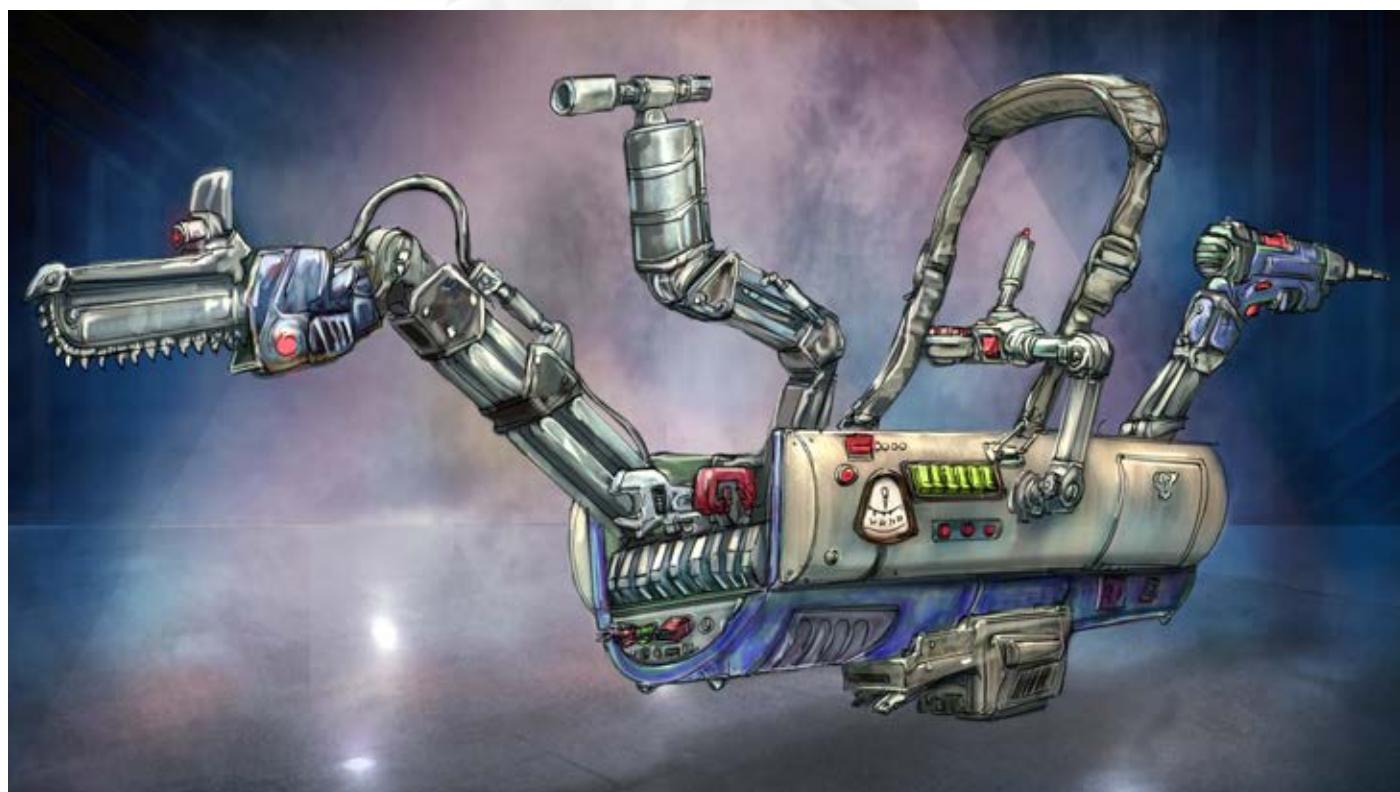


Heavy Shield

ToolKit

100cr, mass 5, energized, rq# 8

Reduce the difficulty of Engineering Skill checks to upgrade, repair, install or put out local fires by 1. An upgraded ToolKit reduces this difficulty by 2 instead.



Wristcomp

1000cr, mass 1, energized, rq# 13

Reduce the difficulty by 1 for Science checks to hack, repair or upgrade. Also may be used to ask yes/no questions by making a Science Skill check vs. the distance in squares to the object in question.

You may add +3 to the difficulty for each additional question you want to ask.

Upgraded reduces the difficulty further by one.



Drugs and Toxins

Drugs

25cr, mass 1, non-energized, rq# -

Drugs generate effects as indicated and can be Neutralized like a Toxin with a Science check of 11 and a MedKit or 8 in a Sick Bay or with administration of a “Detox” drug. It is an automatic action to administer drugs to an unresisting target (willing, stunned, unconscious, dead, etc.) Resisting targets can be drugged with a successful grapple attempt (page 40).

Aggro*

Reduce the difficulty of Combat skill checks by 1.

Charme*

Reduce the difficulty of Diplomacy skill checks by 1.

Detox

Eliminate all drugs and toxins.

Dull*

You suffer -1 point of damage per die.

Equilout*

You ignore OOC.

FlyBoy*

Reduce the difficulty of Piloting skill checks by 1.

Numb

You may reroll the highest damage die you suffer and must reroll the highest skill check die you roll (before professional reroll).

Patches

Drugs can be applied as patches. This increases their mass to 2 but does not require a free hand to activate. If you want to apply your patch to somebody else, it requires 3 automatic actions: remove it from your body, apply it to target's body and activation.

**Drugs marked with an asterisk give the listed benefit but put a +1 difficulty penalty on all other skill checks.*



Roid*

Reduce the difficulty of Athletics skill checks by 1.

Add +50 to your Carry and +1 to your melee and grappling damage.

Stim*

Add +3 to your movement. This gives 3 movement even to those who are stunned, dying or otherwise incapacitated. If you would otherwise be unconscious or dying (up to -20 hp) this is the only movement you get. Note that this drug only adds to your movement. It does not overcome other restrictions such as electrocuffs, slowgo, frost, slagged, OOC, etc.

StunGone

You get a reroll vs stun effects. When this drug is administered, you must make an Athletics check of 11 or be stunned.

SupSci*

Reduce the difficulty of Science skill checks by 1.

TecKnow*

Reduce the difficulty of Engineering skill checks by 1.

Toxins

Needlers and Gas grenades are loaded with poisons. Consult the specific Toxin to see the effect it generates. You can purchase single doses of toxins to administer just like any other drug with a successful grapple (page 40)

Needlers

Any character shot with a Needler is automatically under the effect of the Needler toxin.

See Needler on page 83.



Death

Target must make Athletics check of 8 or drop to -6 hit points (dying).

Goof

Target must reroll the highest die of each active skill check.

Ionizer

Raise the target's ionization level by 2.

Kayo

Athletics check of 8 or knocked out until damaged. You must check again at the end of each Round until detoxed.

Nervo

Target makes Athletics check of 11 or drops everything in hand. This effect ends immediately.

Ocho

Target suffers 1d6-1 damage at the end of each phase.

Gasses

A character in a module with a gas cloud at any point during the phase including the end of the phase must make a passive Athletics check of 11 to avoid the Gas effect. Once a character is affected, they suffer just as if shot by a needler with the toxin.

Ending Toxic Effects

A Science skill check of 11 as an action with a MedKit can be taken to neutralize all toxins and drugs in a character's system. (Science check vs. 8 with a Sick Bay).

The Detox drug clears all drugs and toxins from the system.

Paino

Target takes +2 points per die from all dice-based damage sources.

Slowgo

Target's move attribute is reduced to 1.

Stun

Target must make an Athletics check of 11. If they fail, they gain a number of stun markers equal to the amount by which they failed. See stun page 85.

Suscepto

Target must reroll the highest die of any Athletics check they would otherwise be succeeding in.

Cyberware

Advanced technologies allow a character to enhance their bodies with built-in equipment.

Cyberware is always energized and does not require a hand to use.

A character will gain the benefit from at most one of each piece of cyberware. You can have multiple skill chips but only one chip of each skill will give you a benefit.

Installing/Uninstalling Cyberware

(Science vs. 11)

Normally cyberware is installed or uninstalled between missions. You can install or uninstall cyberware from yourself or a non resisting character. Failure in this check deals a die of damage.

Broken or EMPed Cyberware

Broken or EMPed cyberware confers a penalty rather than a bonus. i.e. a skill chip gives a penalty to your skill checks instead of a bonus.

Upgrades

Unless otherwise stated in the description, upgraded cyberware has half the mass.

Skill Chips

1000cr, mass 2, energized, rq# 13

Reduce the difficulty by 1 for skill attempts to use the listed skill:

- | | |
|---|---|
| <ul style="list-style-type: none"> ▶ Athletics ▶ Combat ▶ Diplomacy ▶ Engineering | <ul style="list-style-type: none"> ▶ Piloting ▶ Psionics ▶ Sanity ▶ Science |
|---|---|

Mentor Chip

Adds +10% to experience gained. If the chip is uninstalled, or broken at all during the campaign turn, it confers no bonus or penalty.



Cyberfoot



Skill Chip

AutoNurse

500cr, mass 6, energized, rq# 12

Add +1 point per die on all dice healed with a MedKit or Sick Bay (not skill checks to heal) when you are adjacent to the target.

Cyberfoot

2000cr, mass 8, energized, rq# 15

Add +1 to your move attribute.

Cybergyros

1000cr, mass 10, energized, rq# 13

You count OOC as one lower.

Cyberhand

2500cr, mass 6, energized, rq# 16

Add +1 hand.

**Cyberhook**

500cr, mass 8, energized, rq# 12

Built in vibrakife (1d6 damage). If used as a hand, any action taken with it is at a penalty of +1 difficulty.

Cyberpatch

400cr, mass 2, energized, rq# 10

Reduce remote penalties to use a battlestation by 1. Reduce the difficulty by 1 on any attempt to Hack.

Discipline Collar

250cr, mass 6, energized, rq# 11

Each time the wearer would fail in an active skill check they get a free reroll as a last roll (you may not take rerolls after this point). If the skill check still fails, they suffer 1d6 of damage that is luckable but cannot otherwise be reduced.

It deals 3d6 of damage if removed.

FiberDerm

1300cr, mass 10, energized, rq# 14

Add +1 Hit Point and reduce the difficulty by 1 for Athletics based skill checks.

MedJack

150cr, mass 2, energized, rq# 8

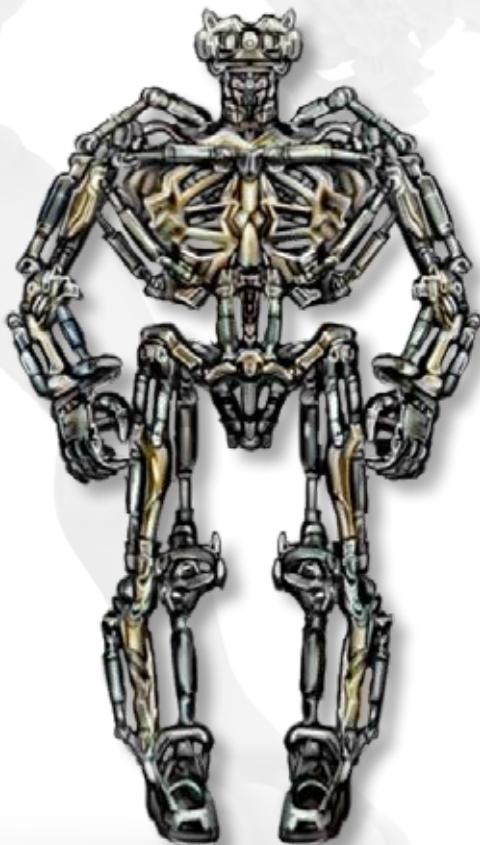
Carries drugs at half weight. Attempts to heal you are at a -1 difficulty on the skill check to heal.

Drugs carried in a MedJack can be administered by yourself or others if you are not resisting or lose a grapple.

Skeletal Enhancement

1500cr, mass 0, energized, rq# 15

Increase Carry by 10. Upgrade increases 5 more. For Minutians this would be 5 more Carry and an upgrade adds 2 additional.



Modules, Cargo Bay Items, Hulls, Pods, Etc.

Modules are detailed in the next section on Starships.

Cargo Bay Items are detailed under Cargo Bay on page 109.

Hulls

When you are commissioned by the UREF, acquiring a ship's hull is free when you want to increase the size of your ship. In campaigns where you aren't under the aegis of the UREF or a navy, you'll have to pay 1000cr per size of ship to get a new hull. You can turn in the old hull for $\frac{1}{4}$ salvage value.

Pods

Pods are a special type of detachable module that can be added to the outside of a ship. Each pod adds half a point to the size of a ship (round up) for purposes of difficulty to maneuver and warping but not for any other purpose (hull checks, explosions, ramming etc.) Pods must be attached to an external edge of the ship.

Fighter, Drone, and Missile Pods can be activated as an automatic battlestation action by anybody on the ship. This costs no power from the ship. There is access to the pod from the attached module if there is a door.

While a Pod is attached to a module, that Module will not function except to activate or detach the pod. A module can have at most one Pod attached.

Pods can be jettisoned with an Engineering check of 8 as a battlestation action in the module where they are attached. This can be done remotely at the standard remote penalty of +3 difficulty. Pods attached to Life Support modules must obviously be remotely detached because there is no battlestation. Once jettisoned, Pods are treated like microships that are -3 on the difficulty to be targeted.

Missile Pod

This puts two standard missiles in space targeted just as if the ship launched them with the exception that it is as if they were launched by another ship entirely. These missiles cannot be retargeted and don't benefit from any missile enhancements or count against the ship's limit of 6 missiles.

Cargo Pod

This holds 3 slots of Cargo. Note that no Cargo Bay items within this Pod will function.

Drone Pod

This holds 2 drones that launch automatically and move and act as directed by the ship launching them. The ship need not have a Launch Tube or Drone Bay. These drones have no way of being returned to the ship.

Fighter Pod

This holds one fighter and enough power to launch it. The fighter in the Fighter Pod will be lost unless it docks in the pod or is stored in a Cargo Bay for the return home.

Whaloid Fighter

The launching ship requires a Launch Tube Cargo Bay Item.

This Pod behaves in all respects as a fighter except that the difficulty to target it is 3 lower and can hold up to 6 crew in addition to one whaloid. It must begin docked to a Launch Tube to be launched. The only two battlestation actions available to that Cargo Bay are "launch" and "detach".

Upgrades

Whaloid Fighters are upgraded like other fighters. Other Pods cannot be upgraded. (see page 124)

Damage to Pods and Silhouettes

Attached pods become a module just like any other on the ship adding to its silhouette. They suffer damage like a module with the exception that if they become slagged, they are destroyed. Any cargo inside a destroyed pod is destroyed. Characters in a destroyed pod suffer 1 more die of damage and become spacewalkers.



Section IV

STARSHIPS

Starship Modules

So you've got your character with a species, skills, luck, a special ability and equipment. Now you need a method to get to the adventure.

The players collectively crew the starship. Starting characters should get a size 3 ship in the hull registry of their choice outfitted with the modules of their choosing (Human ships are good for beginners).

See page 263 for a list of hull registries and ship layouts.

Arrange the modules of the ship in the configuration of the heroes choosing keeping in mind that certain modules will have restrictions (Helm must have forward facing, Engines face the rear, Cannons will only be able to shoot in the facings where they aren't blocked).

Each module provides functionality to the ship.

The following modules are required on all starships:

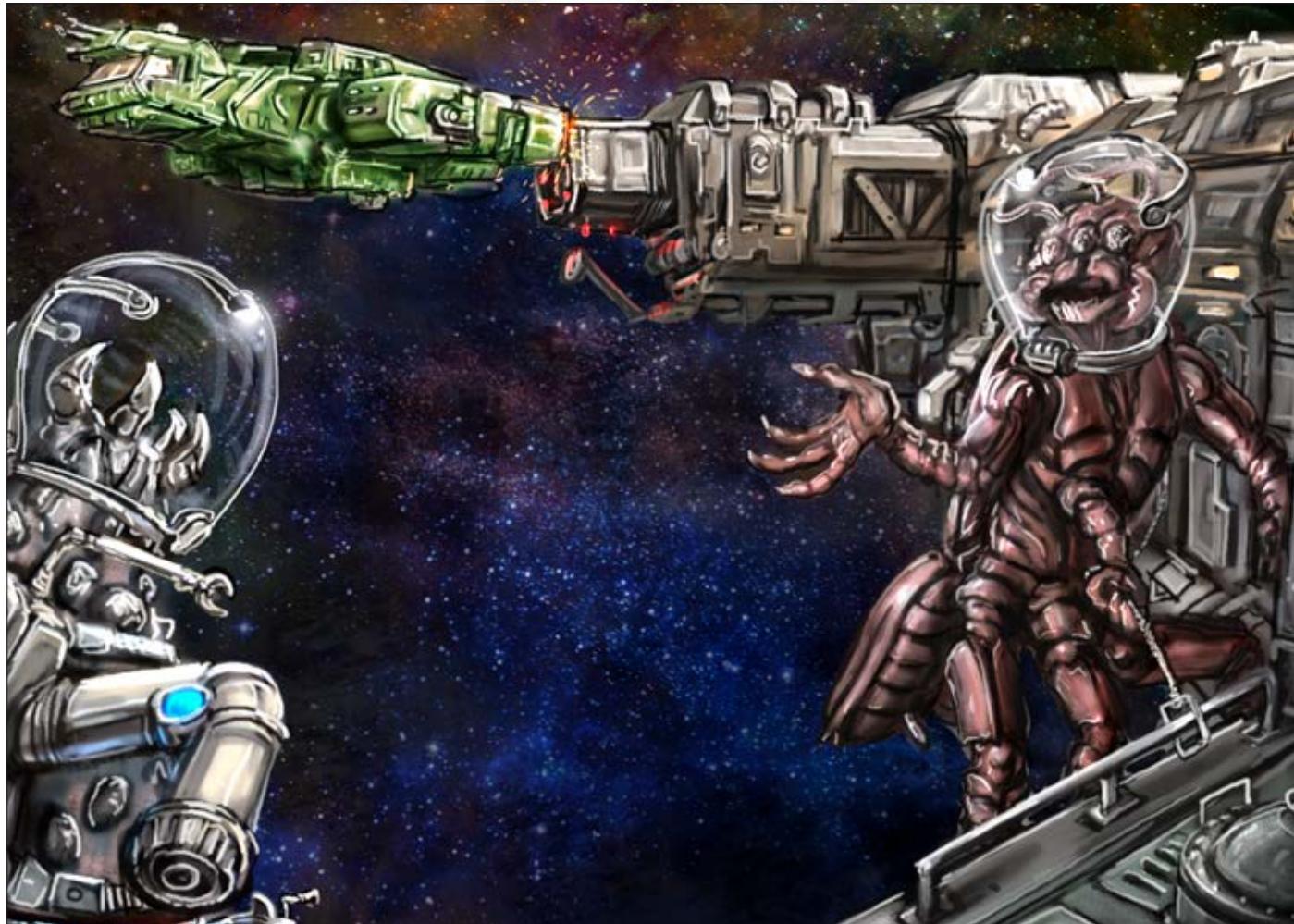
- ▶ *Helm*
- ▶ *Engine*
- ▶ *Life Support*
- ▶ *Science Bay*
- ▶ *Hyperdrive*

It is highly recommended you have 2 Engines and a weapon or two as well as some way of getting off the ship (Missile Bay or Teleporter) for away action as needed.

A ship can have no more than 4 of any given module.

External Facing

This means the module is not obstructed from a given side. It may have External Facing in several directions (like the human scout's forward Cannon on page 272).



"There goes a new record!"

Cannon

(requires external facing)

This is the basic ship's weapon. You use this to try to put some hurt on the enemy immediately as long as the enemy is within your arc of fire. Using the Cannon in any mode but Multi- puts a used marker on the Cannon. It will be at a penalty to fire of +3 difficulty for each used marker. The Cannon's arc of fire includes each direction that it has external facing for.

Fire Cannon

(Battlestation Action: Combat Skill check vs. Distance to target +2x speed +3 per used marker on the Cannon.)

Expend one Guns power after resolving the shot.

If you are successful, deal a penetrating hit with damage based on the Cannon configuration (see below) and Guns power as retarded by enemy Shields power.

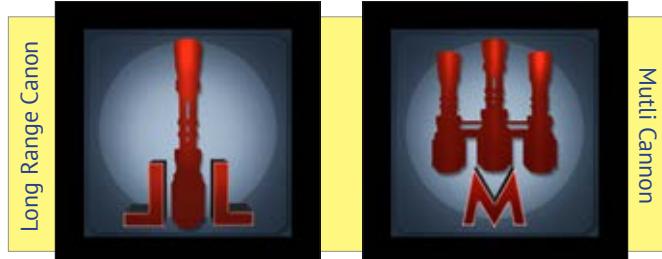
Spacewalkers are speed zero when determining the difficulty to hit them. Cannon hits to spacewalkers cause 3 dice of damage regardless of configuration.

Note that microships (missiles, mines, drones, relay stations, fighters) are considered to be speed 6 for purposes of targeting so the difficulty to shoot them is distance +12. Microships are easier to hit if they are damaged. Subtract one from the difficulty to target for each damage marker on a microship.

Reconfigure Cannon

(Battlestation Action: Engineering Skill check vs. 8, cannot be done remotely)

If you are successful, you may select a configuration for your cannon: Standard, Multi, or Long Range (or Fusion mode if you have the Cannon Enhancement Fusion Node Cargo Bay item on page 113).



Standard mode deals the most damage in one shot. In Standard mode the power of the Cannon is equal to the ship's Guns power level. The Long Range configuration has half the guns power (round down) but counts the distance as half as well (round up) before adding double the target's Speed to the difficulty.

The Multi- configuration does not add used markers. This is useful for shooting at microships.

Unless it is on a Diploid ship, a Cannon cannot fire more than once in a Phase.

Cannon Enhancement Cargo Bay Items

There are a number of Cargo Bay items that modify the function of a cannon as described on page 113.

If outfitted with a functioning Fusion Node, the cannon can be configured to fire in Fusion Cannon Mode.

Fire Fusion Cannon

(Battlestation Action: Combat Skill check vs. 3x distance, requires cannon enhancement fusion node and configured in Fusion mode)

If successful create an explosion in the target hex with a power equal to the Guns power of the firing ship exactly like a ship explosion. If unsuccessful, move the explosion one hex closer to the firing ship for each point of failure of the check.

Ship to Ship Combat

The Cannon is a direct fire weapons and must have facing and line of sight to come to bear on the target. The Missile Bay is indirect so it just needs any external facing to let the missile out (see page 106). The Cannon configured to Fusion mode needs facing and line of sight to a target hex and then deals indirect damage to everything in range and line of sight of the explosion it generates. Although technically a Science-based module, the Teleporter can also deliver ordinance or boots on the deck to an enemy ship. Its use is covered on page 142.

Even though their use is described in their respective module descriptions, Missiles and Teleporters both use the hit allocation rules outlined here.

A ship's cannon applies a hit in a column or row going into the target ship based on the Guns power of the attack.

(continued on page 106)

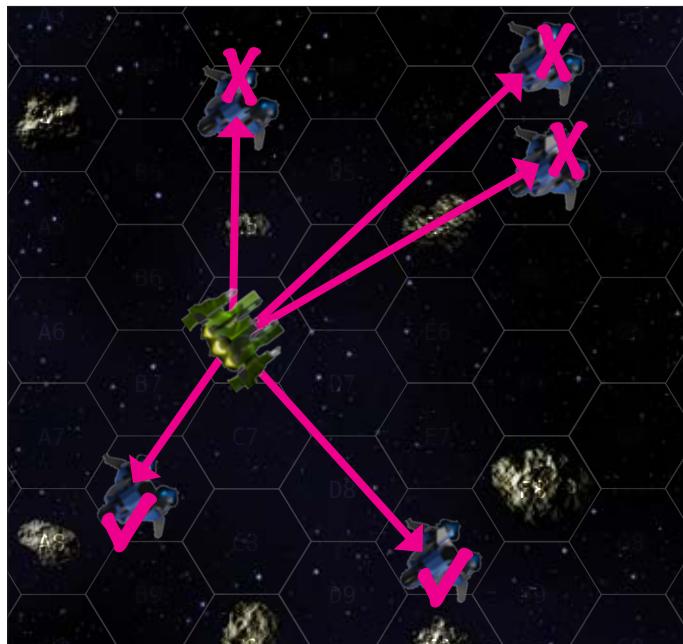




Line of Sight (ships)

Draw a line from the center of the hex your ship is in to the center of your target's hex. This is the line of sight.

If the line passes through (not just along, but through) a hex that contains an asteroid or larger object, line of sight is blocked. Starbases, Ships, fighters, missiles, spacewalkers do not block line of sight. Asteroids, Moons, Planets, and stars block line of sight.



The edge of the hex where the line of sight passes through your ship counter and your target's counter determines facing.

Facing

A ship laid out in modules has 4 sides but the hex map has 6 hex facings. This is resolved by counting the front and rear of a square module as 1 facing each and each side (port and starboard) as two hex facings.

Thus, if the 1 position is the front of your ship and the 4 position the aft, 2 and 3 would be starboard making 5 and 6 port giving a total of 360 degrees.

If a ship module is the first thing that would be hit along a row or column from a given direction, it has line of sight in that direction regardless of its orientation.

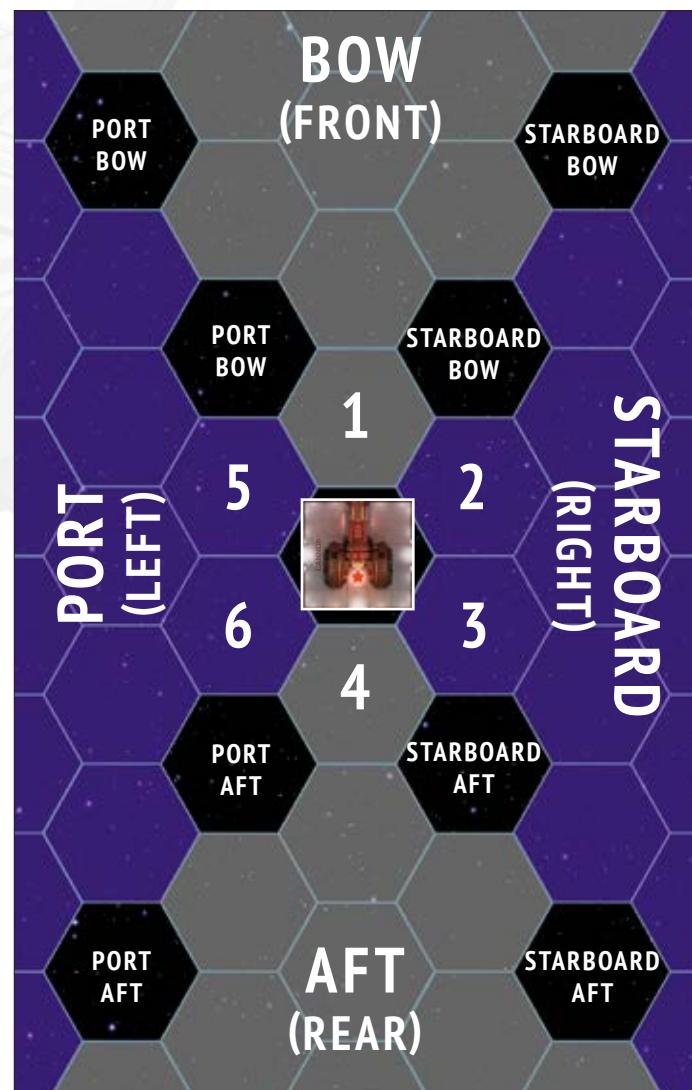
Note how the cannon placed at the forward-most point of a human scout (page 272) isn't blocked to port, starboard or forward so it has facing in every direction but aft giving it 300 degrees of facing.

The module is pointing forward but still has facing to port and starboard because it is not blocked in those directions.

The line of sight also determines which side of a target ship is struck by an incoming hit. If the line passes through the forward or aft hex side of the target's hex, the shot strikes the forward or aft side of the ship. If it passes through either of the port side hexes, it hits the port side of the ship and likewise for the starboard side.

When a line of sight hits a corner of a ship, the firing character chooses which side to hit. If a ship is in the same hex as another ship, all weapons on all sides are considered to have facing on the enemy.

The firing ship chooses which facing it will strike with each shot.



Ship to Ship Combat

Hit allocation

After a shot hits and the side is determined, you use hit allocation to see where on that side, the ship is struck. In the case of missiles, rams and indirect fire weapons, you use the center mark as indicated on the ship layout as your center line.

When firing a ship's cannon or a Teleporter, you can choose your center line by picking a spot and calling that the "7".

To roll hit allocation, roll 2 dice and total them. If it is a 7, you hit the center line (or the place you declared as your target).

If the hit allocation roll is higher the shot goes further starboard if hit from the forward or aft angles or aftward if hit from either side.

A lower hit allocation is the opposite (portward if shot from the front or rear or forward if the hit is coming from either side).

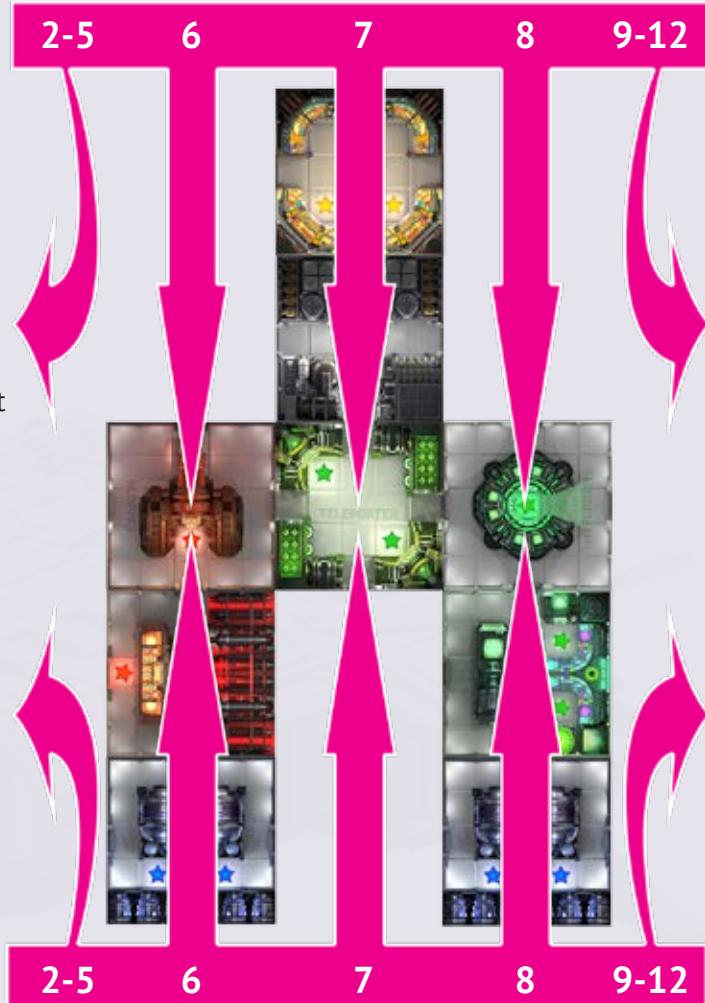
Each scan you have on a ship may be expended to reroll one of the hit allocation dice. The firing character may spend luck on the hit allocation roll.

Each ship's weapon has a specific effect as detailed in the module description. Cannons are the workhorse of ship's weapons and are detailed here.

Cannons can be in one of three modes: Standard, Long, or Multi; and deal penetrating damage that is mitigated by shields.

(A ship with a Fusion Node Cargo Bay item may also configure cannons in "Fusion" mode.)

A Standard cannon will have a shot with power equal to the Guns of the firing ship. A Long Range configuration makes the Cannon count range as half (round up) but also its guns power (round down). A Cannon configured in Multi- mode has effective Guns power at only 1 but firing it does not add used markers.



Cannon Hits

After hit allocation finds the strike point of the hit, you'll need to determine how severe the hit is by rolling an amount of dice equal to the Guns power for the firing ship plus the Shields power of the target ship. Cannon fire is retarded by shields so you'll take away a number of the highest dice equal to the shields level of the target ship. Thus a ship with Guns power 5 firing on a target with Shields power 4 will throw 9 dice but remove the highest 4. This is how Shields retard the damage. A roll of (6,6,6,4,4,3,2,2,1) becomes (4,3,2,2,1) after you remove the shield dice. Reduce the shields level of the target ship by 1 each time it is struck.

After you've thrown the dice and removed the highest dice for shields, apply the remaining dice one at a time to the modules in order starting in the module of impact and stretching directly away.

Our example above puts the 4 in the module of impact and the 3 in the next module and so on. The amount on the die indicates the number of points of hull damage the target ship sustains.

Any die result that is 4,5, or 6 breaks the module, causes 2 dice of collateral damage to anybody in it and raises the ship's OOC level by one.

Put a broken marker on the module and see broken modules on next page.

Cannon Hits (cont)

Any die result that is 1,2, or 3 causes only one die of collateral damage to the occupants and does not break the module or cause OOC.

See personal damage (page 34) for the effect of damage on characters.

Dice that miss the silhouette of the ship (whether by passing through the ship or missing entirely) deal only one point each of hull damage each but generate OOC if they are 4,5, or 6. These dice still whiz by close enough to do a little hull damage, reduce the shields and possibly rock the ship but don't break anything important or harm any of the crew.

Broken Modules

A module that has a broken marker on it will not function until it is repaired. It requires an Engineering skill check action of 11 to remove a broken marker from a module.



Slagged Modules

A module that has two broken markers on it is "Slagged". This means each square in the module is considered slagged.

Any action (including repairs!) taken in a slagged square is at a penalty of +3 difficulty. A module can have at most 2 broken markers on it.

Movement in a slagged square costs 2 points of movement. (Exception: You may "pop" in a slagged square see page 30).

Hull Damage and Ship Explosion

The total hull damage for a ship adds up over the course of a session. You can track it on the ship record sheet (page 64). Common practice is to use polyhedral dice to count it near the ship control card. When hull damage reaches the minimum threshold to require a hull check and each time it is hit thereafter, the ship needs to make a hull check or be destroyed.

See Hull Check Chart on the right.

The difficulty of the hull check is based on the amount of damage the ship has sustained as indicated on the following chart and is reduced by ship size.

To make a hull check anybody rolls 2 dice. A hull stabilizer Cargo Bay item allows you to reroll one of the dice. Any character on board the ship may spend luck to reroll a hull check die. You can keep rerolling as long as your luck holds out. If the ship runs out of luck and hasn't rolled high enough (or if it can't roll high enough) the ship explodes and all aboard suffer 10 dice of damage and become spacewalkers.

Ship Explosion

A ship that explodes deals damage like a Cannon blast at a Guns strength equal to its size to each object in its hex and less damage to things further out. Treat hit allocation and Shields as normal. Subtract one from the explosion power for each hex of distance away. Thus, a size 5 ship would deal 5 dice in its hex, 4 dice one hex out, 3 dice 2 hexes out and so on. Anything docked to an exploding ship suffers the effect twice.

Treat these blasts as standard Cannon hits on ships (reducible by Shields). Spacewalkers suffer the full amount as damage dice.

For microships, you do not add a damage level but you do make one survival check of 7 plus the number of damage levels they already have.

Missiles are detailed in the module description on page 136.

Docked Combat

See Tractor Dock on page 120 for details on docked Combat.

DAMAGE	HULL CHECK
1	1
3	2
6	3
10	4
15	5
21	6
28	7
36	8
45	9
55	10
66	11
78	12
91	13
105	14
120	15
136	16
153	17
171	18
190	19
210	20

Cargo Bay

(some Cargo Equipment requires external facing)

This module is a catch all for various items that a ship could be fitted with but don't quite warrant a complete module. A Cargo Bay has 4 slots in which to put Cargo Bay items.

The UREF provides basic Cargo Bay items (Battery, Cargo Netting, Damage Control, Drone, Fighter, Hull Stabilizer, Inertial Dampener, Launch Tube, Local Life Support, Megatorpedo, Tractor) to its crafts free of charge (and their ubiquity makes them worthless if you try to sell them for scrap). Otherwise, Cargo Bay items each cost 500 credits and take up a single slot.

The Cargo Bay has a battlestation in the center of the module which is used to operate Cargo Bay Items in that bay.

Cargo Bay Items

Unless otherwise specified by the mission, enemy ship Cargo Bays are equipped with a Battery, Hull Stabilizer, Damage Control, and Inertial Dampener.



Damage to Cargo Bays

Each time a Cargo Bay is hit with ship's weapons, roll damage for the Items inside as if they were characters (hull damage die of 1,2, or 3 deals 1 die of damage. Results of 4,5, or 6 deals 2 dice of damage).

Any damage die of "6" breaks the Cargo Bay item.

Cargo Items that are doubly broken are destroyed.

(on/off)

Some Cargo Bay items as indicated have an "on/off" switch to indicate that they are generating their effect. They are assumed to be on unless switched off. It is an automatic action to switch the setting of an on/off switch taken from any battlestation.



Installation/Reinstallation

Normally Cargo Bay items are installed at shipyards.

Occasionally, you'll find the need for a quick re-fit on the fly. Here's how that goes. You must make a "Detach" action in order to free it. You may then Move it, and Install it.

Detach

(Battlestation Action: Engineering vs 11)

Success detaches the cargo bay item from the Cargo Bay.

Move Cargo Bay Item

Can be done with a Tractor as an automatic action (page 120) or manually as follows:

Manual Cargo Item Movement

(Athletics vs 14, multiple assists are possible and each reduces the difficulty by 3)

Note that for this task you may get assistance from multiple characters in contact with the item and each assistance reduces the difficulty by 3. Success maneuvers the item into space or into an adjacent Cargo Bay.

Installation

(Battlestation Action: Engineering vs 11)

Success attaches the Cargo Bay Item to the Cargo Bay. It is now fully operational.

Cargo Bay Glossdex

CARGO BAY ITEM	FUNCTION
Armory	Allows Heavy Weapons
Atmospherics	-3 difficulty on maneuvers in Atmosphere. Only 1 Ooc.
Auto-Engine,Helm, etc.	Operates specific type of module
Battery	Holds 2 power. Distribute as automatic action.
Boarding Plank	Temporary link between 2 ships in same hex.
Brig	Holds bad guys
CE* EMP	Hits break personal equipment that isn't broken.
CE* Fusion Node	Can be reconfigured to fire blasts like ship explosions
CE* Ion	Hits ionize occupants
CE* Plasma	Even damage dice cause fire to module
CE* Radium Feed	Damage is less to occupants but hard to heal (banned)
CE* Strafing	Hit allocation sweeps across ship instead of penetrating.
CE* Stun	Hits stun occupants
Cargo netting	Protects loose cargo
Damage Control	+1 on all repairs and single use to restore Hull Damage
Diplomacy Studio	Half Distance to Enemy ship for Diplomacy actions.
Drone	Unmanned Fighter with skill 3 in Pilot and Combat no reroll
EMP Generator	Break personal equipment aboard that isn't broken.
Explosion Modulator	Range and Shields count double for explosions
False Cargo Item	Allows you to carry contraband.
Fighter (see page 122)	Microship you can get in and fly around. Requires launch tube.
Galley	Bonus hit point for crew.
Gas Generator	Put gas cloud in the Cargo Bay,all Life Supports and adjacent modules
Gymnasium	Crew succeeds in their first Athletics check
Hull Stabilizer	Reroll one or both dice in failed hull check.
Inertial Dampener	Reduce OOC by 2 instead of 1 at end of phase.
Ionizer	Everything aboard the ship has one higher level of ionization.
Launch Tube	Allows you to launch fighters

Cargo Bay Glossdex

CARGO BAY ITEM	FUNCTION
Local Life Support	Allows an additional crew.
Long Range Sensors	Half distance on scans and yes/no. Rerolls vs. Nav. Hazards.
Megafin	-3 difficulty to turn in the indicated direction. +3 in other dir.
Megatorpedo (Single Use)	Fast upgraded missile. Requires Missile Bay
Missile Enhancement	Missiles are faster, more accurate and survive better.
Multi-Capacitor	Maximum power levels are one higher
Ouchifier	All aboard suffer 1d6-1 points of damage at the end of Each Phase.
Powered Armor	Combat suit with built in weapons. Take half damage.
Relay Station	Reduce targeting difficulties by 1.
Rocket Booster	Increase Speed, OOC and Hull Damage.
Rocket Refuel	Refill Rocket Booster
Safety chamber	Protect stuff
Self Destruct	Destroy your own ship.
Shield capacitor	Boost shields to maximum until End of Round.
Shieldcutter	Enemy shields count half (round up).
Smuggler's hatch	Crammed objects count half. Reduce difficulty to repair or upgrade modules by 1.
Solar Sails	Generates power to each system if there is a star.
Stun Generator	Stun all aboard as an automatic action once/phase.
Targeting Computer	Reduce distance to targets by 1.
TeleChute	Mini-wormhole connects 2 squares.
Tractor	Capture microships, move enemy ships, cargo, spacewalkers. Tractor Dock.
Warp Inhibitor	Add your guns power to difficulty to operate Hyperdrive.
Warp Optimizer	-3 difficulty on jump actions (HMFYP campaign).

* CE = Cannon Enhancement

Armory

Stockpile and Service Heavy Weapons. Holds up to 6 heavy weapons (must be acquired separately). Also allows storage for up to 500 mass of personal equipment items. Items stored in a functioning Armory are not subject to EMP effects and get a reroll vs. damage.

It is an automatic action to access an item or heavy weapon from the Armory. A ship equipped with an Armory confers a bonus on personal upgrades. Any attempt to upgrade or repair personal equipment (bot sized or smaller) is at 1 lower difficulty.

Atmospherics

Your ship is equipped for planetfall. The difficulty to maneuver in atmosphere is reduced by 3 and generates only 1 OOC regardless of ship size.

Auto-Engine, Helm, etc.

Some processes can be automated. These Auto devices can operate a module for you as if they were a bot. The AutoHelm can fly the ship but you also can have an AutoEngineer to pump the engines or an AutoTeleporter to operate the Teleporter.

These devices ignore OOC, have a Skill of 4 with a professional reroll and can only be used to operate a given module type remotely but with no remote penalty. Engine, Helm, Missile, Science, Etc.

i.e. An Auto-Cannon could not reconfigure the cannon or launch missiles. Like a bot, these devices can go on overwatch but cannot prepare.

An Auto-whatever (etc.) in an upgraded Cargo Bay reduces the difficulties of its skill checks by 1.

Battery

Need a little extra power? The Battery holds 2 power. It is an automatic action to expend the Battery and allocate the power as you see fit.

To recharge the battery, you must make an Engineering Check of 11 and expend 2 power from any system(s). Broken batteries discharge.



Boarding Plank

How about a personal visit as the ships pass? The boarding plank can be activated as an automatic action by any character at any battlestation.

The boarding plank fires out a temporary chute between your ship and any other ship or installation in the same hex allowing boarding between those ships connecting the Cargo Bay of the firing ship and any external door of the target ship.

This breaks the door of the target ship. This connection lasts until the two ships are not in the same hex or the boarding plank becomes broken or is manually switched off. Beastman ships have this item built in to their hull.

Brig

Has somebody been misbehaving? How about this handy gadget for holding up to 4 prisoners in timeout. Cannot be broken or unlocked from inside. Must have access code or hack to unlock. Those inside get reroll against collateral damage.

It cannot be opened if it is broken but if it is destroyed, it will open.

Note that the prisoners still require Life Support.

Cannon Enhancements

These objects can be added to your Cargo Bay to offer optional enhancements to your ship.

They all can be turned on or off as an automatic action by anybody with access.

If your effective Guns power drops below 1, due to enhancements, you may not fire the Cannon but you may still operate Teleporters and Missile Bays.

Cannon Enhancement Ion

(on/off)

Ramp up the ionization on enemies with a shipboard cannon. Your ship's guns power is considered one lower. Those in the module suffer damage as though hit by an ion weapon (page 83) instead of suffering normal collateral damage.

Damage to the module is resolved like a normal cannon hit.

Cannon Enhancement EMP*(on/off)*

Zap! Your Guns power is considered 2 levels lower when shooting it but your cannon shots EMP (see page 82) all personal items in the struck modules.

Cannon Enhancement Fusion Node

If you have this item aboard your ship, you have the option to configure your cannons in “Fusion Cannon” mode (see page 103).

Cannon Enhancement Radium Feed*(on/off)*

This little gem is outlawed by the Zoallan Compromise (you’ll be docked your pay for a mission if you use it).

Your Guns power is considered 2 levels lower when shooting it but your cannon shots deal “dirty” damage. See page 39.

Cannon Enhancement Stun*(on/off)*

Give your enemies a time out right where they are sitting. Your Guns power is considered 1 level lower when shooting a cannon with the stun enhancement engaged but all taking collateral damage make Athletics check of 11 or suffer Stun effect (see page 85).

Cannon Enhancement Plasma*(on/off)*

This enhancement holds the enemies feet to the fire. Literally! Your Guns power is considered 2 levels lower but “even” die results put the module on fire.

Cannon Enhancement Strafing*(on/off)*

You apply the damage across the enemy in a sweep instead of a penetrating shot. Apply the largest die to the module indicated by the hit allocation and then select a direction.

Apply the rest of the dice to modules along the line of sight in that direction. Your guns power is considered one lower when this device is on.

Cargo netting

Free. Allows rerolls for damage to objects held in it.

Damage Control

A ship equipped with a functioning Damage Control lowers the difficulty for module repairs by one.

You may expend the Damage Control as an action in the Cargo Bay and make an Engineering check vs. 0. Each point of success allows you to remove one point of hull damage from the ship.



Expendng the Damage Control in this manner does not stop it from giving the bonus to repairs above.

Diplomacy Studio

Halves distance to target ship for Diplomacy. All enemies on your ship are adjacent to you for Diplomacy.

Drone

Drones are unmanned fighters. They behave as a bot in a fighter except as noted here. Drones move 4 hexes/phase. They have Piloting and Combat skills of 3 but get rerolls in nothing.

Drones are microships.

EMP Generator*(on/off)*

At the end of each Phase, this item generates an EMP effect throughout your ship (see page 82).

Explosion Modulator

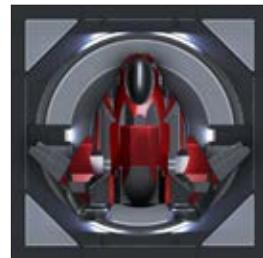
Count the range and your shields as double against explosion effects.

False Cargo Item

Allows contraband smuggling. It looks like it functions but doesn't. Instead it holds a Cargo Item sized piece of contraband or 4 barrels.

Fighter

Fighters are detailed on page 122.



Galley

Each member of your crew gets one bonus Hit Point at the start of the campaign turn. This point can be suffered as normal but cannot be healed.

Gas Generator

Expend as an automatic action to put a gas cloud like a gas grenade in the Cargo Bay, all Life Supports and each module adjacent to those modules. It replenishes after campaign turn (see Gas page 151).

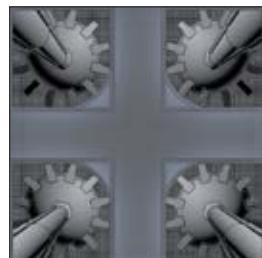
Gymnasium

Each crew member who started aboard a ship with a gymnasium gets a free reroll on their Athletics Checks.

Hull Stabilizer

You may reroll one die in your failed hull check.

(Silicoid ships have this item built in.)



Inertial Dampener

The ship reduces OOC by 2 instead of 1 at the end of each Phase. (Xeloxian ships have this item built in.)



Ionizer

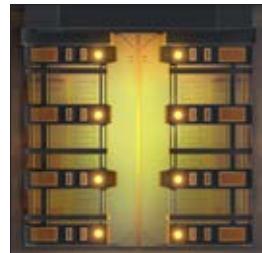
(on/off)

Ion levels aboard ship are effectively one higher.

Launch Tube

(Requires External Facing)

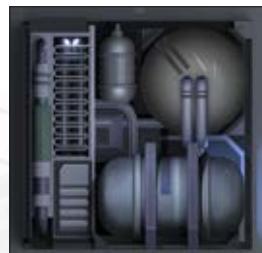
This item allows a ship to launch Fighters and Drones from this Cargo Bay. The Fighters and Drones also take up slots in the Cargo Bay.



See Fighters page 122.

Local Life Support

Allows you to have one additional crew aboard. If functional and all regular Life Support Modules are down, it provides Life Support at the end of the Round to all occupants within its Cargo Bay.



Long Range Sensors

Halve distance for scans and yes/no questions. Also gives all characters a reroll on any checks to avoid a navigation hazard.

Ignore 1 used marker on the Teleporter.

Megafin

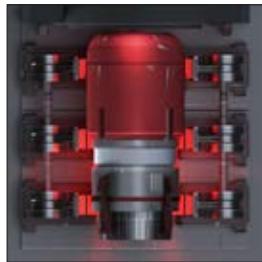
(Left/Right/Off)

Any skill check to turn in the indicated direction is at 3 lower difficulty. It is 3 harder to turn in the opposite direction. If it is turned off or broken, it has no effect.

Megatorpedo

(Single Use)

This is a single use missile with the following exceptions. Requires launch from an adjacent Missile Bay and that counts as a launch for that Missile Bay.



It rolls 3 dice to hit and adds 2 to the total, moves 8 hexes per phase, has a 3 dice damage explosive payload that starts a fire in the module of impact. It only gets one damaged marker each time it is hit. It reduces the difficulty of its survival checks by 3 and may reroll one or both dice in a failed survival check (one at a time).

The Megatorpedo does not benefit from missile enhancements (below).

Missile Enhancement Device

All Missiles launched from this ship while this device is operational get +1 hex speed and reduce the difficulty to hit targets and make survival checks by 1. (Zo Allan ships have this item built in.)

Multi-Capacitor

Your ship's maximum power levels are one higher. You can count the benefit from at most a single Multi-Capacitor.

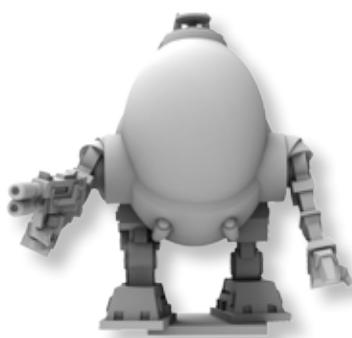
Ouchifier

(on/off)

Boarders getting you down? How about a little disincentive program? This baby deals 1d6-1 damage to all aboard at the end of each phase.

Powered Armor

Powered Armor is detailed on page 118.



Relay Station

This object can be put into space to provide a sensory data platform to help your ship. It requires an Engineering skill check of 11 to launch. Each Relay Station reduces the difficulty by one for all targeting activities of friendly ships, fighters, drones, missiles etc. targeting in the system. You can gain the benefit of a maximum of 3 Relay Stations.



It can be recovered by docking with it. Target number 12 to shoot at. Treat as a stationary microship. Can be hacked locally only with Science of 11 to gain the benefit for your side as well.

Rocket Booster

Want some speed in a hurry? Use this object as an automatic battlestation action. Roll 3 dice. The highest generates OOC, middle is hull damage. Change the ship's speed by the lowest die (to a maximum of 5). This object requires external rear facing to accelerate or external forward facing to decelerate.

It can be used in either way in a Tentac ship or in a ship with a Cargo Bay with forward or rear facing, it can be repositioned by physically moving it to the right spot (see page 109).

Rocket Refuel

Refuel Rocket booster up to 3 times as an Engineering action difficulty 8. Expend one charge each time it is used. This is a battlestation action.

Safety Chamber

Everything in the Cargo Bay gets a free reroll against all incoming collateral damage. This item functions in a broken but not a slagged Cargo Bay.

Self Destruct

(on/special)

Initiate countdown (or shutdown) by actions at two helm battlestations in same phase. Ship detonates at the end of second following phase unless shutdown. Functions even if item destroyed, Cargo Bay and Helm are slagged.

Shield Capacitor

As long as there is at least one power in your Shields, your ship's Shields power is considered one level higher for inbound attacks and one lower for outgoing Teleportation (page 142). Canosian ships have this item built in.

Shieldcutter

Enemy shields count as half (round up).

Smuggler's Hatch

Reduce the difficulty by 1 on attempts to open or close access panels or repair or upgrade modules. Count the number of crammed objects in a module as $\frac{1}{2}$ (round up) for penalty purposes.

Solar Sails

Generate 1 power to each system at the start of each Round during power generation as long as the ship is in a system with a star. This effect does not occur on the phase you warp in.

Stun Generator

Anybody may activate as an Automatic action to Generate Stun effect for entire ship. Use this at most once per phase (see page 85).

Targeting Computer

Reduce the distance to other objects in the system by 1 for targeting purposes. (Vomeg ships have this item built in.)

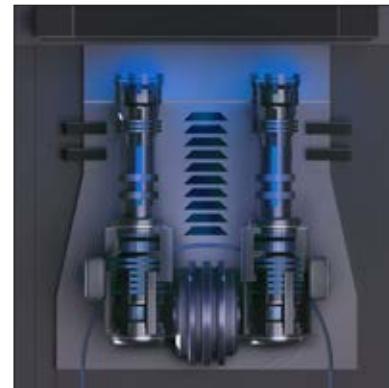
TeleChute

Mini-wormhole connects two squares on a ship. They are treated as adjacent to one another. Fungaloid ships have this item built in. Please also note:

- ▶ You can draw line of sight through the Telechute only from the connected squares to each other.
- ▶ You may draw line of sight outside the Telechute squares as normal.
- ▶ You may add any number of these devices to your ship and they all link up.
- ▶ Track which link to one another in case of a broken Cargo Bay or Items.

Tractor

Tractors are detailed on page 120.



Warp Inhibitor

(on/off)

Add your guns power to the difficulty to any attempt to operate a Hyper drive within the system. Also can be used to drop ships out of warp for ambush in certain scenarios.

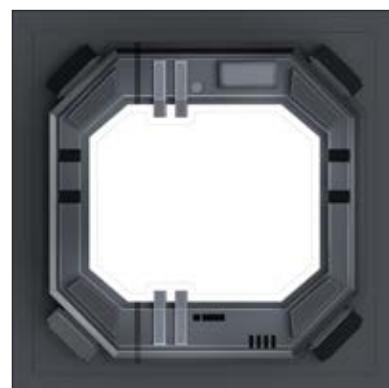
This use has no effect in the tactical engagement.

Warp Optimizer

Reduce the difficulty by 3 difficulty to use the hyperdrive and on all jump actions (HMFYP campaign).

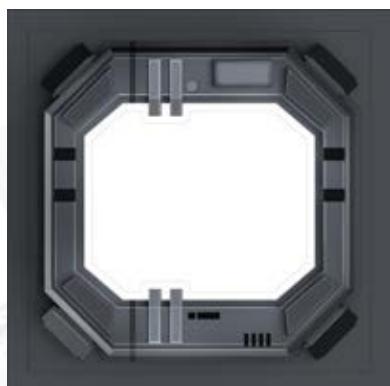
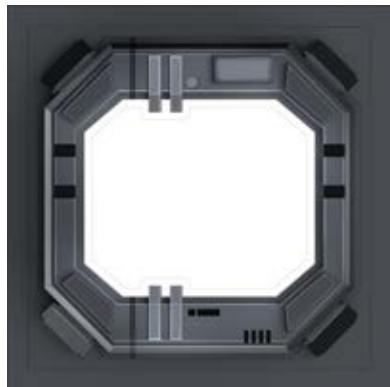
Blank Cargo Bay Items

On the opposite page are blank Cargo Bay items you can print and use as often as you like.



Blank Cargo Bay Items

117



The authors grant permission to the end user to copy or reproduce
this page as much as they like.

Powered Armor

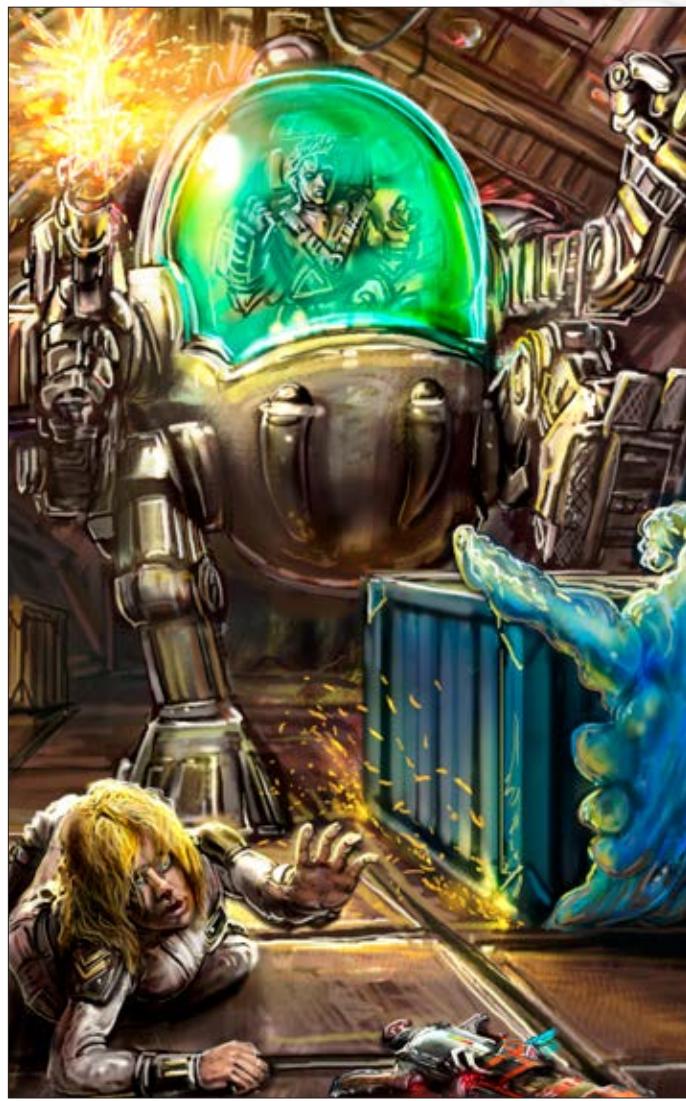
This energized exoskeleton is equipped with extra shielding and weaponry to provide both offensive and defensive capabilities. It requires an entire Cargo Bay item slot to house the charging and supply station for a single suit of powered armor and an entire phase to strap yourself into it.

Penalties

All actions other than personal combat and piloting skill checks to use the built-in JetPack are at a penalty of +3 difficulty.

Any attempt to heal or administer medical attention to a character in Powered armor is at a penalty of +3 difficulty.

Characters in unpowered powered armor have their move reduced by 1.



Donning Powered Armor

A character can strap on an empty suit of powered armor at the battestation of the Cargo Bay where the armor is housed as an action. You may not take a move action during a phase when you get into or out of powered armor. If the powered armor is later vacated it can be donned and powered up wherever it is.

Power Up

(Engineering vs. 11)

Powered Armor provides no benefits until powered up. In fact, it provides all of the penalties while in unpowered Powered Armor. It requires an Engineering Check of 11 to power up. This action may be taken by the operator or any adjacent character. The operator will be at the standard penalty of +3 for being in powered armor when taking the action to power up.

Stepping out

You may not exit powered armor as long as it is powered up. It is an automatic action to power down a suit you are wearing. Anybody else must succeed at a Grapple and then make an Engineering check of 11 to power down a suit from the outside as a “take” grapple effect. This Engineering attempt will be considered in a “slagged” square. To exit a powered down suit you must spend an action. You end up in the same square. You may not take a move action in a phase when you enter or exit powered armor.

Defensive Benefit

Powered armor provides Damage Reduction of halving damage after taking into account other damage mitigation (alien abilities, armor, drugs, etc.) Round the damage up.

EXAMPLE

A human in armor and Powered Armor that would suffer 7 points of damage reduces it by one for his armor and then halves the remaining 6 to get 3 points of damage. A Canosian suffering that same 7 damage in powered armor would end up taking 4 points of damage while a Zoallan would reduce the 7 to 5 for carapace and then halve the result (rounding up) to 3 points.

Offensive Benefits

Reduce difficulty of all personal Combat checks by 1.

Built-ins

You must have a hand free to use the built-ins or you will do so at the standard full hands penalty of +3 difficulty.

Built-in Rocket Launcher

The rocket launcher has 3 rockets ready to go. As an action, you can fire a rocket into any square in Line of Sight by making a Combat skill check against half the distance. If you fail this check, the rocket falls short by a number of squares equal to the amount your check failed.

As soon as the rocket reaches its target square it detonates like a satchel charge. (see page 91).

The UREF will replenish used Rockets at the end of the campaign turn.

Built-in Heavy Weapon

This is usually a Heavy Blaster but it could be any heavy weapon. It does not require actions to mount. It can be fired as if it were a simple ranged weapon. Unlike the floor mounted heavy weapons on page 86, this does not provide cover or gain the benefit of a bipod.

Built-in Vibraknife

A sharp elbow of the Powered Armor acts as a vibraknife melee weapon (see page 89).

Carry

While in Powered Armor, you may carry one heavy object or up to 100 additional mass of objects before you are overburdened. Equipment may be slung on the Powered Armor or on your person.

Movement

Powered Armor has a built-in JetPack. The operator may ignore the powered armor penalties to their pilot skill for purposes of using the built-in JetPack.

Equipment

A character may use the Powered Armor's built-in weapons (one vibraknife, one heavy weapon, 3 rockets) as long as they have a hand free. You may take quickdraw actions (page 37) at no powered armor penalty. You may also use weapons in your hands as normal.

Targeting Powered Armor

The target number for a character in powered Armor is reduced by 3 for all purposes except needlers. In that case, the target number goes up by 3. People targeting the powered armor wearer may choose to target the armor itself against a target number of 11 like shooting any personal equipment. If successful, roll damage. Each die result of a "6" puts a broken marker on the Powered Armor and causes it to make a survival check (luckable) of 7 + the number of broken markers. Failure destroys the Powered Armor. The good news is you didn't have to spend an action getting out of it.

Area Effect vs. Powered Armor

Unlike other personal equipment, the Powered Armor and its operator are both affected by area effects separately. The armor still confers its bonus but is also itself subjected to damage. (see targeting Powered Armor above).

Broken Markers

Each broken marker provides a penalty of +1 difficulty to all actions taken in the powered armor (including repairs).

Repair Powered Armor

(Engineering vs 11, may add +3 for additional repairs)

Success allows you to remove a damage marker from a suit of Powered Armor. For each +3 added to the difficulty, you may remove an additional damage marker.

EMP

Each time a powered up suit is hit by an EMP effect, it must make a survival check against a difficulty of 7+ the number of damage markers or power down.

Tractor

This little Cargo Equipment warrants its own section as there is a lot it can do.

The Tractor is used to grab or hold anything ship sized or smaller. The tractor does not acquire used markers but it is at a penalty to use equal to the number of objects it is holding. Each use of the Tractor spends a point of Guns power.

Tractor Ship

(Engineering vs. Distance + 2x Speed + 2x Size)

If successful, move the target ship one hex closer to the tractoring ship. If in the same hex with the same heading and speed, you may initiate a tractor dock. You cannot initiate a tractor on a ship if either you or your target are within a 2 hexes of a moon, planet or larger object.

Tractor Dock

Select external doors for both ships that line up to provide a link allowable by the geometry of the ship layouts. Ships may link forward to aft or port to starboard. Ships at Speed zero may link on any external doors allowed by geometry but cannot accelerate.

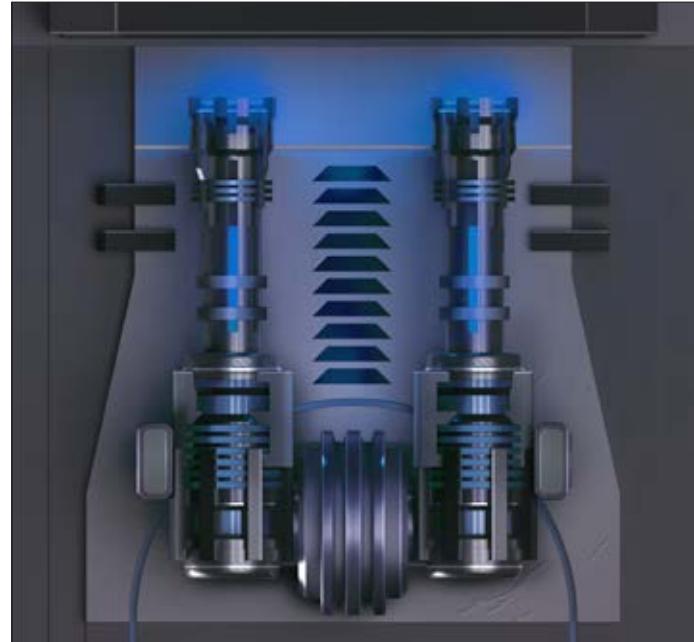
Note that these doors lining up does not grant access to the enemy ship. The doors must be hacked or broken down in order to pass through (see page 31).

Count the greater shields value for both ships with regards to third party attacks. Apply the total shields for both ships when they are attacking one another. They may attack one another with weapons having arc on the facing side only (or those that don't require arc).

The Speed of tractored objects is considered 0 with respect to the tractoring ship and the tractored objects.

Add the size of the other ship as a penalty to maneuvers while docked. Apply changes to Speed and facing to both ships.

Increase the OOC on the ship with lower OOC until it matches that of the higher OOC ship. Anything that affects OOC to either ship affects both.



The Tractor dock lasts until a character with access spends an automatic action to disengage the Tractor or the Tractor is broken or the Guns power of the tractoring ship is reduced to zero.

A ship that is docked to another ship or an installation adds that other object to its silhouette for purposes of hit allocation by everything except one another. This means it might be shielded by its Tractor buddy (until that ship blows up in a Tractor and deals a ton of damage).

Exploding while Docked

If a ship is docked with something that explodes, they suffer the explosion effect twice.

Tractor Spacewalker or Microship

(Engineering vs. Distance + 2x Speed + 2x Size)

Microships are considered Speed 6.

Spacewalkers and microships are considered size 0. Spacewalkers have their personal target number. For a linked group, select the smallest target number and reduce it by one for each additional member in the linked group.

If successful, bring the object (spacewalker, missile, fighter, drone, mine, relay station, etc.) into your hex and immediately decide whether to hold it or reel it in to any external module on your ship. (You can tractorland a fighter in a launch tube in this fashion).

You may choose at a later time to reel it in. Objects held in your hex provide a penalty of +1 each to any attempt to use the Tractor. They are released if the Guns level of your ship drops to 0, the tractor is broken, or by an automatic action from any authorized user.

If reeled in, warheads must be defused by an adjacent character with a (Science Skill check of 11) or they detonate during the next missile resolution.

Boarding Missiles, Life Pods and Rescue Pods reeled in immediately disgorge their contents into the module as though a boarding missile hit (page 139).

A tractored missile held in place rolls its attack dice during missile movement to break away. Any character aboard a held boarding missile may make a piloting skill check instead of the missile's attack dice. If the attack dice or piloting skill check is greater than or equal to the tractoring ship's Guns power +8, the missile is freed from the tractor. It will move a number of hexes this phase equal to the successes (to a maximum of 6) and attack if possible.

Tractored Missiles that are targeting the ship they are tractored by roll their attack as normal but subtract the Guns power of the tractoring ship.

Defuse Missile or Mine

(Science vs. 11)

Renders the object harmless. Failure detonates it instantly in the module where it is reeled in.

Any tractored object is at speed zero for purposes of being targeted by the tractoring ship.

Tractored Fighters

A tractored Fighter adds the tractoring ship's Guns power to the difficulty of any skill check taken aboard the Fighter and subtracts the ship's Guns power from its movement. If after suffering both of these penalties, the remaining movement is 1 or more, the fighter is free of the tractor.

Tractoring Non-spacewalkers

You cannot tractor anything off another ship. You cannot tractor anything off the surface of an asteroid, planet, or moon unless you are docked to that body.



Fighters

Although Fighters can't match the durability or power of a capital ship their versatility and nimbleness makes them an effective mobile strike force useful in many tactical situations. Fighters can launch from a Cargo Bay with a Launch Tube Cargo Item.

Fighters hold up to two characters. Either one or both may operate the Fighter. It is important to note that the Fighter can only take one move action and one shoot action per phase and can only make contact with a given starship or installation a maximum of once per phase. (You can not launch or undock and dock a fighter on the same phase to the same ship.)

Fighter Movement

Movement in a Fighter requires one of the occupants to spend a move action to make a Piloting skill check and then consult the following chart to see how many hexes you may go. Each Fighter may only move once per phase and it spends the move action only of one character to move the Fighter.

PILOT CHECK	MOVEMENT
3	1
4	2
5	3
8	4
11	5
14	6
17	7
+3/	+1/

Cargo Bay Battlestation Fighter Actions

Board/Disembark Fighter

(automatic action)

It requires an action to strap yourself into or out of a fighter. This action must be taken at Cargo Bay Battlestation for a landed Fighter or any adjacent square for a docked fighter.

Other characters in or adjacent to the docked Fighter or the Cargo Bay Battlestation for a landed fighter may spend their action to put any unresisting character within their reach into (or out of) the Fighter.

MICROSHIPS

Fighters, drones, relay stations, and all types of mines and missiles including boarding torpedoes form the class of objects called microships.

Microships have a target number of 12 but each damage level makes it one easier to target.

You cannot target a microship with a Teleporter.

Any hit with a ship's weapon on a microship causes a damage level to it, a die of damage to any occupants and the microship must make a survival check of 7+ the number of damage markers it has or be destroyed. Characters aboard a destroyed microship suffer one die of damage and become spacewalkers. Warhead missiles gain an additional damage marker each time they gain one.

Any action within a microship (Fighters, boarding torpedoes) is at a penalty equal to the number of damage levels it has.

Explosions

If a microship is in the range of an explosion it does not get a damage marker or deal damage to the occupants but the microship must make a survival check.

Astral Bodies

Microships ignore Asteroids. Microships moving at a speed greater than one into hexes containing astral bodies larger than an asteroid get a free dodge check of 7+ damage markers. Characters aboard (if any) on overwatch to dodge may make this check a piloting check. Note, this is a special case where you can go on overwatch to dodge during your move action when piloting a microship. Failure to dodge causes a hit to the microship.

Only bots can begin a mission in a fighter unless otherwise specified in the mission briefing.

Launch Fighter

(Piloting skill check vs. 11)

Spend 2 Guns power. There is no consequence for failure other than not launching and losing the power. This action can be taken from the Cargo Bay or from within a fighter at no remote penalty.

Repair Fighter*(Engineering vs. 11)*

Remove all damage from any Fighter in the Cargo Bay.

Fighter Actions

Any of the following actions may be taken aboard a fighter.

Assist*(Piloting vs. 8)*

You may assist any Fighter or Drone in your hex with any skill check they are attempting including movement.

Launch Fighter*(as per the Fighter Battlestation action above)***Land Fighter***(Piloting Skill Check vs. target ship's OOC + (Speed x 2))*

Success puts your Fighter in the unoccupied Cargo Bay slot of your choice. Failure damages the Fighter, deals 1 die of damage to the occupants and causes a survival check.

You can land in a Cargo Bay this way but will not be able to launch again unless it has a Launch Tube.

Dock with a Starship Portal*(Piloting Skill Check vs. target ship's OOC + (Speed x 2) +3)*

Success puts your Fighter at the external port of your choice for the target ship. Note that this does not open enemy doors (they can be hacked, blown open or opened from the inside by a confederate (see page 31)).

ANY maneuver by the starship undocks the Fighter unless it is clamped (see below).

A Fighter may only dock or undock with a ship once in a phase. Thus, you cannot use a Fighter to shuttle people around a ship in one phase.

A Fighter is damaged when the module it is docked to is struck by weapons fire. This causes a die of damage to the occupants, a damage marker and survival check for the Fighter.

Clamp (or Unclamp) Fighter*Automatic Action*

This action can be taken from inside or outside the fighter. The fighter will remain docked to the external door of the starship even if the starship maneuvers.

If the fighter does any movement or maneuver while clamped, it suffers a damage marker (and survival check) and is free but causes no damage to occupants or the ship.

Pickup a Spacewalker*(Piloting Skill Check vs. smallest personal Target number +3 per additional pickup)*

It is a free action to cling on or climb in when getting picked up. Cling-ons provide a +1 difficulty penalty to all actions taken by the Fighter. Two characters linked together count as a single pickup but two cling-ons.

Cling-ons are spacewalkers. Unconscious cling-ons fall off unless something is holding them.

In-Flight Repairs*(Engineering vs. 11+3 per additional damage marker to be removed)*

Success removes a damage marker from the Fighter. Note that like all actions, there is a penalty to the skill check equal to the number of damage markers on the Fighter.

Fire Cannon*(Combat vs. target distance x2 + Speed x2)*

If successful, roll hit allocation as per a standard Cannon shot configured to multi-cannon.

Fighters in the same hex as their target ignore the target's shields and choose the direction they hit from.

A Fighter's cannon may only be fired a maximum of once in a given phase.

Crash Land*(Piloting vs. Target ship Speedx2)*

If successful, crash the Fighter into a ship in the same hex like a boarding missile. This destroys the Fighter and disgorges all occupants into the module of the pilot's choosing.

Dodge A Planet or Moon*(Piloting Skill Check vs. 7)*

You may choose this as your action during movement in place of having to make a survival check when entering a hex with a moon or planet. Failure damages your Fighter.

Targeting Fighters

A Fighter is considered Speed 6 for targeting purposes. Any attempt to target a Fighter has its difficulty reduced by the number of damage markers it has.

Personal Weapons fire against a fighter causes a broken marker and a survival check on a damage die roll of "6" but does not cause damage to occupants.

Tractoring Fighters

See Tractor Page 120.

Explosion Damage Versus Microships

Any microship in the blast area of an explosion must make a survival check but does not gain a damage marker or cause damage to the occupants.

Damage Level and Survival Checks

When a Fighter is hit, do not roll hit allocation.

The fighter gets a broken marker and each occupant suffers one die of damage.

Any action taken aboard a Fighter is at a penalty equal to the number of broken markers it has.

Each time a Fighter is hit, it must make a Survival Check at a difficulty of 7+ the number of damage markers on it. This is luckable. Nothing else adds to this roll. If this roll fails, the occupants suffer an additional die of damage and become spacewalkers.

Fighter Upgrades

Fighters can be upgraded with an Engineering skill check of 11. They can be upgraded multiple times (with multiple actions, possibly over multiple campaign turns.) but the difficulty to upgrade a Fighter goes up by 1 for each upgrade it already has.

Each Fighter begins play with one upgrade as determined by the ship it flew in on. Each species has a preference for the starting upgrade for its Fighters.

See the full list on the next page.



Fighter Upgrade Chart

UPGRADE	SPECIES	BENEFIT
Accessport	Tentac	-1 difficulty on Engineering checks for repairs
Accurate	Vomeg	You may count the distance to targets as 1 hex closer
Aerodynamic	Human	-1 difficulty of all piloting checks
Armored	Zoallan	-1 collateral damage to all occupants when Fighter is damaged
Auto Lock	(none)	May reroll one hit allocation die on shots
Comfortable	Diploid	Any penalized action is at one less penalty
Ergonomic	Kerbite	-1 difficulty on Assist actions
Gargantuan	Whaloid	Upgrade the Fighter to Pod size. +3 to be targeted. holds up to 6 crew. in addition to 1 Whaloid
Gyroscopic Stabilizer	Xeloxian	Difficulty to launch one lower and ignore OOC when launching or landing
Hyperaggressive	Whistler	Reroll on Combat skill checks to shoot at targets at a distance of 0
Jump Seat	Bot	Adds an extra seat that doesn't require an action to climb in or out of, but doesn't allow operation of the Fighter's controls. You may spend an action to move between a Jump Seat and a seat with controls
Padded	Minutian	Minutians inside suffer a maximum of 1 point per die.
Phasing	Pyrelian	If all the occupants are phased out Pyrelians, the Fighter phases out
Porta-Ram	Beastmen	Built in Porta-Ram considered "in hand" for the crew usable only to break doors
Probe	Fungaloid	The Fighter counts as a Science Probe (see page 138) for the mothership
Redundant	Blootian	Occupants may reroll one die on Engineering skill checks to repair the Fighter
Reinforced	Silicoid	Reduce the difficulty of Survival checks for this Fighter by 1
Resonant Matrix	Trundlian	Add one point of hull damage to each hit it deals without increasing the number on the die
Stealth Tech	Otyssian	Fighter is one harder to target
Synchronized	Chronosian	Chronosians only take one die of damage the self of their choice if they are both in the Fighter when it suffers a hit
Vectored	Canosian	May reroll one die on movement rolls

Cloaking Device

Cloaking Device

(requires external facing)

Sometimes it can be advantageous to be harder to target or even disappear entirely.

The Cloaking Device is built for those occasions.

Cloak

(Science vs. Ship Size)

You may add +3 to the difficulty for each additional level of cloaking you wish to attempt.

This raises the ship's Cloak level by 1 and places a used marker on the Cloaking Device. The Cloaking Device is at a penalty of +3 difficulty for each used marker. It does not require power. A ship can have a maximum cloak level of 5. Track the Cloak level with a used marker on the Speed track of the Ship Control Card.

Cloaking level

Each cloaking level of a ship provides a +1 difficulty to any attempt to target that ship (including but not limited to: direct ship's weapons fire, missile attack rolls, fighter or drone attacks, scans, teleporting, cloak penetration, etc.).

The cloaking level drops by one at the end of each round. It also drops by one if the Cloaking Device is hit, or drops completely if the Cloaking Device is damaged.

The cloaking level is reduced to zero whenever the ship takes any action that targets something or puts something into space.

The cloaking level can be raised. The cloak can be re-engaged any number of times in a phase or round.

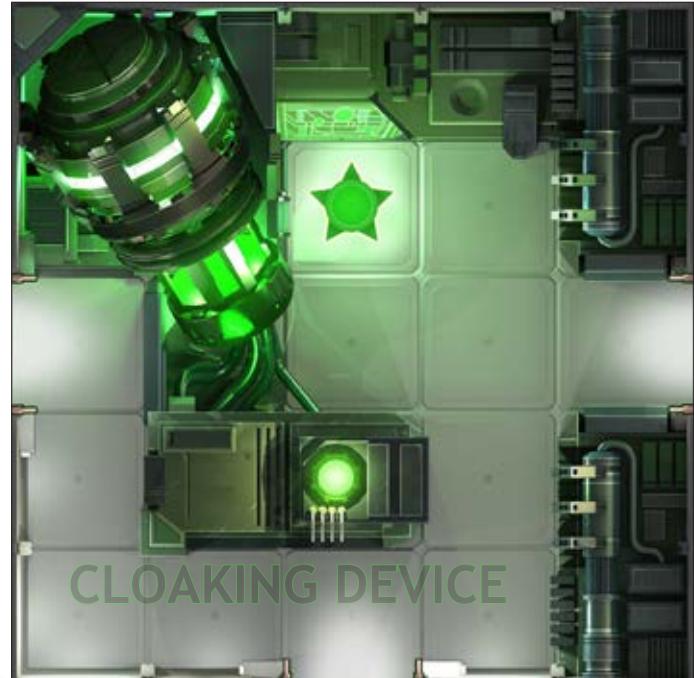
Cloak Penetration

(can also be done from the Science Bay)

(Science vs. Distance to Cloaked ship. May add +3 per additional level of cloaking you wish to lower.)

Success lowers the target's cloaking level by one.

Note that you must target the correct hex to have any effect on it.



Running Silent

If the ship's OOC and each of its power levels is at or below the cloaking level, the ship is running silent. The Enemy will remove silent enemy ships from the map and track them in secret. With any attempt to target a cloaked ship, you must guess the correct hex they are in if they are running silent.

Any hit to a silent ship gives away the location but does not reduce the cloaking level unless it strikes the Cloaking Device.

The heroes will be well advised to use their Science Bays to consult the computer. Due to the fact that the cloaked objects still have mass, the Hyperdrive is available to be used to "Ping" for distance or facing.

Silent Heroes' Ships

Enemy ships will not search for cloaked heroes in the same way. If they need to guess (there has been ship movement since the last sighting) roll a die to see if they guess the correct hex. On a result of 5, or 6, they have guessed correctly. On a result of 1,2,3, or 4, they have missed their guess by one hex in the direction most favorable to the heroes.

Engine

(requires external aft facing)

The Engine Generates Power. At the start of each round, if a ship has at least 1 functioning engine the Helm, Guns, and Shields levels each rise to 1 if they are at zero.

Pump Engine

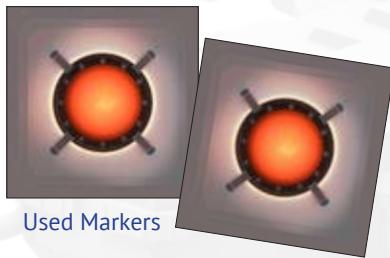
(Battlestation Action)

You may add +3 to the difficulty for each additional power you wish attempt to generate.

Add 3 to the difficulty for each used marker.

Make an Engineering skill check at a difficulty of 8 to add one power to the system of your choice. You may add 3 to the difficulty for each additional power you wish to generate. Each power can be put into any of the 3 systems.

Place a used marker on the Engine after this action.

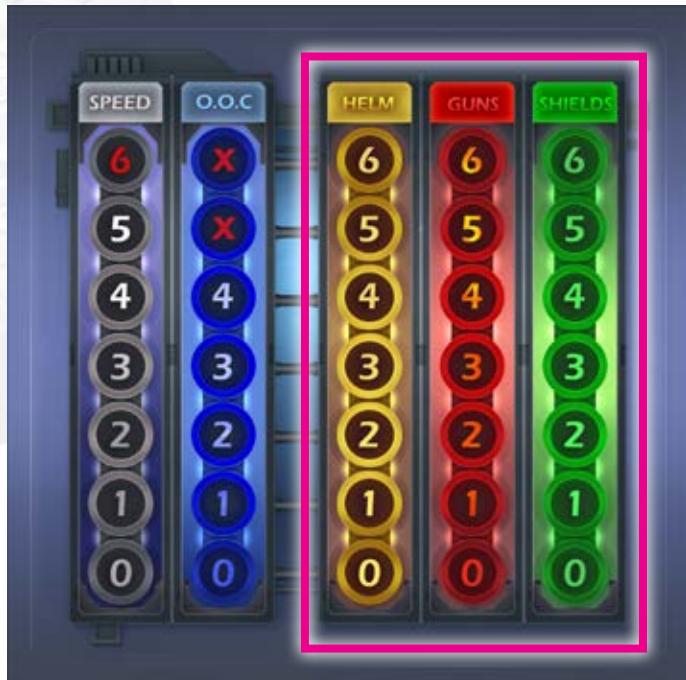


Note: Toolkits do not give a bonus to pump Engines or transfer power.

Transfer Power

(Battlestation Action)

Make an Engineering Skill check of 8 to transfer one power from one system to another. You may add 3 to the difficulty for each additional power you wish to transfer. This action does not put a used marker on the engine and ignores used markers on it.



Control Panel for System Power

Helm

(requires external forward facing)

The helm is where you fly the ship from. Maneuvers here will allow you to speed up, slow down, stall, ram, dodge, change facing, dock, evasive maneuvers, pickup spacewalkers, land, enter atmosphere, blast off or steady the ship.

Flying the ship

Technically the ship flies itself. The crew can take piloting actions to change the speed and heading of their craft and other various maneuvers.

Each Helm action you attempt costs one Helm power regardless of how many maneuvers it contains. (i.e. doing a double turn or triple acceleration still only costs one Helm power.)

Other than "Steady the Ship" all maneuvers generate one OOC per maneuver attempted and extra OOC if they fail equal to the amount by which they fail.

OOC in excess of 4 becomes 1 point of Hull Damage each.

Maneuver

(Piloting Skill vs. 2x Ship Size + 2x Speed)

Add +3 to the difficulty for each additional maneuver of the same type you want to do.

The speed here is the current ship speed.

Example: Size 5 ship at speed 2 wants to accelerate by one. The difficulty is 10 (double size) +4 (double speed) for a total of 14.

TACTICAL NOTE

You can double turn to keep going the same direction. This is called a waggle and can be useful when you are trying to bring forward facing weapons on overwatch to bear on a target that is chasing you.

Accelerate/Decelerate

Adjust the ship Speed by one. Minimum Speed is 0. Maximum Speed is 5.



Turn

Rotate the ship facing 60 degrees.

Sideslip

On the ship's next movement it will slide one hex diagonally instead of straight ahead.

Note that this does not move the ship right now but you can slide it to the edge of its hex to remind you that when it does move, it will move that direction but maintain its current heading. A double sideslip makes the ship sideslip twice.



Stall

The ship skips its next hex of movement. You can multi-stall to skip additional hexes of movement.



Steady the Ship

Clear all OOC. This maneuver ignores OOC and does not generate OOC if it fails. A character can be on overwatch to steady during a maneuver and cancel the OOC as it is generated.

Dock

Choose a ship in the same hex with matching speed and heading. Connect a door on your ship with a door on the opposite side of the target ship. (Geometry must match). Those doors are now adjacent. Treat this as a Tractor Dock (page 121) with the exception that any attempted maneuver by either ship breaks the dock instead of being penalized by the other ship's size. Note that you must hack or break the door to go into the other ship unless you have access. At Speed 0 you do not need to match facing to dock.

Ram (Must be on overwatch)

(Piloting vs. 2x Ship Size + 2x Speed)

Count your successes as a penalty to the target's attempt to dodge your ram.

Starships will not ram one another unless somebody on one ship was on overwatch to ram. Space is big.

Ramming is the process of causing your warp bubbles to collide as your ship is moving into the hex of another ship (or it is moving into your ship's hex). Note an actual collision at superlumic speed would obliterate both ships!). This ram is about the interference of your respective warp bubbles.

If successful, your ship strikes the target with its speed as a Cannon hit and its size as another Cannon hit (see page 106). Both hits ignore shields. The ship you strike deals damage to your ship in the same way (hits of Speed and Size). The facing of the ships determines the face hit by the ram.

After any ram, each ship loses 1 speed and gets a random facing. Bases don't change speed or facing.

Note that you can ram the same object a maximum of once per phase in a given hex. You can't have both of your pilots on overwatch to ram and both ram the same target. If your random facing happens to put you both into the same new hex, your second pilot could then ram.

Ramming Astral Bodies

Entering the hex of an astral body at a speed greater than 1 will cause a collision unless somebody aboard successfully dodges. Ships ramming a moon or larger body suffer as if hit by a ship of their own size and speed as you skip off the atmosphere. Entering the hex of a black hole or any type of star destroys the ship.

Ramming Spacewalkers

It is a simple maneuver to ram a spacewalker. Add +3 to the difficulty to ram additional spacewalkers in the same hex.

The Spacewalker suffers a number of dice of personal damage equal to the larger of ship's Speed or Size. The starship might suffer damage. Roll a die and the starship sustains one point of hull damage if the die result is "6". Extremely few ships are equipped with wiper blades for removing the debris left behind.

Pickup Spacewalkers

Ship must be at speed zero. It is a simple maneuver to pickup a spacewalker. Add +3 to the difficulty to pickup additional spacewalkers. Success puts the spacewalker(s) just inside the external door(s) of your choice. Failure by exactly 1 rams the spacewalker (see above).

Dodge

(Piloting vs. 2x Ship Size + 2x Speed + Ram Successes, +3 per additional dodge to perform in a phase).

Entering the hex of a moon or larger object at a speed greater than 1 requires a Dodge or the ship will ram the object.

You can also use Dodge to avoid: Rams, Mines, and Missiles. The difficulty to avoid Rams and missiles is increased by the successes of those attacks. It is a simple maneuver to avoid a mine or planetary body.

Add +3 to the highest dodge difficulty for each additional object you wish to dodge. Thus a size 3 ship at speed 3 needs a 12 to dodge one object but if it is traveling through 2 difficult hexes it will need a piloting check of 15 to get through unscathed.

Similar to sideslipping, a dodge action taken not during ship movement lasts until the next ship movement.



Evasive Maneuvers

(Piloting vs. 2x Ship Size +2x Speed, +3 per level of maneuver to increase the OOC)

Add the ship's OOC level to the difficulty of any attempt to target the ship until the ship attempts another maneuver.



Planetfall

Ships can enter atmosphere, land and take off. Note that landing on a planet, moon or asteroid without atmosphere allows you to skip the “enter atmosphere” and “leave atmosphere” stages. All maneuvers entering, within or leaving atmosphere, have a difficulty equal to triple the ship’s size and generate an additional amount of OOC equal to the ship’s size. Ships cannot accelerate when within an atmosphere.

Enter Atmosphere

(Piloting vs. Ship size x3)

If your ship is at speed zero and in the same hex as a planet with an atmosphere you can use this maneuver to enter atmosphere.

You must take a separate action to land or leave the atmosphere.

Land

(Piloting vs. Ship size x3)

A failed landing attempt succeeds anyway but causes 1 die of hull damage, 1 die of personal damage to all aboard and breaks a random module from a random facing for each point of failure.

Example: A size 3 ship wants to land (difficulty 9) the Piloting skill check totals to 6. All aboard suffer 3 dice of personal damage. The ship suffers 3 dice of hull damage and 3 modules break.

Note that this is in addition to the OOC converting to hull damage upon landing.

Blast Off!

(Piloting vs. Ship size x3)

Success moves the ship from the surface to “in atmosphere”. You must take another maneuver to leave the atmosphere (or land).

If you are blasting off from a moon, you do not need to leave atmosphere.

Leave Atmosphere

(Piloting vs. Ship size x3)

Success puts your ship in space in the same hex as the planet you are leaving headed in the direction of your choice.

Hyperdrive

This module literally allows for interstellar flight.

Travel from system to system would take years without a Hyperdrive. Unfortunately, the Hyperdrive is adversely affected by the gravity well of planetary bodies and the warp bubble of other vessels.

Used Markers

Each attempt to use the Hyperdrive puts a used marker on it and any use of it is at a penalty of 3 for each used marker.

Damage and Slagging

Each time the Hyperdrive suffers a Damage marker, it loses a program marker. If it becomes slagged, it loses all program markers.

Warping In

(Battlestation Action: Science vs. Ship Size)

Unless otherwise specified in the mission briefing, ships that warp in begin play 20 hexes from the nearest planet, ship, or star of their choice at speed 1. Note that you must be at least 20 hexes from all such objects.

As the first action at the start of the first phase of Round 1, a character may use the Hyperdrive to attempt to Warp In closer.

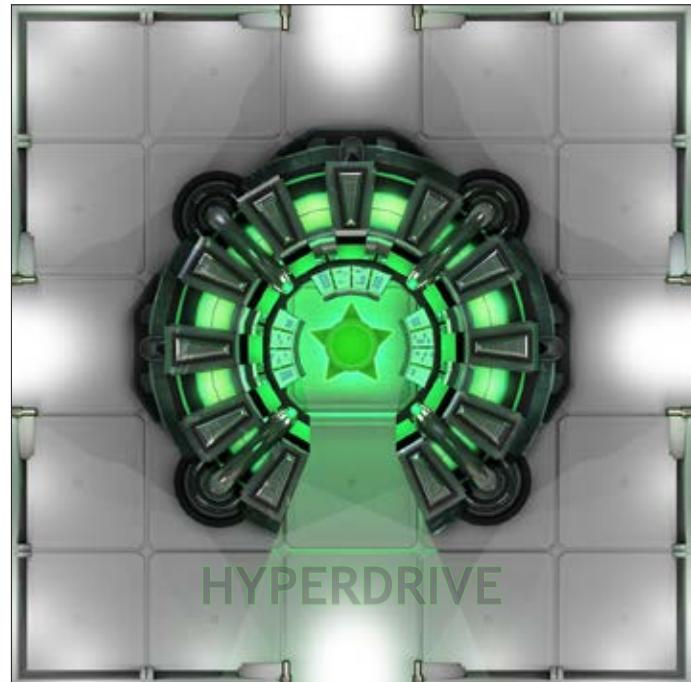
Unlike most other actions in Battlestations, the Warp In check does not require you to declare a target before rolling the dice. Every 3 successes moves the ship one hex in the direction of your choice.

Warping in Formation

A fleet of 2 or more ships can warp in “in formation” the lead ship warps in as normal and other ships warp in with the same facing.

They’ll be at a distance of 2 hexes further from any objects that inhibit warp.

Note: when 2 or more ships travel in formation like this, it appears like an invasion to the destination and they generally turn out the whole navy if they are a world of significance.



Programming the Hyperdrive

(Battlestation Action: Science vs. 8, +3 per additional program marker you wish to attempt)

Success gets you a program marker. When a ship has as many program markers as its size, it is eligible to Warp Out (see below).

You may not attempt to get programming markers while within 12 hexes of a planet or star. A ship that is within that distance loses all program markers.

Warp Out

(Battlestation Action: Science vs. 8)

A ship with a number of program markers equal to its size may Warp Out to leave the system. Usually this ends the mission but if there are unfriendlies aboard the ship you will need to resolve the boarding action.

In System Warp

You cannot do this. If you warp out, you’ve left the mission.

Ping for Cloaked Objects

Since the Hyperdrive uses technology that interacts with the gravitational fields in a system (you can’t program within 12 hexes of a planet), you can use the Hyperdrive to detect cloaked objects.

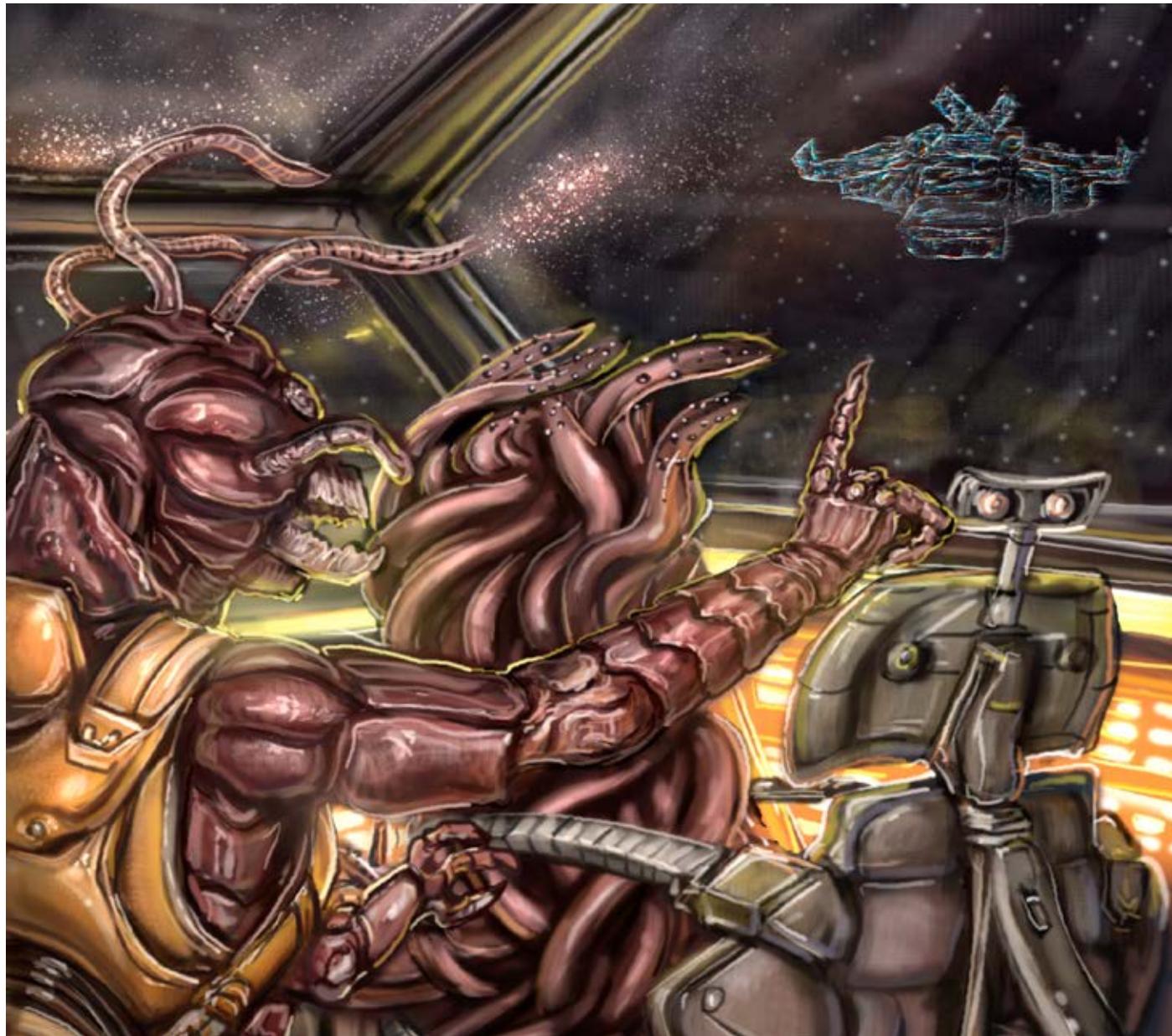
Ping

(Battlestation Action: Science vs. 0, add +3 for each additional question)

Success answers any of the following questions of your choice.

- ▶ Distance to the nearest cloaked object.
- ▶ Speed of the nearest cloaked object.
- ▶ Facing of your ship to the nearest cloaked object.
- ▶ Number of cloaked objects in the system.

You may substitute “second closest” or “third closest” etc. for “closest”.



Life Support

Each Life Support module allows a ship to have up to 4 crew aboard. Note that this is long term crew. During the phases and rounds of a mission, ignore this restriction. A single boarder showing up will not overstress your Life Support but if you were to capture them and bring them home, the ship Life Support would get overstressed.

Life Support damage is subject to alien and special abilities but not armor.

Overstressed Life Support

If there are more characters aboard a ship for a leg of a long space voyage than it has sufficient Life Support, those aboard will suffer damage. For each character aboard the ship that exceeds its carry capacity, each character aboard suffers a die of damage. Thus, each of 6 characters aboard a ship with a capacity for 4 would suffer 2 dice of damage. This damage is luckable but cannot be healed until the end of the campaign turn.

Unsupported Life Support

Spacewalkers

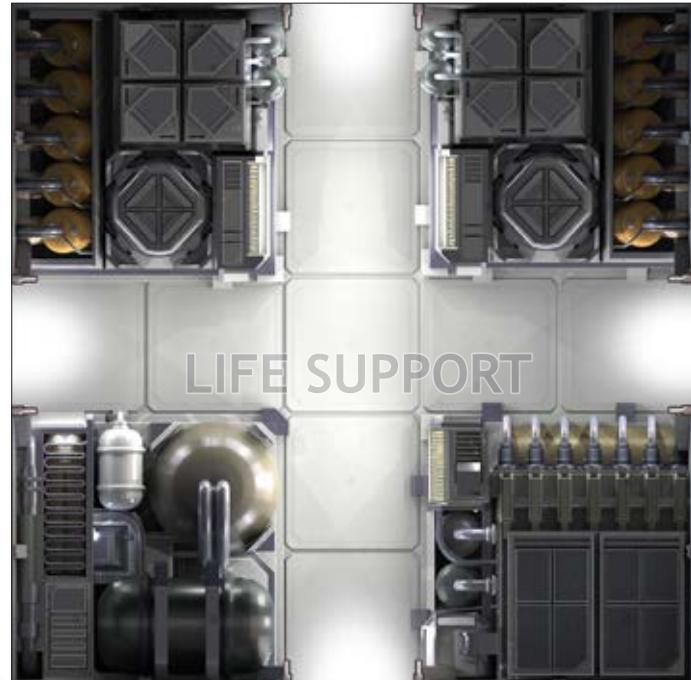
Any character in space that is not aboard a ship or Fighter must make an Athletics skill check of 11 at the end of each Phase or suffer 1 die of damage. This is not mitigated by armor but is subject to alien abilities.

Broken or Slagged Life Support

If all Life Support modules are broken or slagged, all characters aboard must make a passive Athletics check of 11 or suffer 1 die of damage at the end of Phase 6.

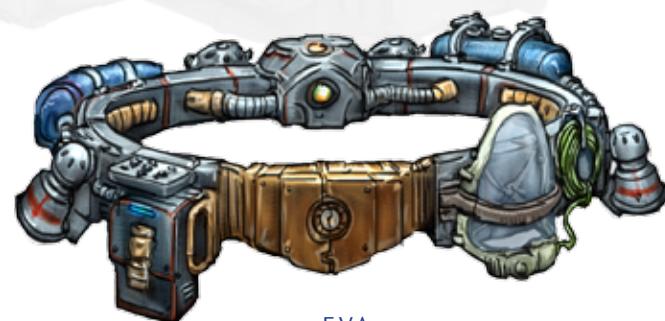
Dying

A character with damage exceeding their hit points by 6 or more is dying. They will automatically suffer a die of unsupported Life Support damage at the end of each Round as if their ship's Life Support had failed unless a successful CPR is performed on them (see page 34). If it is, they must make the Athletics check of 11 or suffer unsupported Life Support damage.



Upgrade

An upgraded Life Support supports an additional crewman.



E.V.A.

Mine Layer

(requires external facing)

This device powers up and launches a mine into an unoccupied space hex using a hybrid technology somewhere between a teleporter and a tractor.

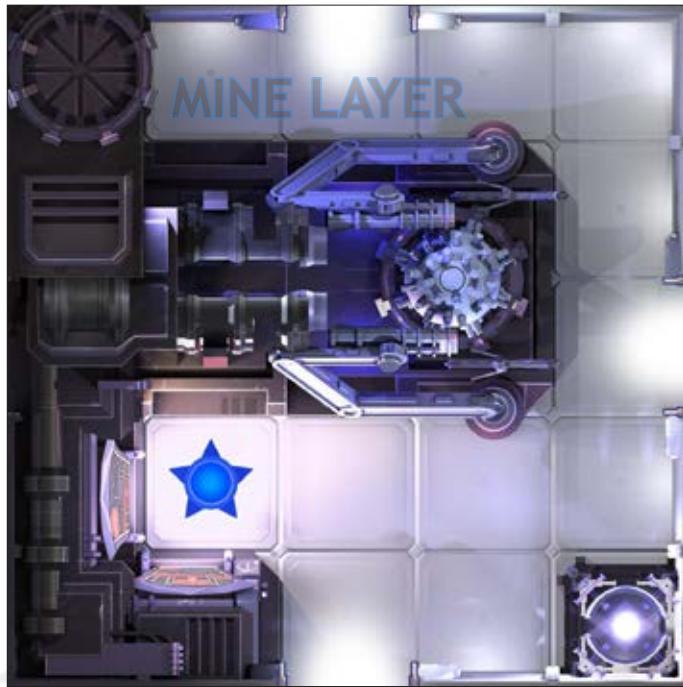
Action: Place Mine

(Engineering vs. 2x Distance, +3 difficulty for each used marker)

If successful, place a mine in any empty target hex within the firing arc of the Mine Layer. There is no penalty for failure (besides the power expenditure and the used marker).

It may be used multiple times in a round but only once per phase.

Spend a Guns power and place a used marker on the Mine Layer module each time it is used regardless of success.



Action: Drop Mine

(Engineering vs. 0,+3 difficulty for each used marker)

This works the same as for “Place Mine” above except that you may drop a mine in your own hex. It does not arm until it is alone in a hex with nothing microship sized or larger in them.

Mine Attacks

Mines blindly attack anything that moves into their hex. If two or more ships move in, the mine attacks each in turn (until it hits one or misses all of them) in the order they enter the hex.

A character on overwatch may attempt to dodge mines during ship movement (see page 146)

Microships and Mines

Mines will not attack microships.

Mines are unaffected by cloaking.

Mine Hits

Mines ignore Speed. Roll hit allocation to see where the mine strikes choosing the 7 as the centerline for the ship. A mine that misses the ship’s silhouette does not detonate.

Mines can be in any of the following types as chosen when placed.

MINE TYPE	EFFECT
Warhead	Deals 2 dice of damage like a missile page 136
Gas	Per missile page 136
Chaff	Place 6 chaff markers in the hex. Remove 1 at end of each phase. Line of sight into or through the hex of a Chaff mine is at a penalty = number of chaff markers in the hex
Plasma	Like a plasma missile page 138. Starts a fire
Seeker	+3 difficulty to dodge. 1 reroll if hit allocation misses silhouette. Deals only 1 die of damage if it hits
OOC	Roll a die for random facing. Each turn causes 1 OOC
Anchor	Decelerate ship by 2 and add 2 OOC
Probe	Science Probe (see page 138)
Heavy	Deals 3 dice of damage like a Heavy missile page -3 difficulty to dodge
Burst	Survival check for all in hex (2 dice damage to spacewalkers)

Missile Bay

(requires external facing)

The Missile Bay lacks the punch of a Cannon but adds versatility in the form of various types of missile to launch. A cannon deals more raw damage but you can't ride a cannon blast onto an enemy ship.

Each Missile Bay may be used once per Phase.

The user determines type and target upon launch but the missile can be retargeted.

You may not target your own ship with a warhead missile. Missiles ignore shields.

Attempts to launch a missile from a Missile Bay with at least one used marker are at +3 difficulty per used marker and if they fail, detonate a standard warhead inside the Missile Bay regardless of what type of missile you were trying to launch.

A ship may have at most 6 missiles in flight.

Missile Variety Chart

WARHEAD TYPE	PAYOUT	ATTACK DICE	SPECIAL	MOVE PRIORITY
Standard	2 dice	2	n/a	6
Heavy	3 dice	1	n/a	5
Seeker	1 die	3	n/a	9
Plasma	1 die	2	Starts Fire	6
Gas	-	3	Cloud in target and adjacent modules	4

BOARDING	PAYOUT	ATTACK DICE	SPECIAL	MOVE PRIORITY
Standard	2 chars	2*	n/a	2
Heavy	3 chars	0*	must be piloted by an occupant or will not land.	1
Light	1 char	3*	n/a	3
Rescue Pod	3 chars	-	Retrieval	7

*Any character on overwatch to do so may spend their action to use a piloting skill check instead of the boarding missile's attack dice.

OTHER	PAYOUT	ATTACK DICE	SPECIAL	MOVE PRIORITY
Science Probe	Science	-	Science Bay Questions	8
Burst	-	-	Cause survival and hull checks for all in hex	11

Launch Missile

(Battlestation Action: Combat vs. 11,+3 per used marker)

If successful, select a missile and a target (it need not be in Line of Sight). Place a missile marker in your ship's hex. Eligible targets include objects such as ships or planets or a specific hex. After the launch attempt, spend 1 Guns power and place a used marker on the Missile Bay.

If you are launching a boarding missile, the occupants must be within one square of the Missile Bay Battlestation. A conscious unwilling character gets a free passive Athletics check against a difficulty of 8 to avoid being stuffed into a missile and launched.

Tractored Missiles

If a missile is tractored, any action by or within the missile including attacking the ship is at a penalty equal to the tractoring ship's Guns power (see tractor page 120).

Retarget Your Missile

(Battlestation Action: Combat vs. Distance to missile, +3 per additional missile to retarget)

On success, redirect one missile launched by your ship to a new target. In the same action, retarget additional friendly missiles for a +3 difficulty each as long as they are no further away. Missiles cannot be otherwise steered or controlled except by ECM (page 140) or tractoring (page 120). You may not redirect a warhead missile to your own ship. Boarding missiles can only be retargeted by the occupants.

Missile Movement

Missiles move 6 hexes each phase after ship movement. Missiles ignore facing restrictions for launch. They must move along the shortest route possible toward their target. If two hexes are equidistant, the player who fired the missile moves it into the hex of their choice.

Missiles move in order of move priority from lowest to highest but resolve attacks in reverse order.

For the purpose of being targeted, missiles move at speed 6 regardless of how many hexes per phase they are moving.

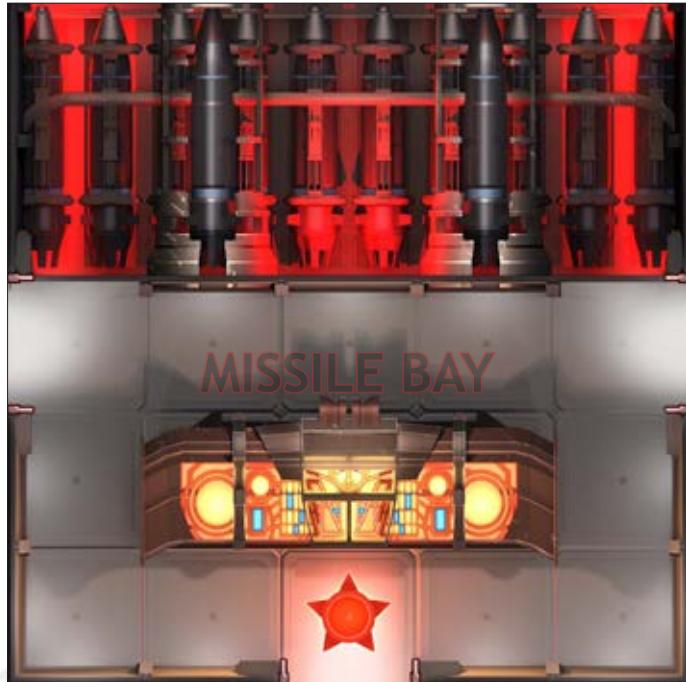
Missile Resolution

After all missile movement is completed, each missile resolves in the order of resolution. A missile in the same hex as its target will attack. Thus, a seeker missile gets a chance to blow up a heavy missile target before the heavy gets its chance to blow up the ship it is targeting. In the case of two missiles of the same size, missiles targeting smaller objects move after and attack before other missiles and further ties are resolved in favor of the heroes.

Roll the number of attack dice listed for missiles with attack dice. The difficulty is double the Speed of the target. Burst missiles detonate after missile movement at the start of missile resolution. Science probes don't attack. They just hang around their target or target hex sending telemetry back to the mothership.

If a missile attack hits, a character aboard the target ship on overwatch to dodge may attempt to dodge the missile see page 130.

If there is no successful dodge, the missile hits.



Hit Allocation

In the case of a boarding missile that was piloted in, the character piloting chooses any module along the facing the missile struck.

In the case of a warhead missile (or an unpiloted boarding missile), see hit allocation on page 107. Characters aboard an unpiloted boarding missile may spend luck on the hit allocation roll.

Obstacles

If a microship moves into a hex containing a body larger than an asteroid (moon sized or larger), it must make a survival check of 7+ damaged markers or be destroyed. This roll is luckable by everybody aboard a boarding missile. A character in a boarding missile on overwatch to pilot from the previous phase may attempt a Piloting skill check to dodge instead of the survival check before the dice are rolled.

Missing With Missiles

If the missile fails the attack roll or misses the silhouette with hit allocation, it becomes a "chaser" and will move and attack again on the subsequent phases until it hits, is redirected, or the target is no longer on the map. Chasing missiles are still subject to attacks, explosions, and ECM.

Warhead Missiles

When a warhead missile strikes its target, roll the damage dice as follows. A seeker missile rolls one die, a standard missile rolls two dice and a heavy missile rolls 3 dice. Each result of 4,5, or 6 raises the OOC level of the struck ship by 1. Apply the dice according to the appropriate diagram for warhead damage to see which modules are affected and which dice apply.

Note that OOC is only generated by the dice once whereas hull damage is generated by each module that is struck.

Each die of damage that results in a 1,2 or 3 deals one die of damage to the occupants of the affected module. Each die of damage that results in a 4,5, or 6 causes the indicated module to be broken (add a broken marker) and deals two dice of damage to its occupants.

A plasma or seeker missile will only affect the module it strikes.

A standard warhead applies the larger die to the module it strikes and the smaller die to each module that shares a side with the module of impact.

Heavy Missile warheads fill in the corners with the third die.

Standard Warhead Damage Diagram

Diagonally Adjacent <i>(No Damage)</i>	Adjacent Module <i>(Smallest Die)</i>	Diagonally Adjacent <i>(No Damage)</i>
Adjacent Module <i>(Smallest Die)</i>	MODULE OF IMPACT <i>(Largest Die)</i>	Adjacent Module <i>(Smallest Die)</i>
Diagonally Adjacent <i>(No Damage)</i>	Adjacent Module <i>(Smallest Die)</i>	Diagonally Adjacent <i>(No Damage)</i>

Science Probes

A Science Probe has instruments for a payload instead of a warhead. It can be used to learn more about remote phenomena when using the Science Bay. You may use your Science Probe(s)' position(s) in addition to or instead of your ship's position when consulting the computer to ask a yes/no question.

Note: Science Probes can only be used for consulting the computer not for scans. They have no effect on any other function such as data gathering specific to a mission.

Burst Missiles

These missiles detonate in their target hex causing no actual damage but causing a survival check for each microship and a hull check for each ship in the hex and 2 dice of personal damage to all spacewalkers.

Heavy Warhead Damage Diagram

Diagonally Adjacent <i>(Smallest Die)</i>	Adjacent Module <i>(Middle Die)</i>	Diagonally Adjacent <i>(Smallest Die)</i>
Adjacent Module <i>(Middle Die)</i>	MODULE OF IMPACT <i>(Largest Die)</i>	Adjacent Module <i>(Middle Die)</i>
Diagonally Adjacent <i>(Smallest Die)</i>	Adjacent Module <i>(Middle Die)</i>	Diagonally Adjacent <i>(Smallest Die)</i>

Boarding Missiles

Boarding Missiles

Boarding Missiles provide EVA for their occupants for the first 10 rounds or until the missile is destroyed. The missile is destroyed upon impact. It causes no hull damage to the ship it strikes and disgorges its contents into the module forming a seal.

Characters aboard a boarding missile can take any action except battlestation actions. Common actions include “Bracing”, drawing weapons, healing oneself with a MedKit or going on overwatch to pilot the boarding missile in or shoot upon impact.

A character aboard a boarding missile may choose to spend an action to pilot the missile in with a piloting skill check instead of the missile’s attack dice. (Note this piloting action must be taken as an overwatch action from the previous phase). Successfully piloting a boarding missile means you get to select a module of impact instead of rolling hit allocation.

Hits to Boarding Missiles

Each hit on a boarding missile causes one die of damage to the occupants, raises the damage level of the missile by one, and causes a survival check for the missile. The difficulty of this check is 7+ the number of damage markers (luckable). If it fails, the occupants suffer an additional die of damage and become spacewalkers.

All actions in a damaged missile are at a penalty equal to the number of damage markers.

Damaged missiles cannot be repaired.

Arrival Location for Boarders

The character arriving selects a square without a character in it to land in. All fellow passengers in a boarding missile must arrive in the nearest square(s) of their choice that are unoccupied.

Boarding Missiles as Landing Craft

A boarding missile can be crash landed on a planet or asteroid using its attack dice against a difficulty of 8. Any character aboard on overwatch to do so may spend their action to make a Piloting skill check to replace the missile’s attack dice. If this check fails, the occupants of the craft suffer one die of damage for each point of failure margin.

In any event, the boarding missile is destroyed and the characters had better hope the planet is hospitable.

If you are in a boarding missile and decide to leave the mission, the Enemy will adjudicate your chances of eluding hostiles until you can be picked up by a friendly ship. Boarding missiles are not equipped with astrogation equipment or a Hyperdrive so they can’t leave a star system. It may be a long, long walk home.

Rescue Pods

Rescue Pods move normally to their target hex, capture their target during missile resolution and return to the launching ship with missile movement on subsequent phases. They have sufficient Life Support for 10 rounds. The target may be up to 3 character-sized objects linked together. A character in powered armor counts as 2 character-sized objects. A barrel counts as one character-sized object.

If the target of a rescue pod or link attempt is conscious and unwilling, they may attempt one free Athletics check at a difficulty of 8 to resist capture. Successfully resisting a rescue pod destroys it.

Rescue Pods will not open until they reach the launching ship. They can be hacked open or shot open like enemy portals (Core page 55).

Rescue Pods cannot be used in an atmosphere.

Targeting Missiles

Regardless of actual movement, missiles are targeted as if they are moving at speed 6. Damaged missiles are 1 easier to hit for each damage marker. Teleporters cannot target a missile.

ECM a Missile

See Science Bay page 140.

Tractor a Missile

See Tractor page 120.

Science Bay

The Science Bay allows the generation of shields, scans, ECM's Missiles and is used to ask the computer Yes or No questions. It can be used many times in a phase but each time it is used it gets a used marker. Subsequent uses add +3 to the difficulty to use the Science bay for each used marker.

Shields

If the Science Bay is broken the ship cannot put power into Shields. If slagged, the ship loses all Shields Power. Putting power into Shields does not put a used marker on it or require an action (other than the action to pump the engine transfer power or discharge the battery to generate the power). You can take power out of Shields on a ship with a broken Science Bay but you can't put power in.

Scan/Counterscan

(Battlestation Action: Science vs. $\frac{1}{2}$ Distance, rounded up, +3 per additional scan you wish to get)

Having a scan on a target allows you to see the contents of a ship, base, missile or fighter. You may expend scans to reroll hit allocation rolls on the target.

A ship may have a total maximum number of scans equal to its size.

Note that the difficulty to scan your own ship is zero (because the distance is zero) and a successful scan will tell you about stowaways or Plot Twists aboard your ship. Counterscans remove enemy scans from your ship.

Note that you do not need to have Line of Sight to get Scans or Counterscans.

Research

Ask a Yes or No Question.

(Battlestation Action: Science vs. Distance, +3 per additional question you want to ask)

You can use the Science Bay to ask a question about anything in the system. The difficulty is the distance to the farthest hex you are asking about. Example: There are missiles 3 hexes and 7 hexes distant. If you ask whether the 3 hex distant missile is a boarding



missile, your difficulty is 3. Asking whether the 7 hex distant missile is a boarding missile, is a difficulty 7 check. If you ask whether either is, your difficulty is still 7. If you ask whether each is (two questions "Is this one a boarding missile?, How about this one?") your difficulty goes up by 3 to 10.

Collect Data

(Battlestation Action: Science vs. Distance to object)

Many missions require the collection of Data. The number of successes indicates the amount of data gained. Some missions have a required amount of data to gain to complete the mission or gain a valuable clue as to the nature of the mission.

ECM

(Battlestation Action: Science vs. Distance to furthest Missile, +3 for each additional missile)

You can fool any missile other than a boarding missile into thinking it has found its target by using Electronic Counter Measures. An ECM'ed missile will squander its movement and action instead of moving and attacking its target.)

Success puts a used marker on the Missile. It will stay where it is and remove the used marker on its next chance to move or act instead of moving and acting.

A missile can only have one used marker on it.

Sick Bay

A Sick Bay is an amazing piece of equipment. It can do anything a MedKit can do and more. It can heal the wounded, diagnose disease and even bring back the dying.

The Sick Bay does not acquire used markers. It must be operated from the Battlestation (or remotely at +3 difficulty) but the targets to be treated may be anywhere inside the Sick Bay.

Detox

(Science vs. 8)

Neutralize all drugs and Toxins in the patient's system.

Diagnostics

(Science Check vs. 0, +3 to the difficulty per additional question)

The Sick Bay can be used to ask Yes or No Questions just like the Science Bay but only about objects within the Sick Bay.



Heal

(Science vs. 8) +3 per additional die

The target must be anywhere in the Sick Bay to be healed. Heal the target for 1 die of wounds. This is healing just like with a Medkit so healing abilities such as "Healer", "Fast Healer", and the Autonurse cyberware, will apply their benefits.

Revive the Dying

(Science vs. Amount by which damage exceeds hit points)

Success brings the target to -5 hit points. This is not the same as healing so healing abilities such as "Healer" and "Fast Healer" and the "Autonurse" cyberware will not apply their benefits, but "Doctor" and "Field Surgeon" will.

Teleporter

This module delivers boarders or bombs to enemy ships and platforms.

Note the following:

- ▶ **Teleporters are one way trips.** You must find your own way off the enemy ship.
- ▶ **You cannot teleport to anything smaller than a ship or larger than a ship.** You need just the right amount of Gravity to teleport. You may not teleport onto fighters, missiles, or into space. You may also not teleport onto asteroids, moons, planets or stars.
- ▶ **Failed teleportations are painful.** If you fail the skill check to teleport or miss the silhouette of your target, whatever you are teleporting comes back to the Teleporter. If this is a character, they suffer a die of damage (armor won't help but other abilities will). If it is a bomb, it detonates in the Teleporter.
- ▶ **You must have one power in Guns to use the Teleporter.** The teleporter doesn't use Guns power unless you are launching a Teleporter Bomb.

Teleport

(Science vs. Your Shields + Target's Shields + Distance)

Declare before the attempt whether you are teleporting yourself, a character on the other Battlestation or a bomb. Add a used marker after you resolve the Teleport action. The Teleporter is at +3 difficulty to use for each used marker.

These bombs are balls of energy that are always available to teleport but cost a Guns power.

If the skill check is successful, roll hit allocation for a direct fire hit (pg 107) to see where the bomb or boarder shows up.

If the hit allocation misses the silhouette, the Teleport fails just as if you'd failed the skill check.

If the hit allocation roll hits for a bomb, it deals 1 die of hull damage to the target ship. If this die is a 1,2, or 3, it deals one die of damage to the occupants in the struck module. A damage result of 4,5, or 6, deals 2 dice of damage to the occupants and breaks the module causing 1 OOC.



Arrival Location for Boarders

The teleported character places themselves in any unoccupied square in the module where they arrive.



A dark purple background featuring a starry field with several bright stars of varying sizes. A faint, curved light trail or comet-like streak is visible in the upper center. The overall atmosphere is mysterious and celestial.

Section V

ADVENTURE

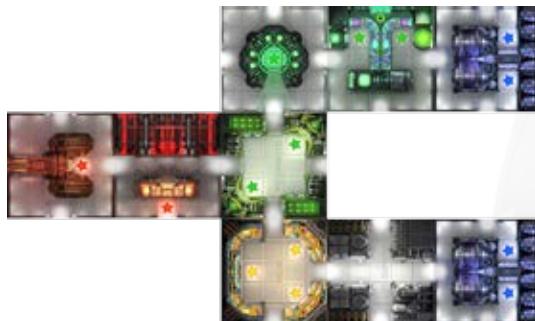
Setup

Select Mission

Now that you've got everything you need to start your adventure it is time to get underway (see sequence of play page 300). If you want to play a campaign, consult the campaign rules on page 176. Alternately, the Enemy may select a one-off mission.

Setup Ship

Arrange the modules according to the layout for the given ship as listed on pages 265. If the heroes don't already have a ship, select a size 3 scout ship of human registry to start. Players may rearrange these modules as desired before the mission begins as long as they keep the same modules and the facings for them are legal. Depending on the campaign and Enemy's discretion, the players may substitute modules or select a different registry.



Place Characters on Ship

At this time, the heroes place their characters on the ship. It is advisable to place characters on Battlestations that correspond to their profession. Keep in mind that performing upgrades (page 145) has certain placement restrictions.

If the ship has more Life Support capacity than characters the heroes may fill the unused spots with bots (see page 24).

Mission Difficulty

The mission difficulty (MD) is based on the average Rank of the heroes. This will determine the Ranks for enemy characters and mission specific parameters such as how much data to gather etc. If you have fewer than 4 players reduce the MD by one. If you have more than 5 players increase the MD by 1.

Plot Twists

The enemy gets to draw a number of Plot Twist cards equal to the Rank of the highest ranking character plus the MD. If you have more than 4 players the enemy gets an additional Plot Twist card for each player beyond 4.

Some missions have suggested Plot Twists. The enemy may spend the listed number of Plot Twist cards before the mission starts to add the suggested plot twist to the mission.

Morale Ability

The enemy may spend Plot Twists to select a morale ability from page 163 for the crew of one of their vessels. This is optional.

Using Plot Twists & Enemy Luck

The enemy can use Plot Twist cards at any time as specified on the card. The enemy may instead discard a Plot Twist card to get 2 Luck Tokens.

The enemy can spend this Luck in the same way heroes can except a given Enemy character may only spend one of this Luck on a given event. i.e. a pilot is failing a Helm maneuver to dodge an asteroid after his professional reroll and may spend one of the Luck to reroll one die of the skill check.

If that fails, crunch. He could spend a luck subsequently on the damage he's about to receive.

If the resulting collision causes a Hull check, each enemy aboard could spend up to 1 luck on the Hull check.



Upgrades

Space is huge and there is a lot of downtime while you are in hyperspace between planets. Most of us like to spend this time productively by souping up our gear and optimizing it. Of course, there is always the danger that you'll go too far in sharpening your Vibraknife and it will just snap.

The upgrade portion of the campaign turn gives everybody a chance to attempt to upgrade a module or piece of personal equipment.

Upgrading Modules

To upgrade a module, you need to be in it (although you need not be at a Battlestation).

Make an Engineering Skill check vs. 11. If successful, the module will perform at its upgraded level. Failure breaks the module.

Upgraded Life Support Modules support 5 crew instead of 4. All other modules reduce the difficulty of Battlestation actions in that module by 1.

Upgrading Personal Equipment

To upgrade a piece of personal equipment, you must be adjacent to it or have it in hand. Make a Science Skill check vs. 11. If successful, the item functions at the upgraded level. Failure destroys the item.

Upgraded items generally give a bonus of reducing the skill check needed to use them by one. Items that don't require a skill check to use reduce their mass in half when upgraded. Exceptions are noted in the item descriptions on pages 74 to 99.

Multiple Upgrades

A character with a special ability allowing them to perform multiple upgrades must be adjacent to any personal equipment or bots they are upgrading and equidistant between modules they are upgrading. If there are multiple equidistant squares, they may choose between them.



Losing Upgrades

A module loses its upgrade if it becomes slagged (has two damage markers on it).

Upgraded Personal Equipment keeps its upgrade until it is destroyed (doubly broken).

Setup Mission

The Enemy reads the mission briefing aloud to the players and sets up the mission according to the setup. There may be secrets about the mission that the Enemy will keep secret. (That's why they are secrets).

Space maps (hexes)

The mission setup will indicate whether to use the empty hex maps or asteroid covered map sides for space. If using asteroid covered sides the Enemy will select which to use unless specified.



Enemy ships and crews

If there is an enemy ship called for in the mission setup, the Enemy player will crew it with as many of the indicated species as there are heroes and fill the empty spots with bots. Unless otherwise specified, the crew will be evenly distributed between the 4 professions. The Enemy makes any decisions about which professions to replace with bots if necessary.

Enemy crews will have attributes and equipment as determined on page 160. They may also have a morale ability as determined on page 162.

In the rare case that the species is not indicated (or if desired for further randomness) you may select a random species with the chart on page 284.

Run Mission

The Enemy will announce the start of the mission and after warp in run it in phases and rounds (6 phases per round) until an end of mission goal has been met or (more likely) it has become obvious that a mission is successful or a failure. There will be more on this in the Enemy's section.

Warp In

At the start of the mission, place the heroes' ship at speed 1 with random facing 20 hexes from the nearest of any powered up ship or planetary sized body or larger.



At the start of the first phase a ship arrives only, a character may use the Hyperdrive in an attempt to warp in closer by making a Science Skill check against a difficulty of the ship's size.

Success moves the ship one hex in any direction of your choice. Each 3 points above what is needed moves the ship one additional hex.

Note: this movement does not trigger rams, mines, asteroid collision, etc.

Note: unlike most actions in Battlestations, you do not declare a target before rolling the dice.

Begin Phase 1 of Round 1

Use an off color die to mark the Phase at 1. Adjust this at the end of each Phase.

Power Generation

On Phase 1 of each round, each ship goes up to a minimum level of 1 power in all systems if at least one Engine is functional.

Power cannot be added to the Shields if the Science Bay is broken.

Ship Movement

Ships travel a number of hexes each phase equal to the ship speed in the direction they are heading.

A few ship's maneuvers (sideslip, stall) or an overwatch action to change facing or speed will modify this. See Helm page 128 for details.

The speed limit for ships is 5.

Movement Order

1. Move each ship one of its hexes at a time.
2. Start with the fastest ship.
3. Ships of the same speed move in size order (small to large). If tied in speed and size, heroes' move first.
4. After each hex of movement, check for collisions.
5. If a ship moving at speed greater than 1 moves into a hex with an astral body, it will collide unless an overwatch action to dodge is successful.
6. Ships moving into the same hex as another object smaller than an asteroid will not collide unless one of the characters on the moving ship or the ship already in the hex is on overwatch to ram.
7. A collision with a planet, moon or asteroid is like a ram with a ship of your same size and speed and then your ship gets a random facing and skips off in a random direction.
8. Anything moving into a hex with a star, black hole, pulsar, or quasar is destroyed.
9. Line of Sight - All Astral bodies except rings block line of sight. Rings count as 2 hexes each when determining line of sight.

Missile Movement

Missiles move in order of priority from lowest number to highest.

Missile Resolution

Missiles resolve in order of priority from highest number to lowest.

Hero Actions

All characters and their bots and allies take their actions at this time in whatever order of their choosing.

Each character may move or act first when resolving their phase but each character must resolve their turn completely before another character begins their turn.

Enemy Actions

Enemies go through the same sequence of actions as heroes and their bots and allies.

Steady Ship

Reduce the OOC level for each ship by 1.

Reduce the OOC for all bases to 0.

Convert the OOC for all landed ships to Hull Damage.

Fire, Gas, Life Support Effects

See pages 150-151 and 134 if necessary.

Character Recovery

Characters who have fewer wounds than hit points are now active.

End of Phase

Adjust the Phase die upwards by 1.

Repeat for Phases 2-6 then go to End of Round.

End of Round (If Phase 6)

If it is Phase 6, address the following:

1. Remove Used Markers - Remove all used markers from ships modules.
2. Reduce Power - Reduce all ship's power levels by one each in Helm, Guns, and Shields.
3. Reduce Speed - Reduce each ship's Speed by 1.
4. End Round and Begin a new Round at Phase 1.

Ending The Mission

If a mission end parameter has been met, the Enemy will end the mission and proceed to "after the mission".

Note that a wise Enemy will call a mission over as soon as it becomes obvious that it is all over but the shouting. Even fearless enemies with clones won't fight to the last man without a little hope especially if it gets tedious.

After the Mission

Hooray! We won! Or Boo-hoo, we lost.

Either way, the mission is over and it is time to clean up the aftermath. Since there is cloning, even a total party kill isn't the end of the universe. It still hurts, though.

After Mission Order Resolution

Heroes may resolve mission aftermath in the order of their choosing excepting that the replenishment of Luck and Pools always is the last thing to happen in a campaign turn. Thus, if you Rank up, you'll be able to use your new Rank and the Luck or Special Ability you gained on requisitions but not replenish the Luck you spent during the mission before requisitions.

Award Experience, Prestige, and Credits

Each character that participates in a mission gets experience, prestige and pay according to the success of the mission.

Failed Mission

Even for a failed mission, heroes earn 100 experience, 100 prestige and 100cr of pay.

Success

For a successful mission, the reward jumps to 200 each of experience, prestige, and pay.

Overwhelming Success

A mission that is an overwhelming success earns the heroes 300 each of experience, prestige and pay.

You may roll 2 dice and consult the following chart on the right to see what special reward they get for overwhelming success.

Capture

A captured character earns experience as normal but no prestige or pay and skips the requisitions portion of the end of campaign turn. Unless otherwise stated, they lose all gear and are issued new equipment as if they'd died.



Death

If a character dies, they earn a 100 prestige bonus in addition to whatever prestige they earned based on mission success. Dead heroes get no experience but do get standard pay. Their clone is surprised to wake up with a shiny new medal.

New clones are issued a new blaster and a MedKit with the fervent hope that they will learn to use at least one of the objects before they return to the clone vats.

They will also be issued armor if they can wear it. Other equipment lost when you die may be recovered with a special round of requisitions called "Alms for the dead". The hero gets a free chance to requisition each lost item.

Spoils

The heroes may each claim one item each of captured enemy spoils in a successful engagement. This item could be a module, piece of personal equipment or a Cargo Bay Item.

Advancement

It costs 100 times the Rank above you current Rank to achieve the next Rank. If you have enough Prestige to achieve the next Rank, you must spend it to do so. Thus a Rank 1 character would have to spend 200 Prestige to go to Rank 2. You may save leftover Prestige.

Skill increase is paid for with Experience in the same way. A character with a 0 Piloting skill may spend 100 Experience to make it level 1. If they still have 200 Experience left, they may spend it to raise their Piloting again to level 2. You may save leftover Experience.

Overwhelming Success Chart

2d6	REWARD	DESCRIPTION
2	Second Helping	Each hero may keep an additional prize from the enemy ship
3	Caught the Admiral's Eye	Replenish luck and pools before requisitions. All luck and pools one level deeper next
4	Gambling	Each character has the opportunity to bet as much of their total credits as they like and roll
5	Cash Reward	Each hero is awarded a bonus of 2d6 (luckable) x 100 credits.
6	Supply Ship	There is a bonus round of Requisitions this campaign turn.
7	Personal Equipment Upgrades	There is another round of upgrades this campaign turn for personal equipment only.
8	Ship Upgrades	There is another round of upgrades this campaign turn for ship's modules only.
9	Private Tutelage	A veteran offers to give the heroes tips and advice. Each hero gains an additional 2d6x10
10	Specialized Tutor	A specialist offers to teach the heroes the finer points of one of the skills. Roll a die to see
11	Bonus Luck	Each character has their Luck value increase by one permanently
12	Hero's Choice	Each hero may select one result from this list.

Requisitions

At this time, each hero may select an item they wish to get without having to pay for it. Roll 2 dice and add your Rank. If you rolled equal to or higher than the rq# for the item, it is yours. Heroes may spend their requisition to assist another hero's requisition. The difficulty to assist is 8 but reduce this by your Rank.

Heal Damage to Characters and Ships

Remove all used and damage markers from the ship and remove all hull damage and character damage. It is a good idea to record the modules and equipment on the heroes' ship.

Adjust any End of Campaign Turn indicators

Many campaign books have Campaign Indicators that represent the big picture of how things are going in an ongoing struggle between the heroes and their enemies. Depending on the campaign and the indicators this could have an effect on anything from requisitions to enemy skill levels or equipment.

Replenish Luck and Pools

This is always the final step in a campaign turn. Reset your starting Luck and Pools to their fresh state.

Effects

Fire Effects

Fire can happen to a person or a module. Fire can spread from a person to a module or an adjacent person or from a module to its occupants or adjacent modules.

Personal Fire

Any character taking fire damage catches fire if the damage die result is even. Those on fire suffer a die of burning damage at the end of each phase until the fire goes out. This damage die roll at the end of the phase also determines whether the fire goes out (on a “1”) or splashes an adjacent square (on a “2-5” or sets the module on fire (on a “6”).

Personal weapons Fire damage to a module has no effect unless it is a “6”. In that case, it breaks the module, catches it on fire, and causes a point of hull damage. Once a module is on fire from whatever source treat it as a module on fire (see below).

Personal equipment, barrels, and cargo bay items are damaged on “6” but do not catch on fire.

Burning Damage and Fire Spread

d6	DAMAGE	SPLASH DIRECTION
1	1	Extinguishes
2	2	Forward
3	3	Starboard
4	4	Aft
5	5	Port
6	6	Same square and Catches Module

Damage mitigation (such as luck, tentac retardation, etc.) will not change the fire spread roll. For Tentac damage mitigation roll a second die and then choose one but only the first die roll applies for spread.

Roll a die for damage on all characters, barrels, cargo bay items or unattended personal items in the square of splash. The square of splash for a rolled 6 is the same square. Characters sustain the damage as normal and catch fire on even die results.

Module Fire Spread

At the end of each phase, roll 1 die for each module on fire. On a “1” it goes out, “2” = forward, “3” = starboard, “4” = aft, “5” = port, “6” = break the module and deal a point of hull damage. If the indicated direction does not contain a module, the fire doesn’t spread.

At the end of each phase, roll 1 die of fire damage to each character, barrel, Cargo Bay item, and unattended piece of equipment in a module on fire. Even results catch the character on fire.

Fires started at this time do not spread until the end of the following phase.

Ships make only one hull check for fire damage at the end of the fire phase.

Characters suffer at most one die of damage from fire at the end of a phase. So if you are on fire and the module is on fire, or the guy next to you is and it splashes you, you don’t suffer a die from each.

Extinguish Fire (Personal)

(Engineering vs. 8,+3 to target all adjacent fires)

Can be taken on any target in or adjacent to your square (self, module, character). Make an Engineering check of 8 to extinguish the fire. You may add +3 to the difficulty to extinguish all legal target fires. Reduce the difficulty by 1 if you have a toolkit in hand.

Extinguish Fire (Battlestation)

(Engineering vs. 8,+3 to target all fires in the module)

Battlestation action (may be taken remotely) to extinguish a fire in a functioning module.

Grappling with Fire

When a character grapples with or carries a character on fire roll a die. On an even result they catch fire too. This does no immediate damage when it happens. At end of the phase they suffer fire damage as normal.



Bring it on!

Gas Effects

Each character in a module with a gas cloud suffers the effect of the gas as indicated on page 97. For some toxins there may be a passive check involved.

Gas Dissipation

Roll a die at the end of each phase after checking for gas effects. The gas dissipates on a 1 or 2.

If an external door was opened at any point during the phase or the module is a functioning Life Support module, make a second dissipation check.

If a character is holding an external door open, make an additional dissipation check.

Spacewalkers and Fire

Spacewalking extinguishes a fire before taking fire damage but subjects you to unsupported Life Support damage if you don't have an EVA.

A character standing or moving next to a door can opt to open it as a free action during their turn. If an external door was opened at any point during the phase, roll a die.

The fire goes out on a roll of a 1 or 2.

If a character is holding a door open, roll an extra die.

Interstellar Movement

During most Battlestations games, you won't have to worry about movement on the galactic map. These rules are included here for clarity.

To make any jump on the galactic map costs an amount of days equal to 1 die plus 1 additional die per hex distance. Add an additional die if the jump is to a hex that doesn't have a listed system in it because the well traveled routes are easier to plot.

This time cost can be mitigated by Jump actions. The ship may take a maximum total of 3 jump actions per jump: One piloting in the Helm, one Science in the Hyperdrive, and one Engineering in an Engine. These actions may be assisted as per normal assist rules.

Jump Action

(Skill check vs 2x Ship Size)

Each success gives a mitigation die. Note that succeeding just barely gives no benefit.

Roll and add the mitigation dice to the time dice then take away the number of mitigation dice you threw. This works to reduce the time you need for a jump exactly the way shields work to retard incoming damage.

Dice cannot be reduced below 1 so the minimum time a trip could take between two known stars is the hex distance in days plus 1 day.



Interstellar Movement



EXAMPLE

The crew of a size 3 ship is making a 7 hex jump to a known location so they roll 8 dice for time. For a result (ordered for clarity) of:

1,1,2,2,4,4,5,6

The engineer bot uses an Engine battlestation and rolls a total of 9 after applying his bonuses including skill, an assist, and an upgraded Engine.

This is 3 over the target number of 6 for a size 3 ship so the ship gets 3 mitigation dice (1,2,5) and applies them to the total to now look like this:

1,1,1,2,2,2,4,4 (discarding the 5,5, and 6 because you only keep 8 dice in a 7 hex journey)

The pilot rolls a total of 14 which is 8 over the target of 6 so he rolls 8 dice getting:

1,2,3,3,3,4,5,6

This filters into the current jump total to make it look like this:

1,1,1,1,2,2,2,2

The Scientist rolls a total of 12 in the Hyperdrive. The six success dice look like:

2,2,2,3,6,6

The lowest die in the jump is already a 2 so the Scientist has no effect on the time. The trip takes a total of 12 days.

Navigation Hazards

Each time a ship jumps there is a chance that something (usually bad) will happen to the ship.

Roll 2 dice. If the total is higher than the number of hexes the heroes are jumping, they are safe. Otherwise, there is a navigation hazard. The base severity for a navigation hazard is equal to the MD.

Add one to this difficulty for each point by which the navigation hazard check was lower than the distance to be traveled. The crew may collectively spend an amount of luck equal to the MD to reroll one of these dice.

Thus if the MD is 3, one hero could spend 3 luck himself or two or more heroes could spend a total of 3 luck to reroll one of the Navigation hazard chance dice.

A ship may only attempt a maximum jump distance of 12 (this would guarantee a navigation hazard).

Resolving Navigation Hazards

Resolve a Navigation Hazard as a single phase of action (phase 1 of a round). Characters can use abilities and equipment including drugs that will last only for the single phase of the Navigation Hazard.

Roll 2d6 and consult the chart on the next page to see which hazard the heroes are facing and what skills and modules can be used to mitigate the severity.

At the start of the Navigation Hazard roll a number of dice equal to the strength of the Hazard.

Actions taken to mitigate the severity add additional dice to the strength but then you take away a number of the highest dice equal to the number of dice you added (this works just as shields retard guns damage and jump actions mitigate time dice).

Each Hazard has a list of which mitigating actions are available for it. If the mitigating action has a module listed for it, it indicates battlestation actions may be taken in the module with the appropriate skill.

“Weapons” indicates a combat check may be taken in any Cannon or Missile Bay module to mitigate the time.

The base difficulty of these checks is Ship Size x2. Add an additional +3 for each additional mitigation die you wish to earn. You must declare the level you are attempting before you roll. If you fail, you earn nothing. There are no further consequences for a failure on this check beyond using the resources expended (putting a used marker on the module, spending guns power, etc.).

Piloting, Hyp, Science: indicates that mitigation actions may be taken in the Helm, Hyperdrive or Science Bay. Helm Actions cost Helm power and Hyperdrive and Science Bay actions are subject to used markers.

Shields: indicates each level of shields provides a mitigation die.

Other: indicates which module(s) can be used to mitigate this hazard.

After the single phase of action, the remaining hazard strength dice will be read based on the hazard “Severity” chart.

“X” = the number of severity dice that are not “1” This means that if you have a Hazard with 5 severity and 2 of the dice are “1”s then X will be 3. So getting Lost with an X of 3 would add 3 days to your journey.

For the Dust Cloud, the total number of remaining Severity dice that are not “1” indicates the number of phases that shields will not function at the beginning of the next mission.

“Y” = The total of the severity dice.

EXAMPLE

The heroes are traveling 7 hexes on the galactic map. They throw a 5 so they suffer a Navigation hazard at plus 2 MD.

Navigation Hazards

2d6	EVENT		HYP		OTHER	EFFECT	
2	Dust Cloud				Engines	Shields will not function for the rest of the campaign turn for the first X phases of each encounter.	
3	Energy Vortex	x		x	Engines	Apply a Cannon hit from the front at a power of double Y. Count Shields normally	
4	Temporal Shockwave		x	x	x	Sick bay	All characters suffer stun check against 12 at the start of each phase for a number of phases equal to X at the start of each encounter.
5	EMP Field	x		x	x	Cloak	Enemy chooses to EMP a number of items equal to X at the start of all encounters this campaign turn.
6	Lost		x	x			Add X days to the travel time.
7	Comet	x	x	x		Weapons	Apply as a hit with power Y from the front. Ignores shields.
8	Asteroid Field	x	x			Weapons	Y hits from front at 1 die each. Ignore shields. Roll hit allocation for each.
9	Rescue Pod	x		x			Tractor check against 12 + X. See Tractored Objects chart below.
10	Ion Storm	xx	x		x	Sick bay	During any mission, the first X times each character suffers damage, they suffer an additional die of damage.
11	Radiation Storm	xx	x		xx	Sick bay	Each character suffers X damage that cannot be prevented or healed until end of campaign turn.
12	Black hole	xx	x	x		Cloak	Square X. Apply as hull damage then face the hazard again at a new difficulty equal to X.

Tractored Objects (Enemy's Eyes Only)

2d6	APPEARS TO BE	ACTUALLY IS
2	Useless junk	Priceless relic as per #3 below. If it survives until end of the campaign turn, they'll be paid well.
3	Priceless Relic	Bomb that will detonate like a Megatorpedo (page 115) if damaged during the mission but if not will sell for 1d6x1000 cr
4	Rescue Pod	Purports to be an ally and is random species and rank = MD but during the mission, they turn on you.
5	Rescue Pod	An ally with rank = MD. Will fight for you as an ally until they die.
6	Rescue Pod	Appears to be a wealthy person as below but is actually an enemy spy who will turn against the heroes
7	Rescue Pod	containing a wealthy person of note who will pay handsomely if they survive to the end of the campaign turn. They pay 1d6x1000 cr
8	Karma Toad	Each hero gains 1 bonus luck for this mission.
9	Treasure item	Roll on the chart on page 164
10	Barrel of 1d6x1000cr	Just as it appears
11	Barrel of intellinanobots	Each character may upgrade one item for free.
12	Sealed Love letters from the Zoallan Queen	If returned to the queen sealed, she'll give each character a favor. If opened, she'll give the crew one collective favor. The queen's favor can allow you to take any overwhelming success reward.

Mind Control

There are some missions, effects or abilities that generate a “mind control” effect. In the quick start book, the “Mindfield” mission has mind control effects that are clearly delineated and designed to make the characters slam their ship into mines.

However, true mind control such as from “Puppeteer” special ability on page 65 allows a little more leeway.

Unless specifically stated in the mission details, mind control doesn’t give you complete control of the target. They won’t take an immediate suicidal action and they won’t space themselves or drop their gear.

Guidelines

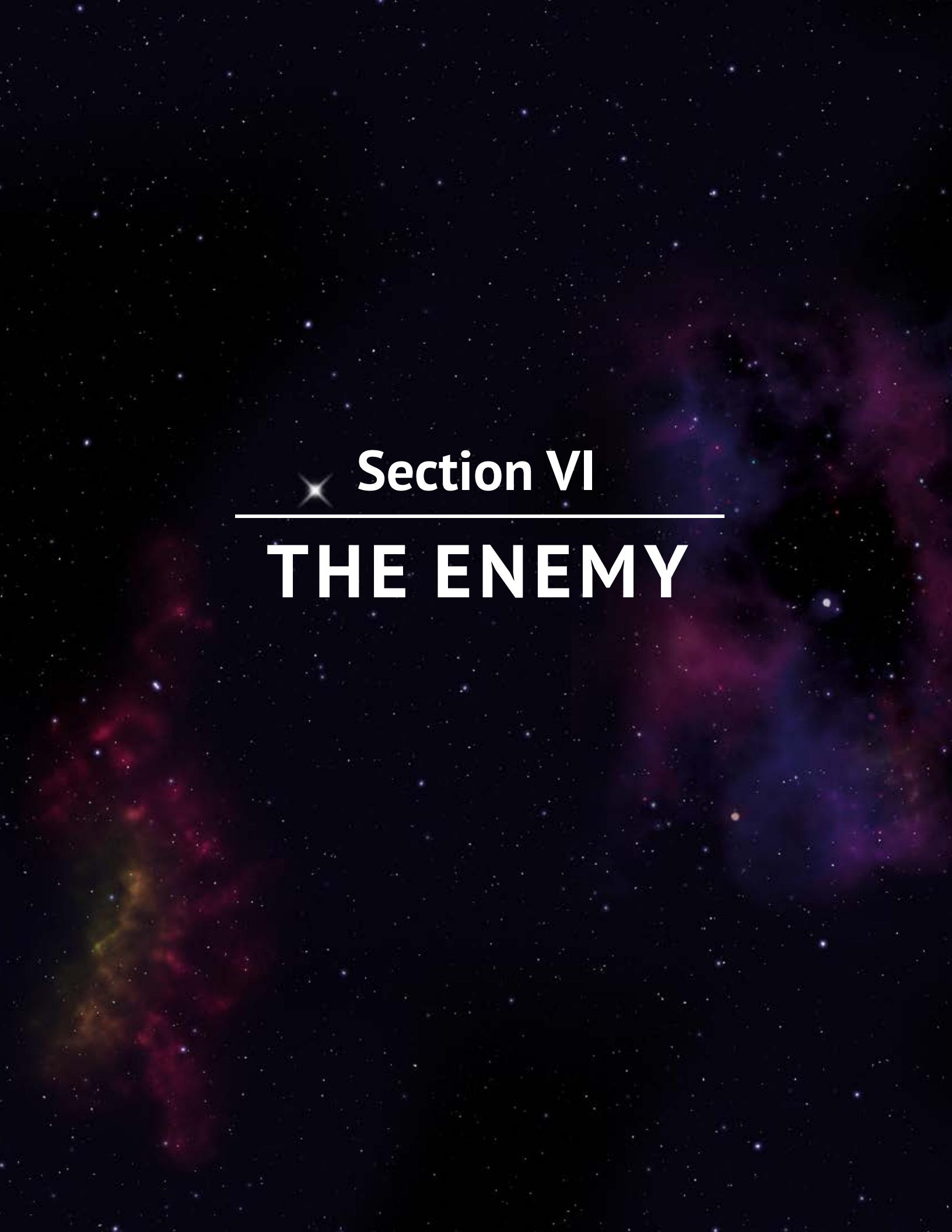
A target that is under mind control will not:

- ▶ *Space themselves or their own personal equipment.*
- ▶ *Target themselves with a weapon.*
- ▶ *Drop their equipment (except for a grenade and then only if they move at least 4 squares away from it).*
- ▶ *Be forced to spend from their Luck or Pools.*
- ▶ *Take an obviously suicidal action such as turning the ship into a collision course with the sun on the next Phase.*

A target under mind control may:

- ▶ *Use special abilities and equipment that are not expendable. (Except Drugs and Grenades as noted).*
- ▶ *Spend from their Luck or Pools as they like.*
- ▶ *Attack their crewmates, allies, ship or anything but themselves.*
- ▶ *Attempt to launch a second missile or Teleport themselves even if it looks likely that they’ll harm themselves.*





Section VI

THE ENEMY

Playing the Enemy

As the Enemy, you are in charge of everything. You must interpret rules and make rulings as well as controlling all enemies, neutrals, space anomalies, traps etc.

You will do fine as long as you remember that the point of Battlestations like all games is to have fun. These rules are here to create an artificial reality where starships whiz around in space and characters take bold actions to meet the challenges you put in front of them. The fun we are trying to provide is the excitement of heroic starship adventure.

Please don't let these rules get in the way of your fun. If there is a rules question and the answer isn't easy to find, make a snap judgment and look it up later. The difficulty to do just about anything is 8 for most stuff or 11 for hard stuff. If you get it confused, it won't ruin the game as much as stopping the fun to search through the rulebook.

If a player wants to bluff that a toolkit he tosses down the hall is a grenade to buy some time, have him make a Diplomacy check and move on. Let the players have their fun. Use these rules to provide a framework and a jumping off point, not a cage. OR just tell them there aren't rules for grenade bluffing and move along. Do whatever works for you and your game.

Since the players have clones, you can play your role as the Enemy as mean as you like. Even a total party kill can be fun (but I wouldn't make a habit of it). Often in playtest, I'll realize that something is wrong and make a change on the fly (one missile per phase would blast them! I'd better make it one per round.) Since everything in this book is perfectly playtested, you won't ever have to modify anything.

Since there isn't a font for sarcasm, I'll have to explain that last sentence. With dozens of species, special abilities, and pieces of equipment, it is impossible for us to playtest every combination. Even the combinations we do test, tend to favor the tastes and rank of my local playtest group.

A mission that works fine at MD4 with 5 players at rank 3 might become a nightmare at MD 8 for 7 players at rank 5. You will have to use your judgment more often than I care to admit.

The tools you have at your disposal are these rules, missions, plot twists, and your wits. Use them wisely to create a balanced experience and then have fun with it.

As the Enemy, you do get to play to win. You also have to be a bit of a referee. Intentionally selecting plot twists such as "Sirens" that causes a stun check at the mission start and "Scurvy" that gives the heroes a +3 penalty on stun checks is the kind of sneaky cheap trick you should only pull on the Dutch when their regular Kiwi referee complains that they are beating him too easily.

Enemy Ship and Crew

Unless otherwise specified in the mission parameters, the enemy ship should be equal in size to that of the heroes and of a random registry. See page 284.

Enemy ships should be crewed by a single species with an even distribution of professions. There should be as many Enemy crew of that species as there are heroes. Fill out the extra spots with bots just as you would for heroes. See page 160 for crew generation.

Controlling Enemies

Obviously, being in charge of an entire enemy crew of 16 characters on a dreadnaught can be daunting (more daunting with additional ships, installations or other factors). Try the following shortcuts to make life easier on the Enemy:

Track Enemy Damage with Polyhedral Dice

This game uses only six-sided dice. Using multi-sided dice from other games like 10 or 20 sided dice for damage markers means you'll never accidentally pick up a hit point marker and roll it.

Resolve Enemy Actions During Character Actions When Possible

After the heroes have done as much as they are going to do to the enemy on a given phase, you can start in on enemy actions. That way you don't have to wait until the heroes are completely done. Even if you can't do anything yet, you can start planning your actions and figuring the difficulties during hero actions.

If it turns out the players do manage to fire a shot at the enemy ship, just backtrack your moves to the point where the heroes shot.

Enemy Actions

For enemy actions, go for 8 difficulty where you have a professional reroll as a rule of thumb. That means going for fewer scans, power, or turns if the difficulty is 9 or more and holding off firing weapons until the difficulty is 8 or less.

In general, tend to resolve enemy actions in the order of Engineering, Science, Combat and Piloting.

Use the following checklist as a reminder not a rule.

Enemy Action Checklist

1. Not crashing the ship into an astral body
2. Dealing with boarders
3. Power pumping
4. Scans
5. Direct Weapons Fire
6. Missile Launch
7. Helm Actions



Enemies and Allies Skills

Enemy rank should be equal to the Mission Difficulty unless otherwise modified by mission parameters or Plot Twists.

Roll 2 dice and consult the following chart to determine the Enemy skill levels.

Find the rank (MD) of the enemies along the top row and cross reference to the die roll along the left column. The set of numbers given represents all enemy characters' Athletics, Primary skill, and Secondary skill respectively. Thus, rolling a 7 for rank 6 enemies yields 4/8/1 giving them all 4 Athletics, 8 in Primary skill and 1 in all other skills. NPC's of rank zero are fixed at 1/2/0.

Equipment

Bots will be equipped with standard bot equipment. Roll on the chart to see the primary weapon for the non-bot enemies.

If a character has greater than 1 Athletics and can wear armor, it will. Roll on the equipment chart for one lower Athletics. i.e. A human with a 2 Athletics will have armor and roll on the 1 athletics equipment chart. Silicoids get a butt for their ranged weapon and a JetPack. Minutians roll on a chart based on half their Athletics (round down).

Enemy Skills Chart

2d6	MDO-	MD1	MD2	MD3	MD4	MD5	MD6	MD7	MD8	MD9	MD10
2	1/2/0	1/2/1	1/3/1	2/5/1	2/4/4	4/5/3	4/5/4	4/8/2	1/8/5	2/8/7	3/9/8
3	1/2/0	1/2/1	1/2/2	2/3/3	1/6/3	1/7/3	3/7/3	3/9/1	4/7/5	4/9/6	3/9/9
4	1/2/0	1/2/1	2/3/1	1/5/2	1/5/4	3/6/3	3/6/4	2/6/5	3/8/5	3/8/7	4/9/8
5	1/2/0	1/3/0	1/4/1	3/4/2	4/6/1	4/7/1	1/9/1	3/7/4	2/7/6	4/8/7	4/9/9
6	1/2/0	1/3/0	1/3/2	1/4/3	3/6/2	2/5/4	3/8/2	4/9/1	4/9/4	2/9/7	5/9/7
7	1/2/0	1/3/0	2/4/1	3/5/1	3/5/3	2/8/1	4/8/1	4/7/4	4/8/5	3/8/8	5/9/8
8	1/2/0	1/3/0	2/3/2	1/6/1	2/6/3	2/7/3	1/7/4	1/7/5	2/9/5	4/8/8	5/9/9
9	1/2/0	2/2/0	1/4/2	2/5/2	3/7/1	4/6/3	2/9/1	2/9/3	4/7/6	5/8/7	6/9/6
10	1/2/0	2/2/0	1/5/1	2/4/3	3/4/4	2/6/4	2/8/3	4/6/5	3/8/6	4/9/7	6/9/7
11	1/2/0	2/2/0	3/4/1	2/6/1	2/7/2	4/7/2	2/7/4	3/8/4	1/9/6	5/8/8	6/9/8
12	1/2/0	2/2/0	2/4/2	3/5/2	4/6/2	2/8/2	4/6/4	3/7/5	3/9/6	2/9/8	6/9/9

Characters with hands and Athletics both of 3+ will have a shield (raising their target number by one) and roll on the chart for one Athletics lower.

Enemies can roll once for each column. Lazy Enemies (like I usually am) can roll once and just track it across the columns. Note that you might need to adjust so that each Scientist gets a MedKit. No crew will space without a MedKit. Swap a heavier weapon like an ion bore for a blaster and a MedKit as needed.

Hopefully, some enterprising battlestations programmer will build something to make this chart clickable somewhere to generate random enemies. You don't often think that you want people to generate random enemies for you but this is where I am.

EXAMPLE

A rank 5 Zoallan crew (MD5). I roll an 9 for their skills making them 4/6/3. This gives them a hefty 4 Athletics and they have 3+ hands so they'll get a shield and look on the 3 Athletics chart. On this chart I throw a 5 so they are armed with:

Ion bore, grenade, Vibraknife, grenade, Cybergyros, and their basic kit. This gives them each their basic kit (MedKit for Scientist and Marine, Toolkit for Engineer and JetPack for pilot). They'll carry the shield.

Enemy Skills & Equipment

Enemy Equipment

2d6	1 ATHLETICS	2 ATHLETICS	3 ATHLETICS	4 ATHLETICS
2	Sonic Beam + Kit + g	Knife, Stun, Kit	MedJack with 1 of each drug	Kit + Kit
3	Needler +Kit	Sword+ggg	Skeletal Enhancement, Slug Machine Gun,	Kit + Kit
4	Slug Gun + Kit	Kit +2 Flyntlocks + Emp grenade	Cyberfoot+Pro Chip	Kit + Kit
5	Ion bore + g	Vibraknife+Kit + g	Cybergyros	Kit + Kit
6	Disintegrator + scope	Phase Pick	Cyberhand+Pro Chip	Kit + Kit
7	Blaster + Kit + g	Gun Butt, Kit + g	Autonurse+Pro Chip, + gg	Kit + Kit
8	Laser +Kit	Energy Blade + gg	Set of skill chips + MagBoots	Kit + Kit
9	Nerve Disruptor + Kit	Plasma Dagger + Kit	Cyberhook+Pro Chip	Kit + Kit
10	Particle Gun + Kit	Arc Laser ggg	Kit + Pro Chip + Satchel Charge	Kit + Kit
11	Voltrex	EMP pistol	Skeletal Enhancement, Plasma Projector	Kit + Kit
12	Plasma Pistol + gggg	Lightning Rod + Kit	Butt + Kit	Kit + Kit

* g = grenade

Enemy Kits

PROFESSION	1 KIT =	2 KIT =	3 KIT =	4 KIT =	5 KIT =
Marine	Vibraknife	Medkit	Jetpack	EVA + Wristcomp	Grenade Pack - 1 each of: 1. <i>Frag</i> 2. <i>Energy</i> 3. <i>EMP</i> 4. <i>Stun</i> 5. <i>Fritzer</i>
Scientist	Medkit	Jetpack	ToolKit	EVA + Wristcomp	
Engineer	Toolkit	Jetpack	Medkit	EVA + Wristcomp	
Pilot	Jetpack	Toolkit	Medkit	EVA + Wristcomp	

Plot Twists

Plot Twists help balance the game and provide a little flair.

Many missions will have recommended Plot Twists that you can select by spending Plot Twist cards before the mission. The number on the Plot twist indicates how many Plot Twist cards you must spend to select this plot twist.

Morale Ability

There is a special category of Plot Twist “Enemy Morale Ability.” You may select one Twist from this group regardless of the mission by spending the listed amount of Plot Twist cards before the mission. This chart has a randomizing column for use if the enemy likes or in the case that you are using solitaire rules.

Morale Ability Chart

d66	VALUE	TWIST	EFFECT
11	2	Agile	Add +2 target number for enemies
12	1	AllEngineer	Enemies get a reroll on all Engineering skill checks
13	1	AllMarine	Enemies get a reroll on all Combat skill checks
14	1	AllPilot	Enemies get a reroll on all Piloting skill checks
15	4	Allpro	Enemies get professional reroll in all skills.
16	1	AllScience	Enemies get a reroll on all Science skill checks
21	2	Bloodlusted	Enemies get a free action 1/phase when they down somebody
22	5	Braced	All enemies are considered “braced” and may reroll 1 die each time they take damage.
23	3	Brutal Foes	Enemies may reroll 1 die of personal weapon damage for each attack.
24	4	Death Marchers	Enemies have +3 hit points and don't need to “recover” after being healed.
25	2	Dirty Fighters	Characters dealt direct personal weapon damage by enemies are at -3 on non-passive skill checks until fully healed.
26	4	Driven	Enemies add +1 to their skill checks.
31	4	Efficient Enemies	Remove the used markers from the enemy ships on phase 4 of the first round in addition to the removal on phase 6.
32	3	EMT	Enemy Scientists are always considered on overwatch to heal at the end of their turn akin to the EMT ability on page 57.

Standard bots in the enemy crew do not gain these benefits. Apply the benefits to the crew of one vessel or all enemies if it is a mission that doesn't have an opposing vessel.

As always, use good judgment and don't select abilities that would be absurd or unduly harsh based on the circumstances.

This ability goes away as soon as the enemy fails a morale check aimed at disrupting this ability (see morale page 46).

Enemy Morale Ability Plot Twist Chart

Use the chart below to select enemy abilities. These abilities are all disrupted when the enemy crew fails a morale check aimed at disrupting the ability.

Enemy Morale Ability Plot Twist Chart

163

THE ENEMY

d66	VALUE	TWIST	EFFECT
33	3	Fanatics	All enemies get a free melee attack each phase.
34	2	Fast Enemies	Reverse Sequence of Play. Enemy actions act first in a Phase.
35	2	Fast Healers	All enemies heal double.
36	2	Jury Riggers	Enemy characters each get one free attempt to repair a broken module they are in as free action once per phase.
41	4	Lucky Devils	All skill check rolls of doubles for enemies succeed (except snake eyes).
42	2	Mobile	All enemies get +3 to their move number.
43	1	Motivated	Add +3 to the difficulty to intimidate the enemy and all of their morale checks.
44	2	Overloaders	Enemies may fire ship's Cannons as if they had the heroes' special ability "Overloader" page 64.
45	2	Patient	Enemies that prepare get +3 on their skill check.
46	2	Prepared	They've been planning this for a long time. In their first skill check, each enemy adds +MD to their roll.
51	3	Reflexive	Enemy pilots get a free attempt to ram or dodge each phase. This costs no action.
52	2	Sharp-shooters	There is a free reroll on all enemy ship's weapon shots.
53	4	Shock Troopers	Enemy characters go on overwatch to attack with their personal weapons at the end of their last move action in a phase.
54	3	Spiteful Devils	The first time each Phase that a hero damages an enemy with a personal attack, that enemy gets a free personal weapon attack on the hero.
55	6	Star-Crossed	Whenever an enemy has to make a skill check, roll only one die and count the other as "6".
56	2	Sturdy	All enemies have +3 hit points.
61	5	Superlucky	All enemy luck rolls succeed.
62	2	Trampers	All enemies may make one free melee attack per phase if they pass through a character's space.
63	1	Uncanny Intelligence	The enemy knows the heroes plans as if there is a referee listening in on the players of a game.
64	2	Unsinkable	Free reroll for all enemy survival checks including ships, microships and individuals vs. stun, disintegrate, etc.
65	2	Zone Controllers	All enemies have the Zone Controller special ability (see page 71).
66	1	Roll Twice	Roll twice on this chart and reduce the cost by one for each ability. Add another treasure.

Treasure

Fantastic items can make or break your campaign. If there isn't enough of the amazing, things look a little mundane. Too much whimsy, though will make it goofy or have characters overburdened or overpowered.

Please put a little thought into adding the possibility of a treasure item to each mission. Treasure is more appreciated if the acquisition process includes having to fight a foe that is using it against you. Hard won rewards are all the sweeter.

Sure, a doubly upgraded blaster is nifty but a blaster that shoots around corners or is sentient and climbs into your hand when danger is near is cooler. I often say that if this weren't my game, I'd really make it my own. By this I mean that because I test and run the official rules, I don't get the chance to go off the rails. You do. Go ahead and make unbalanced treasure items. If it doesn't work out, you can have HQ confiscate it for research purposes or enemies will seek it out because of its famous power. Try to give out a doubly upgraded skill chip or something as compensation if you pull this, though.

Having said all of that about making it special and not just rolling on a chart, here's a series of charts. Think of it as a suggestion or a stepping off point for creating the treasure that will make your campaign unique.

Treasure Chart

Roll 3d6 (reading each die as a separate digit) and consult the charts. For some of the items, you'll have to roll on a further chart to find which item you'll be creating.

For example, if you roll a 3,4,2, you'd go to chart 3, item 42 which is "Ignores Defenses". This indicates it is a weapon that ignores defenses. Most of the time you'll just designate one of the enemies as having one of their weapons with this effect as rolled on the enemy equipment chart on page 161.

If in this example you determined the weapon is a laser (which ignores defenses anyhow) you might select something else or do something super cool such as having defenses actually count against the defender so a Silicoid suffers an additional d6 or an armored character suffers an additional point etc.

The point here is to make the treasure exciting rather than pedestrian.

When an enemy is using the item make sure to play up the flavor of it. Note that it is fancier than the other enemies' weapons. It might be of a different material or have more or fewer fiddly features on it. Please make treasure special.

EXAMPLE TREASURE ITEMS

Here are some examples of some treasure items I'm creating on the fly for my next game session.

I'm testing Dirtsie right now with my home playtest group.

I rolled a 463 for a Stun gun that each time it hits somebody, their check difficulty goes up by one. I'm going to say this increase happens before the first check so it is at least "+1".

I also rolled a 464. I'm not even going to look at the chart. It is probably another personal weapon. It would be boring to have two items so similar show up as treasure. I'm rerolling. As the Enemy, I can do that.

I rolled 2 more "4" results (and rerolled) before rolling a 532 which is an autopilot with a skill of 5. I'm going to name the autopilot "Kal" and it will speak in a slow voice and be my avatar amongst the heroes. I'll use it to give problem solving hints and for comic relief.

The first time it is ordered to do something, I'm going to say, "I'm sorry, Dave. I can't do that...just kidding."

I might also decide to make it automatically successful at Atmospheric maneuvers just to make it cooler (and to encourage my players to bring it along even though it gives me an excuse to be annoying).

3d6	MODULE	ATTRIBUTE
111	WildCard	Module that can be reconfigured with an Engineering check of 11 into any other module. Characters in it move to the closest spot in the new module.
112	Pick 'em	Select anything in the modules section of the chart (1 and 2).
113	Cannon, Switcher	Reconfigures as a free action.
114	Cannon, Uber	Add the lower of Helm or Shields to your Cannon power for shots with this Cannon.
115	Cannon, Deadeye	Any result of doubles on the skill check to fire the Cannon automatically hits (if a 12 would have hit, of course).
116	Cannon, Sleeper	When this Cannon hits, it also generates Stun Effect as if the ship had a stun Cargo Bay item without reducing power levels.
121	Cannon, Wipeout	When this Cannon hits, it also generates Disintegrator Effect as if the ship had a Distintegrator Cargo Bay item without reducing power levels.
122	Cannon, Punisher	When this Cannon hits, it also generates an additional point of hull damage.
123	Cannon, Rock'em	When this Cannon hits, it also generates an additional OOC.
124	Cannon, Smart	You may spend guns power as luck to reroll attack and allocation rolls with this Cannon
125	Cargo Bay, Tough	Anything installed in this Cargo Bay gets to reroll any die that would damage it.
126	Cargo Bay Hangar	Launching Fighters is a free Automatic action in this dedicated Hangar. It has a built in launcher and holds up to 4 Fighters. It cannot hold anything other than Fighters.
131	Cargo Bay, High Capacity	Holds 6 Cargo Bay items as long as none of them require a skill check.
132	Cargo Bay, Conveyer	Moving through this Cargo Bay costs only 1 square of movement.
133	Cargo Bay, Smuggler	Holds an extra Cargo bay item that is hidden.
134	Cloaking Device, Sneaker	The Cloaking level only drops by 1 each time the ship would break cloak instead of breaking cloak entirely.
135	Cloaking Device, Teflon	Does not get used markers
136	Engine, Sentient	Automatically transfers 1 power at round end as a free action by any at a battlestation
141	Engine, Bussard Ramjet	Add ship speed to any skill check to pump this Engine.
142	Engine, Nimble	Transferring in this Engine is a free action (not remote).
143	Engine, Master	Pump all engines from this single Engine at no remote penalty
144	Engine, Shielded	While functional, Power from other systems is automatically temporarily diverted from other systems to shields whenever the ship is hit.
145	Helm, Steady	Ship Generates half OOC (rounding up).
146	Helm, Generator	Any time the ship decelerates it generates a point of shield power and it does not cost helm power.
151	Helm, Directed	One character at a Helm battlestation may make a free facing change at the end of each Round (one hex facing).
152	Helm, Perpetual Motion	The ship does not get free deceleration at the end of each Round.
153	Hyperdrive, Energized	Add Shields power to any skill check to use the Hyperdrive.
154	Hyperdrive, Accurate	When warping in, you select a facing.
155	Hyperdrive, High Performance	Ship needs one fewer Program markers
156	Life Support, Recycling	Each Life Support on the ship (including this one) supports one extra crew in addition to any upgrades.

1-2: Modules

3d6	MODULE	ATTRIBUTE
161	Life Support, Empowered	Everybody in this module adds any ship's power level to their Athletics for all purposes except hit points. Dying characters in this module automatically get and pass Athletics checks to prevent further unsupported damage.
162	Mine Layer, Perpetual	Doesn't get used markers.
163	Mine Layer, Sneaky	Launches cloaked mines without disrupting cloaking device.
164	Mine Layer, Warp Driven	Subtract ship Speed from difficulty to use this module.
165	Missile Bay, Dual Action	Launches 2 standard missiles (only) as a single action.
166	Missile Bay, Multi	Allows "multi-launch" +3 difficulty to launch an additional missile.
211	Missile Bay, Failsafe	Failure to launch does not detonate a missile in your square.
212	Science Bay, Empowered	Subtract Shields level from difficulty to use this module.
213	Science Bay, TechLab	Any attempt to upgrade at a Battlestation in this module is successful.
214	Science Bay, Versatile	User can multi-use across functions (ask 2 questions and ecm a missile). Difficulty is as per hardest operation +3 per additional.
215	Science Bay, BioLab	Acts as a Sick Bay as well.
216	Sick Bay, Trauma Center	Damage healing checks (only) apply to all in the bay.
221	Sick Bay, Remote	Functions anywhere on ship at an added difficulty equal to the number of squares distant from the Sick Bay
222	Sick Bay, Cybernurse	Built in Autonurse.
223	Teleporter, Grand Entrance	When you Teleport a person, you have the option to Teleport a bomb first that detonates right before the person arrives.
224-6	Gimballed	Roll on Random Module Chart. all in module ignore 2 OOC
231-3	Redundant	Roll on Random Module Chart. This module functions even when broken
234-6	Networked	Roll on Random Module Chart. This module can be used remotely with no remote penalty
241-3	Efficient	Roll on Random Module Chart. Count used markers as +2 each instead of +3.
241-6	Enhanced	Roll on Random Module Chart. Count half used markers (round up).
251-3	Sentient	Roll on Random Module Chart. Built in Artificial Intelligence (acts as if it has an Auto-whatever operating it page 112)
254-6	Shielded	Roll on Random Module Chart. Occupants suffer -1 pt per die from collateral damage.
261-3	Armored	Roll on Random Module Chart. This module breaks only on a "6."
264-6	Any	Roll twice on this chart to see the benefits of this module.

Random Module Chart

d66	MODULE	d66	MODULE
11-13	Cannon	41-43	Teleporter
14-16	Cargo	44-46	Hyperdrive
21-23	Helm	51-53	Science Bay
24-26	Cloak	54-56	Sick Bay
31-33	Mine Layer	61-63	Life Support
34-36	Missile Bay	64-66	Engine

3: Personal Equipment

3d6	EQUIPMENT*	ATTRIBUTE
311-2	Ultralight	Mass of only 1
313-4	Prehensile	Doesn't require a hand
315-6	Empathic	Puts itself into your hand
321-2	Gyrostabilized	Ignores ooc when you are using it.
323-4	Unbreakable	Unbreakable.
325	Psionic	Add your Psionic skill to skill checks you use to operate this device.
326	Bloodlusted	You get a free action every time you put something down with this item as if you had the bloodlusted ability from page 55. Device will attack you if you don't attack something during each round of combat if it is in your hand.
331	Shielded	Acts as a shield +1 to your target number.
332	Heavy Shielded	Acts as a shield +2 to your target number.
333	Superheavy shielded	Acts as a shield +3 to your target number.
334	Vampiric	If you damage somebody with this device and are adjacent, you heal yourself for half the damage (round up).
335-6	Magnum	=+1 damage
341-2	Cutting	Ignores defenses
343-4	Teleoptic	Add range increments instead of subtracting them. (Max +5)
345-6	Double Barreled	Applies to 2 different adjacent targets.
351-2	Poisonous	apply Oucho as well to any hits done with this device.
353-4	EMP	Also Emps target
355-6	Backlashing	Generates an effect like firing a Sonic beam (page 85) out the back when fired.
361-2	Double Tap	Doubles lets you attack again with this weapon. (max 1/phase)
363	Safe	Not Dangerous
364	Multi	Target suffers mutliple effects Disintegrate, Stun, Disintegrate, but firer suffers the effects (other than damage) as well UNLESS the attack roll is doubles.
365	Dirty	Dirty (see page 39)
366	Super	Multiple effects (roll again on this section of the chart)

* roll on enemy equipment chart

4: Special Treasure Personal Equipment

3d6	SPECIAL EQUIPMENT	ATTRIBUTE
411	WristComp	Gives you double the questions.
412	Plasma Bolt	Target put on fire unless the damage is “1.”
413	Plasma Gun	Target put on fire unless the damage is “1.”
414	Stun Stick	You may reroll one of target’s stun check dice.
415	Stun Pistol	+1 Athletic Check Difficulty.
416	Plasma Projector	Target put on fire unless the damage is “1.”
421	Skill Chip	Changeable as an action to any skill.
422	Skeletal Enhancement	Doubles carry capacity instead of +10.
423	Sentient Toolkit	Puts itself away or in your hand as a free action.
424	Rocket Pistol	With built in counterblast effect giving bearer +3 distance vs effects of fired rocket grenades.
425	Anti-Grav Bolt	Has a mass of negative 5. can be attached to any object.
426	Mentor Chip	Gain +20% experience instead of +10%.
431	Medkit	Can be used as a melee weapon dealing 2d6 damage.
432	Jetpack	Allows 1 turn during 1 of your jet moves each phase.
433	Heavy weapon	(randomly determine type) Has mass of standard weapon.
434	Grenade	Roll for type. Corners do not block line of sight.
435	Grenade	Roll for type Deals +1 damage per die.
436	Rocket Pistol	Self-loading. Ask it to load this phase and it will load at end of enemy actions.
441	Voltrex	You may shoot up to 5 targets.
442	Flyntlock	Deals 3 dice of damage.
443	Cybercuffs	Attempts to get out by wearer cause stun check vs 14 and 2 dice of damage.
444	Arc Laser	Double Area.
445	Disintegrator	Items remain behind after the target is dusted.
446	Disintegrator	Increase the difficulty of the Athletics check by 1 for the first shot and one more for each additional shot.
451	Slug Mach Gun	Double Area.
452	Flyntlock	Breaks after every other use.
453	Flyntlock	After shooting, becomes armed standard grenade that detonates at the end of your turn. (Drop and run).
454	Ion Bore	Raise Ionization level at end of Phase as long as any ionization level.
455	Ion Bore	Painted target glows. It is 3 easier to hit anybody who is ionized by this weapon.
456	Ion Bore	Maximum ionization level for people shot by this weapon is 1 higher.
461	Sonic Beam	Doesn’t harm friendlies. You choose who in the area to affect.
462	Laser	Flash grenade for all in line of sight except shooter stun check.
463	Stun Gun	Each time a target is subsequently hit their check difficulty goes up by 1.
464	Needler	Holds all toxins and drugs.
465	Nerve Disruptor	Target also must make Athletics check vs 11 or stunned.
466	Particle Gun	Add a third die if success exceeds 6 (max 6 on that die).

3d6	CARGO BAY ITEM	ATTRIBUTE
511	Tractor	Doesn't spend Guns power to use.
512	Damage Control	Has built-in Auto-Damage Control with a skill of 5. Can be used twice.
513	Hull Stabilizer	You can use ship's power to reroll hull check dice that fail.
514	Telechute	3 spots instead of 2
515	Hull Stabilizer	You may reroll one or both dice on failed hull checks (1 at a time).
516	Safety Chamber	Doesn't take up a Cargo Bay slot.
521	Rocket Booster	Firer chooses how to apply dice.
523	Powered Armor	Entering it and powering up are free and automatic actions.
524	Megateleportometer	Count distance as halved.
525	L.S. Personal	(supports 2 beings)
526	Auxilliary Twin Fighters	1 seat each. Can't be upgraded. The pair together take up one Cargo Bay slot.
531	Autoscience Bay	With a skill of 5.
532	Autopilot	With a skill of 5.
533	Auto-Missile Bay	With a skill of 5.
534	Auto-Mine Layer	With a skill of 5.
535	Auto-engine	With a skill of 5.
536	Auto-Cloaking Device	With a skill of 5.
541	Auto-Cannon	With a skill of 5.
542	Atmospherics	Your ship is effectively 3 sizes smaller in atmosphere.
543	GenexTank	You may select your species when at the Battlestation here as an automatic action. This effect lasts until you are detoxed or the end of the campaign turn whichever comes first.
544	Auto-Teleporter	With a skill of 5.
545	Boarding Plank	Has a Range equal to ship's guns power.
546	Inertial Dampener	Lower the OOC by 3 at the end of each Phase.
551	Battery	Holds 3 Power. Can recharge itself once per Round by drawing 3 power from the ship.
552	Cannon Enhancement (all)	This device has a built-in Fusion Node, Strafing module, Stun Generator, EMP, Radium and Plasma Cannon enhancement upgrades. You choose which to put into effect each time you fire.
553	Drone Generator	Doesn't require a Launch Tube. Can convert Cargo Items into Drones as an automatic action and launch them once per phase. Used Batteries are great for this.
554	Missile Enhancement Piercing	As per Missile Enhancement Device (page 115) and your ship's missiles penetrate one module deep into a target before detonating if you want. Decide after rolling hit allocation.
555	Cannon Enhancement Disintegrator	Anybody suffering collateral damage from your Cannon's shots must make an Athletics check of 8 or turn to dust..
556	Randomizer	This item morphs itself each campaign turn into a different item on this chart.
561-6	Ultralight	Random Cargo Bay item that is the size of a barrel and must be mounted somewhere in the Cargo Bay but does not take up a Cargo Bay slot.

6: Other Amazing Stuff

3d6	OBJECT	MASS	EFFECT
611	Blue Pill*	1	(drug) Does what any non-treasure drug does.
612	Clone-Micro-updater	1	If this device survives a mission, your clone gets experience.
613	Destabilizer	Cargo Bay Item	All items in system must reroll highest die in survival checks or hull checks (not disintegration or stun) while this is on.
614	EMPlosion Grenade*	1	As per standard EMP grenade and energized objects broken this way have 50% chance of exploding like a 1d6 grenade (luckable).
615	Extradimensional handbag	5	Holds a barrel of stuff. There is no Life Support inside the barrel.
616	Extradimensional Luggage	barrel	Barrel that holds a cargo bay slot full of stuff. There is no Life Support inside the luggage.
621	High Quality Numb*	1	You may keep doubles in a skill check instead of rerolling.
622	Megatronic Helmet	2	Stops 1 die of damage but you also must make a stun check vs the cumulative damage stopped during this campaign turn.
623	Nannite Grenade*	1	Ship it is detonated in suffers 1d6 of hull damage each phase cumulative until it suffers a number of d6 equal to size in one phase.
624	Reversi-Juice*	1	(drug) The highest single die of any damage you take heals you instead while this drug is active. You suffer -1 on all skill checks.
625	Saw Gun	11	(ranged weapon) Target suffers 2d6 damage and must make Athletics check against damage or suffer -1 to hands and move. Note that species with infinite hands are relatively unaffected by the loss of one hand but would still be affected by a loss of move.
626	Shifty cloak	1	Adds +1 to your target #.
631	Star Generator	Cargo Bay Item	Requires Science skill check of 11 to activate. At the end of the phase following activation, it generates a star destroying the ship and everything in the hex.
632	Symbiote	1	This item suffers effect instead of the host. The host suffers 1 point of damage instead of being ionized, or put on fire. If the host would fail a stun check, they suffer a point of damage instead. If the host would fail a disintegration check, the symbiote is destroyed.
633	Tentac Corner Gun	10	Damage (2d6-3) energized. Requires 3 hands to use. Various knobs, slides and handles allow shooting around corners. Each corner adds +1 to difficulty.
634	Alien Pill*	1	Roll on the random species table to see which kind. Taking this drug turns you into that kind of alien for the remainder of the campaign turn or until detoxed whichever comes first.
635	Bot		Fully Upgraded Bot.
636	Clonesicles*	Barrel	Frozen clone left in any space aboard. If you die, the clone activates immediately (with 1d6 stun markers). The clone is immune to damage until it is activated. Characters that have a clone activate during a mission get no prestige bonus for dying and half experience for the mission.

3d6	OBJECT	MASS	EFFECT
641	Disintegration Grenade*	1	Targets within LOS and within the same or adjacent modules must make an Athletics check of 8 or be turned to dust.
642	Donor MedKit	7	When you heal with this object you may heal for an additional die which becomes damage to an adjacent target (including yourself or an enemy). Unwilling targets get a free Grapple check to avoid becoming donors.
643	Epattcud*	1	Roll of ancient strips that repair anything as an automatic action (even destroyed personal equipment)
644	EVA Pill*	1	Provides 100 phases of EVA
645	Grav Sled	10	Sentient has a move value of 4. Takes no action other than pickup or set down.
646	Hyperg Barrels*	barrel	You may empty this barrel into an Engine as an automatic action from an Engine Battlestation to add 1 power to each system.
651	Jet Juice Drug*	1	While under the effects of this drug, you may take an additional action each phase and suffer 1 die of damage.
652	Macroplastic Putty*	2	A ball of highly intelligent microbeings that live only to repair in their very short lives are held in stasis until activated. Treat it like an energy grenade in all respects except it doesn't damage equipment or modules, only personnel. In fact, it repairs every broken object in L.o.s. It even unslags a module but will not restore destroyed personal equipment or Cargo Bay items.
653	Mobile Battlestation	50	Can be installed anywhere on the ship and keyed to any Module during setup. There is no remote penalty to use the keyed module or the module it is installed in from the Mobile battlestation. Other modules may be used remotely from this battlestation.
654	Personal Wormhole Generator	5	Having this device in hand allows you to Teleport anywhere on your ship as your move action.
656	Ruby Slippers	5	Mass of 5. As an action, you can click the heels to set a return spot. At any later time as an action, you can click the heels to return to the return spot. Usable once per mission.
661	Stasis Grenade*	1	All targets in L.O.S. Including modules are impervious and cannot act until the end of the next phase. Nothing can enter the area.
662	Stasis Rifle	5	Target must make an Athletics check of 11 or be put into stasis. Items in stasis are impervious and cannot act or be acted upon until the end of the next phase.
663	Verdant Toadstool*	1	Administer as a free action to restore all hit points to a character whose damage does not exceed their hit points by more than 5.
664	Bizarreobject	?	Starts as any random treasure item but changes function to be a new treasure item each time it is used.
665	Partial E-Grail	5	Expend to choose any Overwhelming success reward from page 149
666	Whole E-Grail	5	Expend to choose anything on this treasure chart from 111 to 665

* Items with an asterisk are consumable and can be scrounged up in numbers equal to the MD at the end of a successful mission.

Maiden Voyage

A Science Officer's Journal

This is our crew's first mission together aboard the Defiant so they made it simple. The Silicoid homeworld had sent out a priority 1 distress call quickly followed by an all clear. Standard operational procedure is to send a ship to take a scan from the surface to verify the all clear. In the interest of expedience we took a pilot bot instead of waiting for a pilot. Besides a human ship is easy to fly. The captain is a Meeks marine named Krrrh. I don't think he likes me. The engineer "Stale-Sweat" is a Vomeg. Nobody likes him (it?). I'm a Zoallan so it is tough for me to figure out what gender pronouns to use when describing space slugs. I'm the science officer.

The trip in hyperspace was awesome. For a day. Then after nine and a half more days, I was stir crazy. I took advantage of the time to optimize my MedKit. Since it's is my responsibility to keep the crew healthy and even though we weren't expecting action, it was nice to be ready for it. The Vomeg engineer tuned the Port Engine the whole trip. Krrrh just growled a lot and paced.

I warped us in and was rewarded with a pounding headache. Right away a ship near the homeworld barked out a message.

"Everything is fine here but we have some quarantine concerns. Please turn around and warp out."

"Sending a Science probe," growled Krrrh, but I couldn't help noticing the drop in the guns power and the fact that the probe wasn't sending any data back to my science bay.

Stale-Sweat balanced back up the power levels and we had the pilot bot turn us toward the planet and head in.

They sent a "probe" at us but nobody was fooling anybody on this one.

Oh, yeah, the pain in my head got worse. "You guys feeling like your head is about to explode?" I asked.

"Vomegs don't have heads, but I'm feeling it in my cortex."

The captain just growled and the bot was oblivious.

As we approached I analyzed some of the data we had about the headaches. I could tell the source was outside the ship and that it was getting worse. I felt like it was a really bad thing to give in to the pain.

By this point, the bot had our ship up to speed (not the kind of speed you get with a hotshot pilot but at least we were headed in the right direction and not at a dead stop which is what would have happened had any of the rest of us been at the Helm).

Krrrh demanded scans as he disabled the safety governors to launch a second missile.

Rules Speak

3 players and a bot are on a mission to land on Silicoid make a scan and return.

They are in a size 3 human scout ship

I upgraded my MedKit with Science skill. The Engineer upgraded the port Engine.

I used the Hyperdrive to get us closer A Science check total of 9 gets us 3 hexes closer .

"Everybody make a check."

"Athletics? Rank?"

No. Just a check. only snake eyes would fail now. (no failures).

Krrrh Launched a warhead missile with Combat skill check of 11.

Engineer pumped the Engine for power and bot turned the ship with Piloting check of 7.

Enemy ship launched a missile.

Another "check" whatever that is.

Bot is unaffected.

Science action to ask yes/no questions.

Ship Speed 2.

Failure to launch a second missile causes an explosion. Taking the prepare action reduces difficulty by 1.

A Science Officer's Journal

I got my scans and the ship turned out to be weird. I know that isn't a technical term but it is accurate. The ship didn't have a hyperdrive. There was an unidentified Cargo Bay item but the truly bizarre thing was its mode of locomotion. The pilots did something and it just kind of moved all at once. Oh, yeah, and the pilots looked like piles of slime. Is there a merit badge for first contact?

Stale-Sweat had squeezed as much juice as it was going to get out of the port engine and started remotely cranking the starboard engine.

Krrrh blasted the incoming missile out of the sky which is good because I wasn't ready to use electronic countermeasures on it and wasn't in the mood to eat a missile.

I made my way to the Teleporter and got ready to send our captain on his away mission. That part was relatively anticlimactic. We got so close and our shields were so low that it was dead easy to send him. As soon as he left the pad, I announced that I was acting captain, (just as a joke) but the roar back through the com-link let me know that Krrrh had left his sense of humor behind.

In hindsight we should have timed it so the missile arrived before the Captain. The missile did its job and killed half the enemy crew and luckily only put a minor wound on the captain. He went in with his claws flailing and finished off the rest just as I showed up to try out my spiffed up MedKit. The headache was getting worse.

I'm sure the captain's log is all about how he tore the throats out of these things with his deadly claws but as far as I could tell they didn't put up much of a fight. I hacked their Teleporter grateful that at least this alien technology worked pretty much the same as our own and sent the Captain back to the Defiant before following along myself. I got back just in time for the pilot bot to bring the ship into atmo.

The planet was not happy. The Silicoids swarmed in agony. (Can a pile of rocks swarm? In agony?). The surface stations were firing at us and Life Support was taken off line. Fortunately, there was enough air circulating that it wasn't an immediate problem. I made my way toward the Science Bay but the ship buffeting in the atmosphere made it slow going. I was going to have to use the engine console to get my scans. Krrrh ordered the pilot bot to land the craft. Nobody ever fails to land. The surface is too big a target to miss. However one can have a rough landing and this one certainly fell into that category. The Hyperdrive went offline. The captain and the Vomeg got some bruises. My carapace saved me from harm. Our pilot bot wasn't so lucky. The crash cracked its case.

I got my scan instead of rushing to fix the pilot. Our mission was to get the scan from landed on the surface so that is what I did instead of rushing to fix the pilot. Besides, Krrrh ordered me to do it. Stale-Sweat was headed to the helm for the pilot bot.

Scans are a Science check vs half the distance.

This alien ship moves differently.

Engineer remotely pumping the other Engine.

Marine shot the missile.

Teleportation difficulty is based on distance and shields. The ships were close and shields were low so it was easy.

Krrrh teleported aboard before the missile arrived. It would have been smarter to go on overwatch to Teleport after the missile hit.

The 'checks' are getting harder.

Krrrh used Death Striker and free claw attacks to eviscerate what was left of the crew after the missile hit.

I hacked the Enemy Teleporter and then sent the captain back before I sent myself back. I needed to complete this before the ship entered atmosphere (which inhibits Teleportation).

Broken Life Support only affects the ship on Phase 6.

Entering atmosphere generates OOC equal to ship size.

Failing a landing damages the ship and everything aboard. My Zoallan Carapace ability stopped all of the damage I would have taken. The bot broke.

I made a tactical decision to get the scan. I let the Vomeg go toward the pilot.

Maiden Voyage

That's when the planetary tower fired on us and the pilot bot was obliterated. It was a shame because none of the rest of us knew anything about flying. Human ships are easier to fly but that is a relative term.

Fortunately the shot that toasted the pilot-bot didn't take the Helm offline and Stale-Sweat was there to take the joystick. The engineer knew nothing about piloting but somehow managed to align all of the directional boosters to get lift-off before the ship's power levels dropped. It was a pretty cool bounce off the surface.

Krrrh grabbed his head and stumbled into the helm and took a vicious slash at the engineer luckily just missing an artery. Krrrh came quickly to his senses and barked an apology before dashing back to the cannon to shoot at the missiles the planet was sending our way.

The Vomeg used the retro-rockets again to stabilize and once more to leave the atmosphere then they were exhausted but we were in space. I fought waves of urges to shoot Stale-Sweat with my blaster rather than heal it. Later analysis of the data showed that it was the planet that had been giving me these urges. It was like the queen was in my head and I didn't like it.

Krrrh plinked away at the missiles that chased us while Stale-Sweat and I managed to get the ship up to speed. Then it was a simple matter of getting far enough out of Silicoid's gravity well to spin up the hyperdrive and get out of town.

We took turns at the Helm on the flight home. The extra duty didn't bother me. The real reason I missed the pilot bot was that had by this point become my favorite crewmate. It had hated me the least and smelled the best. I resolved myself to be nicer to the next pilot bot.

We got another bot for the next mission and in the interim I was able to requisition an autonurse. I studied up on Emergency Medical Techniques so I'd be ready the next time damage came rolling through.



A shot from the tower to our helm dealt us a 3 on the die which didn't break it but the die of damage for the bot was a "6" destroying it beyond repair.

The Vomeg used "Resourceful" to pilot the ship.

Krrrh finally failed the checks we'd been making so the ref took control of him and had him slash the Vomeg who had to spend a Luck to avoid being slain by "Death Touch."

Stale-Sweat had 2 more uses of "Resourceful" before emptying the pool. I spent a Luck to succeed in the mind control check rather than attack my crewmates.

Krrrh was back in control of his own character and used combat to shoot the missiles the planet was still sending at us.

I requisitioned an Autonurse and took the Special Ability EMT when I ranked up.



A dark, star-filled background with a purple nebula on the right side.

Section VII

MISSIONS

Campaign Rules

Battlestations is great for one-off missions. You can advance your characters and have a great time with a minimum of bother between sessions. The stars really sparkle when you create a campaign. This runs exactly the same as for one-off missions with a little extra story arc helping to drive the drama. Other Battlestations books have great campaign systems built in.

The campaign system here assumes a galactic civil war between factions within the Universal Republic. The heroes choose one side (rebel or republic) and the other side is run by the Enemy. There are four campaign indicators indicating the progress of each side in advancing their agenda toward an eventual victory. The indicators are affected by the mission results that in turn modify future missions and ultimately allow for victory for either side. If the heroes win a victory mission, the campaign is a success. If they fail an enemy victory mission, the campaign is a failure.

Each campaign turn will have some added complexity but it will add texture to the campaign that is well worth a modicum of bookkeeping. The heroes choose from two available missions each campaign turn. Each one will affect a different campaign indicator.

Mission Selection

The Enemy selects two missions by choice or at random (see the chart on page 296). To each mission you will assign an indicator by rolling a die.

d6	INDICATOR
1	Economic
2	Military
3	Political
4	Scientific
5	Enemy's choice *
6	Heroes' choice*

Randomly determine the indicator for one mission first and then randomly determine the indicator for the second mission.

If the same indicator is randomly chosen for the second mission, the enemy gets their choice of which indicator to make it (different from the first).

Each time a side succeeds at a mission, they advance that indicator by one.

The mission that the heroes do not choose counts as an automatic loss for them. The enemies advance the indicator of missions that the heroes fail. Thus, if the heroes choose mission A (that happens to be Scientific) and eschew mission B (Political), the enemies will advance Political immediately and also advance their Scientific indicator if the heroes fail their mission.

Campaign Indicators

These represent the far-reaching effects of the individual missions that the heroes attempt.

Note that there is not a specific indicator for each mission. Instead, apply indicators by die roll after you determine the mission. Tailor the mission briefing to make the random campaign indicator make sense. Rescuing scientists is likely to advance your science indicator. Destroying enemy military bases should raise your military indicator. If the mission is supposed to be political, make the rescued scientists into dignitaries. Those military bases might just be factories instead if the indicator is economic.

Raising a campaign indicator grants the heroes' side a benefit based on the indicator as follows:

INDICATOR	HEROES BENEFIT PER LEVEL (CUMULATIVE)
Economic	+10% pay
Military	+1 on all requisitions
Political	+5 % experience
Science	+1 on all upgrade attempts

Thus if the heroes raise their science indicator to 3 and economic to 2, they will get +3 on upgrade attempts and +20% pay.

Similarly, the enemy gets a bonus when they get their indicators up.

INDICATOR	ENEMY BENEFIT PER LEVEL
Economic	Number of enemy modules upgraded
Military	Number of enemy characters with all equipment upgraded
Political	All enemies are 1 Rank higher/2 levels (round up)
Science	Add this number of bonus Plot Twist cards

Victory Missions

When either side has an indicator up to a level of 5, they are eligible for a victory mission.

The heroes may choose to take a victory mission when they have an indicator up to level 5. In this case, they declare the first mission option is a victory mission in the category they qualify for. The other mission is of the enemies choice and of course, the enemies win at it.

Don't go for your victory mission too soon, though. The heroes will be at a penalty based on the indicators they have not brought up to at least level 2 according to the following chart. This chart applies only for the heroes' victory mission.

INDICATOR	LEVEL 0 PENALTY	LEVEL 1 PENALTY
Economic	+8 bonus enemies aboard an enemy vessel	+4 bonus enemies aboard an enemy vessel
Military	+2 size enemy ship	+1 size enemy ship
Political	All enemies are 2 Ranks higher	All enemies are 1 Rank higher
Science	+2 MD	+1 MD

If a victory mission for the heroes ends in success, the campaign is successful. Award each hero double experience, prestige and pay for the final mission.

Campaign Log

Use the ledger below to track the indicators for both heroes and enemies. Add the *unchosen* indicator to the enemy indicators. Add the *chosen* indicator to the enemy indicators if the heroes fail the chosen mission.

CT*	HEROES					ENEMIES				CHOSEN	UNCHOSEN
	Economic	Military	Politicl	Science		Economic	Military	Political	Science		
1											
2											
3											
4											
5											
6											
7											
8											

* Campaign Turn

Missions

Each Battlestations game takes place in the context of a mission with specific details outlined as to the setup and objectives the heroes are to accomplish for success.

Title

This gives a name to the scenario that may or may not give a clue about its nature.

Briefing

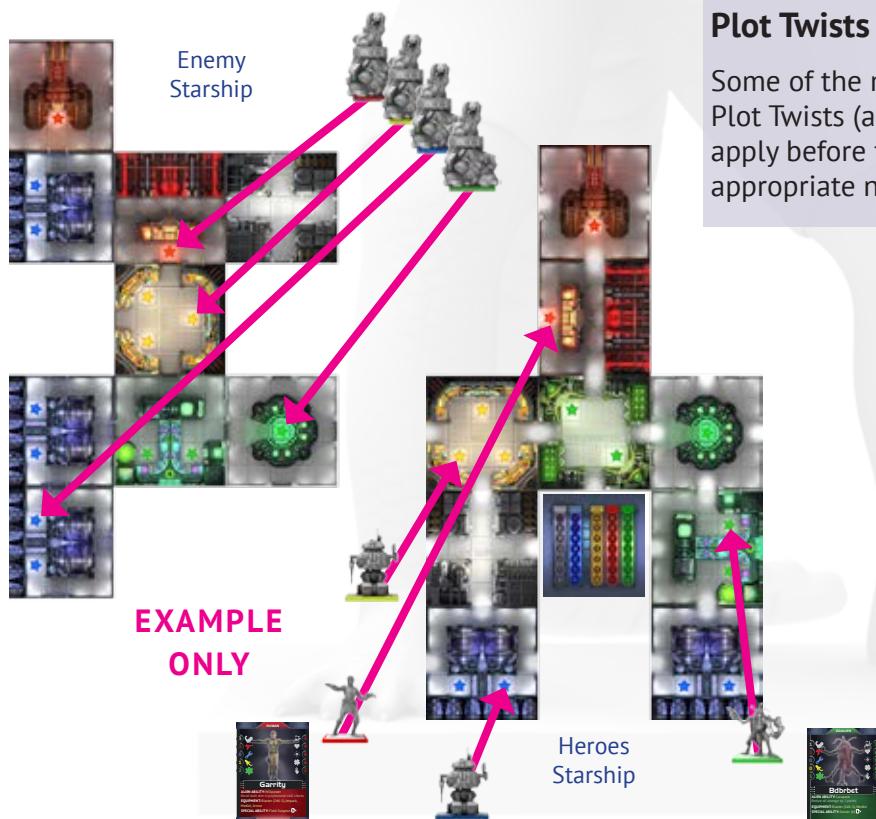
This call to action gives a synopsis of the situation and objectives.

Objective

This clearly states the victory conditions for the mission.

Overwhelming Success

If the mission is successful and this goal is also reached, the heroes will have overwhelming success which indicates bonus rewards as detailed on page 149.



Setup

This describes what pieces need to be put in place before you begin the scenario. Typically, it includes an enemy ship that will be of equal size to that of the heroes unless otherwise stated and crewed as outlined in the NPC crew rules on page 160.

Setup may also include planets or enemy installations. Unless otherwise stated, during Setup the players should assemble their own ship and place their characters, bots, and allies on it. Put all ships at speed 1 with no OOC and starting power levels of 1 in each system.

Special Rules

Most missions have something special going on such as a data gathering requirement, black hole, etc. This is where you find out what the special rules are.

Enemy's Eyes Only

Some missions contain special secrets for only the Enemy to see, which will be highlighted with a colored background like this one. In some missions (It's a Trap!), this will change the mission objective at a certain point.

Plot Twists



Some of the missions in this book have recommended Plot Twists (and Epic Plot Twists) that the Enemy can apply before the mission starts by discarding the appropriate number of cards.



Assault Lab

Briefing

We don't know what is being developed by the renegade Canosian scientists at the enemy lab code-named Research Alpha but it can't be good.

Objective

Destroy the Lab.

Overwhelming Success

Gather MD x 10 units of data before destroying the lab.

Setup

Place a counter for a size 3 starbase in the center of the map to represent the lab. See the Lab layout on page 282 for crew and other details. There are MD relay stations (page 115) evenly spaced 3 hexes away from the lab.

The enemy ship TkTkTk is of Canosian registry and one size smaller than that of the heroes. It is docked with the lab when the mission begins.

The heroes' ship warps in to start the mission.

Special Rules

Collect Data

(Science vs. distance)

The difficulty to gather data is equal to the distance from the lab.

Enemy's Eyes Only

The lab is working on one of the following secret technologies. You may roll a die or select one to see which technology the enemies are using. The lab and the TkTkTk will benefit from the technology. These will work fine during the mission but any captured technology must be taken back to hq. If not, it breaks down soon enough.

d6	TECHNOLOGY
1	Enemy Cannons count range as half
2	Enemy Shields count as double
3	All enemies have double hit points
4	Enemy Cannons count guns power double
5	Enemy ship moves as if double speed
6	Enemy missiles move twice as fast.

Plot Twists



Use more than one bonus technology. Each additional technology is worth 2 Plot Twist cards.

Epic Plot Twist

Increase the multiplier of each technology from double to triple for a value of 2 per technology.

Assault Outpost / Assault Mine

Assault Outpost

Briefing

An enemy outpost is blocking our access to an important trade nexus. You've got to take it down.

Objective

Destroy the enemy outpost.

Overwhelming Success

Capture or destroy the guardian ship also.

Setup

Place a planet in the center of the map with a size 3 base as an outpost (page 282) in orbit.

Setup a guardian ship, the Sixtysix of Xeloxian registry and equal in size to that of the heroes is in orbit on the opposite side of the planet.

Special Rules

The planet will fire missiles at the heroes. At the end of each odd numbered phase one standard missile leaves the planet's atmosphere in the planet's hex. It moves normally on subsequent phases.

Plot Twists



The missiles come from the planet each phase for a plot twist value of -2.

Epic Plot Twist

The outpost is fitted with an ergoreflector.

Any direct fire attack against it counts as normal but is also reflected back against the attacking ship (or fighter).

This twist is worth 6 cards.

Assault Mine

Briefing

The enemy is drawing valuable resources from a deep space asteroid mine in sector 2. You must destroy it.

Objective

Destroy the mine.

Overwhelming Success

Capture or destroy the freighter as well.

Setup

Use any asteroid map. Place an anomaly counter on the asteroid closest to the center to show that it is the mine.

Place a Freighter in any adjacent empty hex and a Silicoid guardian ship of equal size to that of the heroes opposite the hex of the Freighter.

The Freighter has just a skeleton crew of 1 of each profession.

Special Rules

The mine is a singular blob with no shields that is armored so it has an effective target number of 8+ distance. You need not bother with a hit allocation roll. It has a built in hull stabilizer and checks as a size MD ship.

Enemy's Eyes Only

Reinforcement ships arrive at the start of each odd round after the first. These ships will be just like the original guardian ship and will warp in.

Plot Twists



VALUE	TECHNOLOGY
1	Resistant: Each time the mine is struck, the ship must expend a scan or the damage is negated.
2	Regenerating: The mine regenerates 1d6 hull points each phase.
3	Super Regenerating: The mine regenerates 2d6 hull points each phase.



Special Rules: Example

A ship with Guns 5 shoots the planet for the first time. The MD is 2 so the planet has 7 total shields. The result of the 12 thrown dice (removing the highest 7) ends up being 3,3,2,2,1 for a total of 11. The planetary shield is reduced by 1 to 6 now for the next shot and when it takes 9 more points it will be reduced to 5.

Assault Planet

Briefing

A sovereign Zoallan colony planet has recently executed several hundred million citizens for “suspected rebel sympathies”. If this government is allowed to remain in power, the bloodshed (or oozeshed or whatever) will get worse. They must be pounded into submission no matter how many innocent casualties we create to protect them from themselves. You can collect data before you break through the planetary shield. This will help to minimize the collateral damage to the innocents.

Objective

Destroy the planetary shield by dealing $50 + (10 \times \text{MD})$ damage to it.

Overwhelming Success

Collecting $10 \times \text{MD}$ data before the final shot that destroys the planetary shield will allow you to minimize the collateral damage to the innocents.

Setup

Put the Zoallan ship, Majesty in orbit opposite the starbase. It is one size smaller than that of the heroes.

Special Rules

The planet will be launching one missile every other phase until the shield is down. The missiles appear outside the atmosphere at the end of each odd numbered phase. These missiles do not get the Zoallan bonuses.

The planetary shield begins at $5 + \text{MD}$. Its effectiveness is reduced by one for every 10 points of damage it sustains.

Plot Twists



VALUE	EFFECT
2	Add 3 Relay Stations
3	The missiles from the planet get all Zoallan bonuses.
6	Half the missiles from the planet contain a boarding marine instead.

Asteroid Investigation

Asteroid Investigation

Briefing

You've been assigned to explore an asteroid field that seems to interfere with Warp technology.

Objective

Gather 10 x MD units of data.

Overwhelming Success

Gather 50 extra units of data.

Setup

Place the heroes' ship in the center of an empty map.

Each hex of the map contains an asteroid in a field that stretches out 12+MD hexes in each direction. Facing is irrelevant.

Special Rules

You cannot program the hyperdrive in the field.

Enemy's Eyes Only

The mission begins as the heroes make their first scan to reveal that a trap is sprung!

Aliens are jumping off the asteroids and trying to attack the heroes' ship in pods that behave like boarding missiles.

The new **Objective** is to survive.

Overwhelming Success is to gather the original number of units of data the mission called for while still within the asteroid field.

Bugs

At the end of each phase a number of chasing boarding missiles appears equal to the MD+1. Each of these boarding missiles contains a bug and attacks the aft of the ship with a skill of zero. Once inside the ship, the bugs melee attack the nearest moving object (character or bot) or double moves if there are no conscious characters to attack within melee range. As soon as the ship leaves the field, the bugs bug out the airlock to return to their home.

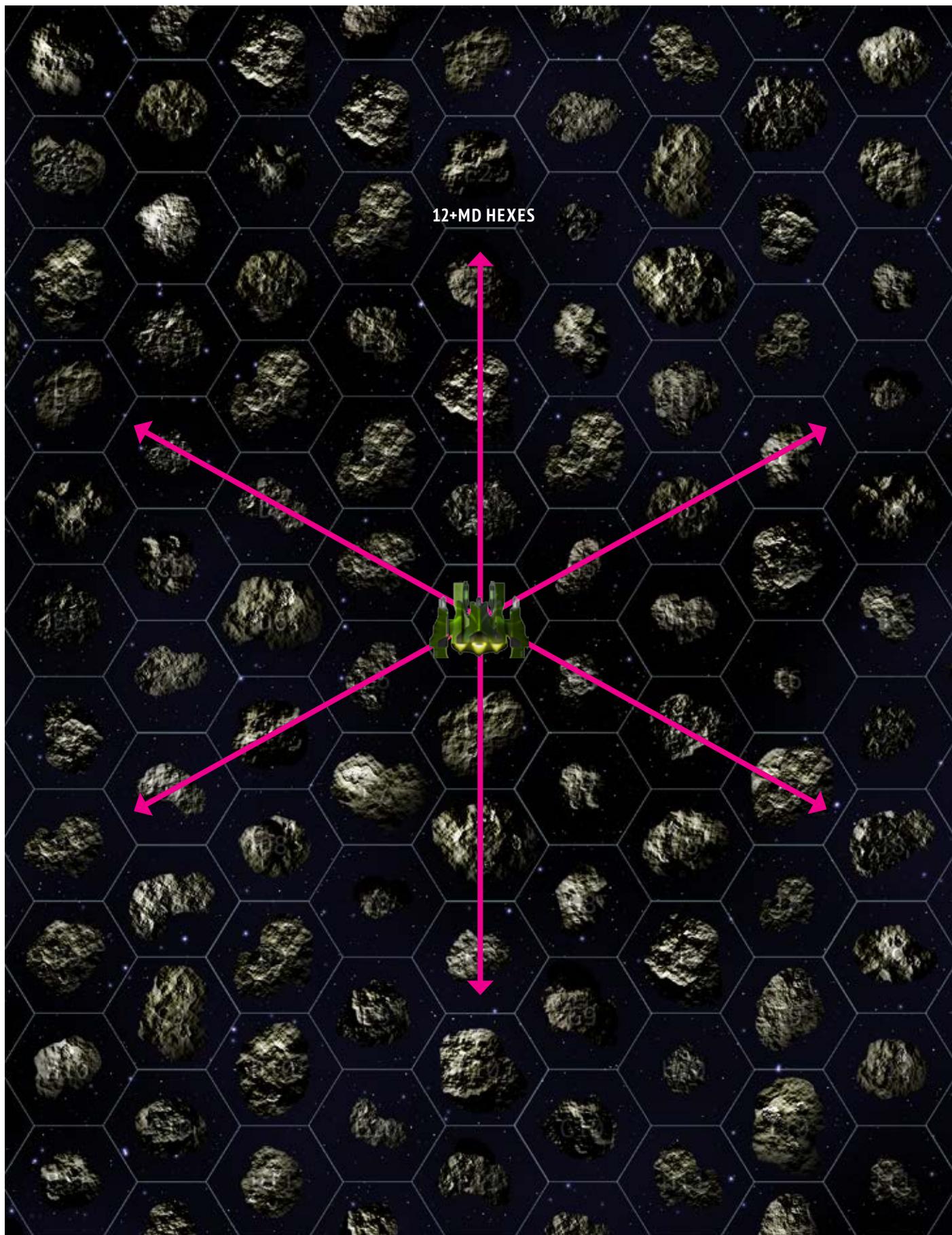
MD	SKILL					DMG
1	1	3	5	0	1	1d6-1
2	1	4	6	1	2	1d6
3	2	5	7	2	3	1d6+1
4	2	6	8	3	4	2d6-1
5	3	7	9	4	5	2d6
6	3	8	10	5	6	2d6+1
7	4	9	11	6	7	3d6-1
8	4	10	12	7	8	3d6
9	5	11	13	8	9	3d6+1

The bugs also have 1 of the following special abilities. Roll a d6 to determine which one.

d6	ABILITY	EFFECT
1	Poisonous	Their attacks affect the target as with Ouchō toxin (page 97).
2	Tramplers	As per special ability (page 69).
3	Chargers	They get a free melee attack at the end of their move.
4	Explosive	They detonate like a fragmentation grenade if they are brought below zero hit points.
5	Dodgers	Any successful skill check in an attack against them must reroll one of the dice.
6	Zone Controllers	As per special ability (page 97).

Plot Twists

Choose additional abilities at 2 cards for each.



Bad Apple Shakedown Cruise

Briefing

One of our crews has been consistently ineffective. We believe they have one or more traitors in their midst sabotaging their missions. The Science Bays have been useless in determining loyalty. We need you to go out with this crew and figure out who if any among them are the bad apples. They don't know they're being tested. They think this is a routine mission to drive the enemy ship "Homeward" off of its station in orbit around Providence.

Objective

Drive off or destroy the Homeward without killing any loyal crewman.

Overwhelming Success

Drive off or destroy the Homeward. Restrain at least one bad apple if there are any and kill the rest without killing any loyal crew.

Setup

Replace one of the heroes' ship's modules with a Life Support module. Add one human crewman of each of the 4 professions to the crew. They will have stats and be equipped exactly as per enemies.

Setup the enemy ship in orbit around the planet Providence.

The heroes warp in as normal.

Special Rules

Questionable Crew

This crew will all act during enemy actions (even if they are loyal). They will carry out orders as directed unless they are bad apples. All crew is considered loyal until they take an act detrimental to the mission. Failing a skill check to pump an engine isn't disloyal. Intentionally breaking the Helm or firing weapons at another loyal crewman sure is disloyal.

Enemy's Eyes Only

One of the questionable crew (choose at random) is actually loyal. The rest will each find the most opportune moment to sabotage the mission in a dramatic fashion that leaves little doubt of their treacherous nature.

Plot Twists



VALUE	EFFECT
1	Lockout: Only the new crew has access to the battlestations. Others must hack them at the start of the mission.
1 per 2 bots	Security Bot Squad: Only the disloyal members of the new crew can control the bots.
4	Self Destruct: Replace one Cargo Bay item with a Self Destruct device (page 115). The bad apples activate it at the first opportunity then slag the helm so it can't be easily shut off.
3	Butterfingers: The questionable crew are all loyal but hopelessly butterfingered. They always fail all skill checks (roll in secret) but insist on doing things their way. Their captain rose up in the ranks due to a great deal of cloning prestige and outranks the heroes. (Yes, I just read the Caine Mutiny recently).

Crystal Planet

Briefing

A planet comprised of one massive crystal has been discovered and is being studied by the Science ship Ditditdit. They'll be ringing the planet with probes. You are to assist and protect them as well as gathering 20 units of data yourself.

Objective

Protect the Ditditdit until it has placed its probes. Gather at least 20 units of research before the last probe has been deployed.

Overwhelming Success

As above and capture or destroy any enemy ships.

Setup

The Ditditdit is of Canosian registry and one size smaller than the heroes' ship. It is 6 hexes from the crystal planet at the center of an empty map. It travels at speed 1. The Ditditdit has a Cargo Bay it will use to deploy the probes when it gets into orbit. The Cargo Bay holds a limitless supply of probes and nothing else.

The heroes' ship is in orbit opposite the Ditditdit.

An enemy ship Quiet! is of Tentac registry and also one size smaller than that of the heroes. It warps in on the heroes' side of the crystal planet.

Special Rules

The crystal planet is a repository for all radio waves in the universe. Some of the research performed on the crystal has shown that part of the equator enumerates a calculation of pi to over a googol digits. This arc would continue around the sphere but the rest is destroyed by the perfect storage of the 7th broadcast episode of an ancient earth entertainment program "I Love Lucy".

Some at the Science Academy believe that the crystal planet should be wiped clean of cultural bombardment while others want to observe and study what has already been recorded. The ministry of economics wants to mine the planet's ORE for newer and faster computer technology.

There is a heated debate at the Academy over a striking notion from a small minority that the planet has developed sentience. These scientists are widely regarded as wrong.

Deploying Probes

A character in a functional Cargo Bay can Deploy a probe with an Engineering check of 11. This cannot be done remotely. The probes must be placed in each of the 6 hexes around the planet.

Enemy's Eyes Only

The captain of the Ditditdit is secretly working to reboot the planet. His probes will fire off a harmonizing signal on phase 6 that will reboot the planet. Unbeknownst to him, that signal will also destroy the planet like a size 64 ship explosion.

As the heroes gather data they get the following information.

DATA	INFO
10	The planet is fragile.
15	The planet could explode like a size 64 ship.
20	The probes will destroy the planet. The new Objective is to stop the deployment of the probes. Overwhelming Success is for the heroes' ship to survive as well.

As soon as there is a probe deployed, the planet fires out harmonic pulses each phase. These are treated like cannon blasts that automatically hit dealing 1 die of damage to every ship, microship or spacewalker in the system.

Note that the harmonic pulses will stop when all of the probes are destroyed.

Plot Twists



VALUE	EFFECT
2	Increase the crystal planet pulses power by one.
3	The pulses also cause stun checks for all characters in the system. The enemies are prepared for this by sending a max Athletics crew treated with StunGone (page 96) to give them a free reroll on failed stun checks.

Diplomatic Immunity

Briefing

The newly discovered Muddian “Civilization” (we use the word loosely) is joining our Universal Republic. Unfortunately, their system of government is true anarchy. The official method for sending a senator to the Republic is for a Size 3 scout to leave the homeworld under the Senatorial banner. Every ship that leaves Mud under these circumstances gets shot down. Your mission is to escort the next one christened, the Dictatorship carrying a Muddian we’re calling “Lupee” from Mud until it can warp out.

Objective

The mission is a success if The Dictatorship warps out with Lupee alive. At that point, any remaining Muddians will stand down.

Overwhelming Success

The mission is an overwhelming success if Lupee is conscious when the Dictatorship warps out.

Setup

Place the Dictatorship a size 3 ship of silicoid registry in the same hex as the planet facing the top of the map at speed 1 and 1 in all power levels. The heroes warp in along this line. Lupee replaces the marine in the ship’s crew. The other three slots are filled by bots. Lupee has 10 hit points and one in all skills. The heroes control the Dictatorship. Lupee will do as they say.

Place a Muddian warship 8 hexes from the planet in each of three evenly spaced directions at speed zero.

Special Rules

The Muds haven’t had the time, money, or organization to build their own fleet yet so they’ve borrowed some ships from the Tentacs. (They ignore facing). Our new ally Lupee has rigged it so the temporary Muddian fleet will be sabotaged as soon as the Dictatorship leaves the atmosphere.

They are fanatical and not subject to morale checks.

The Muddian ships are considered sovereign territory and cannot be attacked. Lupee is their Senator, NOT their ruler and thus unable to authorize the use of force against them. It is a violation of the rules of engagement to attack them in any way, including ramming, missiles, cannons, tractors, teleporters, or fusion cannons, etc. However, anything that comes aboard your ship or the dictatorship is fair game.

Since the missiles are not sovereign ships and unwanted, it is within the scope of the mission and rules of engagement for the heroes to shoot at missiles.

Enemy's Eyes Only

The sabotage didn’t completely work. The Tentac ships Helms are all sabotaged and they won’t move at all and they won’t act on the first phase but their engines and guns are working just fine, thank you. They each have MD cannons on Multi shot mode and fire once per phase until the difficulty goes up to 9 or greater, at which point, they switch to Long Guns as a free action with guns at a power of MD for the long shots.

They will also each launch a boarding missile carrying a marine to conduct their “Diplomacy” on phase 1 of each round targeting the Dictatorship.

They will attempt to teleport a boarding marine each phase to the nearer of the heroes ship or the Dictatorship. Add used markers as normal. They will stop when it is impossible. They do not get scans.

Muddians have a base hit points of 5. Infinite hands and no other special abilities. Figure their abilities and equipment as per the normal Enemy rules on page 159.

Plot Twists



VALUE	EFFECT
3	Assassin: One of Lupee’s bots is out to kill Lupee
4	Bonus Enemies: Add an additional enemy ship to the mix.
3	Jumpy: Lupee’s crew fires their first shot at the heroes’ ship.

First Contact

Briefing

We have discovered a new intelligent life form. They don't understand us so they fear us. They launch missiles at things they fear. You've got to decrypt the Rosetta Stone word "Shknorkleblorp" so we can communicate our good intentions to them before they blow you to bits.

Objective

Broadcast the secret word to the planet.

Overwhelming Success

Broadcast the secret word to the planet and all hands survive.

Setup

Place a planet in the middle of the map.

The heroes warp in as normal on phase one.

Special Rules

Decoding

You can use your Science Bay to ask yes or no questions about the word with parts of speech, definition, syllables, vowels, starting letter, etc. are all fair game.

The word is a standard English word that appears in this book. The length of the word is equal to the MD+3. Thus MD of 1 gives you a 4 letter word to find.

Once you have decoded it, the rest of their language will immediately become clear.

Broadcasting

You must broadcast from the Science Bay. The difficulty to broadcast is the distance to the planet.

Enemy's Eyes Only

Missiles

The planet launches MD +4 standard missiles per round at a rate of one per phase. Any extra beyond 6 will be launched on phase 1.

Example: MD 5 would be 9 missiles which means 4 on Phase 1 and 1 each on the rest of the Phases in the Round.

Secret Word

Select a word of your own or use any of the following: broadcast, missile, diplomacy, enemy, hero, intelligent, language, secret, word.

I find it fun to try to use the word casually during play at least once a phase as in, "You have to broadcast the message to the planet."

Note that when the heroes do broadcast the secret word, the planet will stop launching missiles but they have no recall for the missiles they have out there. They will express great regret.

Enemy Luck

The enemy can use at most one luck per missile to reroll attack and/or survival checks.

Plot Twists



VALUE	EFFECT
3	Zoallanization: Their missiles are fully upgraded.
1	Brain Freeze: Each use of the Science Bay causes a Stun Check (see page 85).
10	Mega: The missiles are all Megatorpedoes.

Ghost Ship

Briefing

The Claw has disappeared into a negative energy cloud in Sector 3. Only one of the crew's clones activated and since it is a clone, it has no knowledge of the events. The rest of the crew's clones never activated. Your mission is to investigate what happened to that ship, rescue survivors if possible, and recover the logs from the Helm of the Claw if the ship itself is irretrievable.

Objective

Return with 20 units of data gathered from the Helm of the Claw.

Overwhelming Success

As above and rescue a survivor and/or activate the clone of a lost crewman.

Setup

Use a blank space map.

Mark the end points in a hexagonal area for the energy cloud that is 15 hexes from the edge.

Scans will not penetrate the cloud but the Science Bay can be used to ask yes or no questions.

The heroes warp in relative to the edge of the cloud.

Special Rules

Gathering Data can only be done from the helm of the Claw at a difficulty equal to the MD. The amount of successes indicates the amount of data gathered.

Each unit of data allows the heroes access to one line of the Claw's Log (under **Enemy's Eyes Only** section on the right.)

Enemy's Eyes Only

The crew of the Claw have been trapped between dimensions. They are ghosts. The cloud is trying to trap the heroes' ship so they will become ghosts as well. The Claw is Beastman ship equal in size to the heroes' ship. It is 6 hexes inside the cloud at Speed 1 facing the heroes. Its Hyperdrive is slagged.

Ghosts

There are 3+MD ghosts in the enemy crew. Only one ghost will haunt a given module at a time. Their skill is MD in all skills but they get no professional reroll. Record and track their location secretly. They cannot be seen but they will manifest and take one action each phase from the following list:

1. Repair the module they are in.
2. Move to another module
3. Take a battlestation action in the module they are haunting.
4. Attack a character in their module for $1d6+MD$ damage and raise the chill factor for that character by one causing a chill check.

Chill Factor

The chill factor starts at MD and goes up by one each time a passive resistance check is attempted. Getting struck by a ghost or being in the cloud at the end of a Phase causes an Athletics check against the chill factor.

Failure causes the character to dematerialize (leaving their equipment behind) and become a ghost under enemy control in the nearest module that is not already haunted. Ghosts cannot be damaged.

They can be destroyed if the module they are in is slagged.

The Cloud

Any character that leaves the cloud is restored to a chill factor of MD. If a ghost leaves the cloud, they rematerialize as characters instantly.

From the inside of the cloud, the outside is perfectly clear. The Claw can function as if there were no cloud. The heroes' ship can function inside the cloud as well as soon as they enter it. Track the location of the Claw on a separate map until the heroes enter the cloud.

Plot Twists



Add additional Ghosts at a value of 2 cards each.

Note: "Enemy Crew" plot twists won't apply here.

The Claw's Log

LOG ENTRY

1 WE'VE ENTERED A NEGATIVE ENERGY CLOUD

2 THAT HAS HAD A CHILLING EFFECT ON MORALE.

3 ONE OF OUR CREW HAS SUDDENLY VANISHED

4 AND THERE ARE STRANGE OCCURRENCES ON THE

5 SHIP. OUR SCIENCE OFFICER HAS BEEN UNABLE

6 TO LOCATE THE MISSING CREWMAN DESPITE

7 NARROWING IT DOWN TO A SINGLE MODULE.

8 SYSTEMS HAVE BEGUN ACTING WITHOUT PROMPT.

9 THE SHIP HAS TAKEN ON A MIND OF ITS OWN.

10 IT IS THWARTING ATTEMPTS TO LEAVE THE CLOUD.

11 ANOTHER CREWMAN HAS DISAPPEARED AND THE

12 SHIP IS NOW REDOUBLING ITS EFFORTS TO MOVE

13 US DEEPER INTO THE CLOUD.

14 WE'VE HAD SOME SUCCESS FIGHTING THE

15 BATTLESTATIONS THEMSELVES. WHEN WE

16 SLAGGED THE HYPERDRIVE, IT SEEMED TO

17 APPEASE THE APPARITION(S) BECAUSE IT OR THEY

18 BECAME LESS ACTIVE.

19 THE REST OF THE CREW IS ALL GONE. I'M ALONE

20 AND I FEEL ICY INVISIBLE CLAWS CLUTCHING AT...

21 END OF LOG

Hot Pursuit

Briefing

An enemy ship the Nth Sea has just left the atmosphere. You've got to stop them before they warp out.

Objective

Capture or destroy the enemy ship.

Overwhelming Success

All hands survive.

Setup

Place a planet in the center of a blank map board.

Place an Enemy ship adjacent to the planet facing away from it. It will be of random registry.

The heroes' ship begins play on the surface.

Special Rules

None.

Enemy's Eyes Only

The enemy is just trying to get away.

Plot Twists



Planetary Defenses 3 cards

The planet launches a missile at the heroes each phase until an aggregate Diplomacy check of 10x MD is made at a difficulty equal to the distance to the planet.

Infestation

Briefing

We've just discovered a hive of bugs infesting a Xeloxian atmospherics plant on the colonial moon Threepair. We can't risk using ship's weapons on it for fear of asphyxiating the colony. You are going to need to go in there and clean it out. We're issuing each of you any personal area effect weapon you want for use during this mission. These will be collected at the end of the mission.

Objective

Destroy all of the bugs before 10 escape into the colony.

Overwhelming Success

Destroy all bugs before 5 escape into the colony.

Setup

Place a moon in orbit around a planet. The heroes' ship warps in as normal.

The moon does not have an atmosphere (the plant provides limited atmosphere to the colony and itself) so it is not necessary to enter atmosphere before landing on the moon.

The ship's first scan will reveal the facility and its bug infestation. Arrange a 4x4 grid of modules to represent the plant.

The cargo bay in the top right corner is the accessway to the colony. This accessway is unpowered and cannot be broken or slagged. Any bug that leaves this module will rampage through the colony before local security can stop it. If 10 bugs get away like this, the colony will be so devastated that it will be unable to support our war effort.

The other modules do not have their normal function but they can be broken, slagged and repaired just like ship's modules.

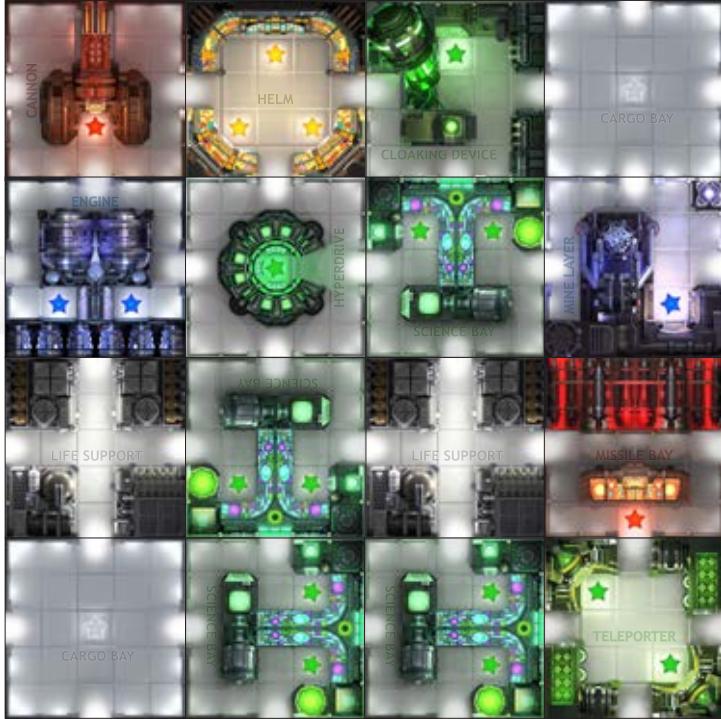
The plant makes hull checks as a size 4 ship.

All of the modules on the bottom row have 2 bugs in them at the start of the mission. In addition, the Cargo Bay in the lower left corner has one really big bug.

The layout is pictured here for your convenience but you could use any modules in any arrangement so long as there are Cargo Bays in the top right and bottom left corners and the layout permits movement to each module.

Special Rules

Ships weapons cannot be used on the plant.



Enemy's Eyes Only

Bugs

The bugs are semi-intelligent and fully hungry. They will double move toward the exit unless they have a conscious target they can attack along the way. They can move and act in slagged squares as if they were not slagged.

Bug stats

		SKILLS		
MD	8	MD	4	3

Hatching

At the end of each phase roll a die for each unbroken module in the plant. On a roll of a 1, an egg hatches in the module and a bug appears as close to the center of the module as possible.

On the second and subsequent rounds, they hatch an egg on a roll of a 2 or better.

The bugs cannot repair the modules.

The Queen

The queen is in the bottom left Cargo Bay. She behaves in all other respects as a normal bug except she adds the MD (again) to her hit points and skills.

The other bugs will protect her at all costs. If the queen dies, all the other bugs go dormant instantly.

Plot Twists



VALUE	EFFECT
3	Tough Bugs: Use the twists from asteroid investigation page 182
6	Ionization: The bugs' strikes also have an ionizing effect like an ion bore (page 83).

Kidnap Dignitary

Briefing

Ambassador Flobee Gabrisch is an important human dignitary being transported by the human ship Skyline to the colony of New Africa, a well-known pirate safe haven. Her itinerary is being kept secret even from her own staff. If she is allowed to make the rendez-vous it could harm our war efforts.

Objective

Stop Flobee from entering the atmosphere of the planet.

Overwhelming Success

Capture Flobee alive.

Setup

The heroes' ship is in orbit around the planet of New Africa on a blank map board.

The Skyline warps in as normal. It is of equal size to the heroes' ship. Flobee replaces one of the pilot crew on the Skyline. Her stats are those of the enemy crew except her profession is diplomat.

Special Rules

Flobee will stay aboard the ship until it enters the atmosphere. She will not take a boarding missile, shuttle, etc.

Enemy's Eyes Only

There is nothing special going on here but just having that sentence lets the players worry a bit if they happen to see you reading this section.

Plot Twists



Flobee has chosen the best for her crew.

See the Enemy Ability plot twist chart on page 162 and select two good ones. Pay half total price in cards for these (round up).

Mirror Universe

Briefing

You have come across a nexus of alternate realities. There is an exact copy of your ship with an exact copy of each of you on it. These evil twins must be stopped at all costs before they besmirch your good name as they wreak havoc in the galaxy. If you can analyze them with your Science Bay for the guys back at base, it would be appreciated.

Objective

Destroy the evil ship and all hands aboard.

Overwhelming Success

All of your crew survives.

Setup

Place 2 empty map boards adjacent as the non-floating map. This area describes the limit to the battle area. Any ship is obliterated if it leaves the battle area unless its counterpart has already been destroyed.

Place the ships 20 hexes apart and pointed at one another at speed 1.

The enemy ship is an exact copy of the heroes' ship complete with character locations. The evil twins are (of course) left-handed, and as enemies they have no luck. Otherwise, they are exact duplicates of the heroes including equipment, upgrades and special abilities. (Note that if they have an ability that gives them luck like "Lucky", they will get that luck.)

Enemy's Eyes Only

The enemies all have goatees (especially their bots)!

Plot Twists



Note that you needn't bother with MD or Plot Twists for this mission. It is perfectly balanced.

Lights Out

Briefing

The enemy ship the Commandrix is hiding out in a remote nebula. We want you to check it out. Destroy the alien ship if you can't capture it.

We've sent other ships but they've only been able to send out cryptic messages like "Who turned out the lights?" before getting destroyed.

Objective

Destroy the Commandrix.

Overwhelming Success

Capture the Commandrix.

Enemy's Eyes Only

Before the heroes warp in, their vidscreens go blank. Do not let them see the hex map as long as they have any power level above zero. The nebula extends throughout the system for at least thousands of hexes.

Setup

The Commandrix is a Zoallan ship equal in size to that of the heroes. Place it at the center of the map at speed 2 with a random facing.

Use the light asteroid map board.

Special Rules

Darkness

Ships are blind in the nebula as long as they have any power in their systems. You can see the hex you are in but no other hex on the map. Warhead missiles are unaffected by this problem. Everything else is blind.

Being in the darkness is in most respects as per cloaking (see page 126). Essentially, everything is cloaked to you. You can "ping" for asteroids or ships.

Secret Solution

While the ship is at zero power in all systems, the sensors and scanners function normally. If any power level is greater than zero, the ship is flying blind.

The Commandrix is under the same troubles but they know how to deal with it. They transfer their power levels into batteries as needed and retarget their missiles when they can see.

Plot Twists



VALUE	EFFECT
1	Missile Pods: Enemy ship has 2 missile pods
1	Relay Stations: 1 per enemy relay station (max 3)
1	Cloaked: The Zoallan ship has a cloaking device as well.

Epic Plot Twist

Each use of the Science Bay or Hyperdrive while in the nebula effectively detonates a Teleporter bomb in it (page 142). The value of this Plot Twist is 6.

Pentaquarks

Briefing

The Canosian scientist TTKK has developed a theory for studying subatomic phenomena by warping a ship at the midpoint between twin pulsars. You are the lucky volunteers to test this theory.

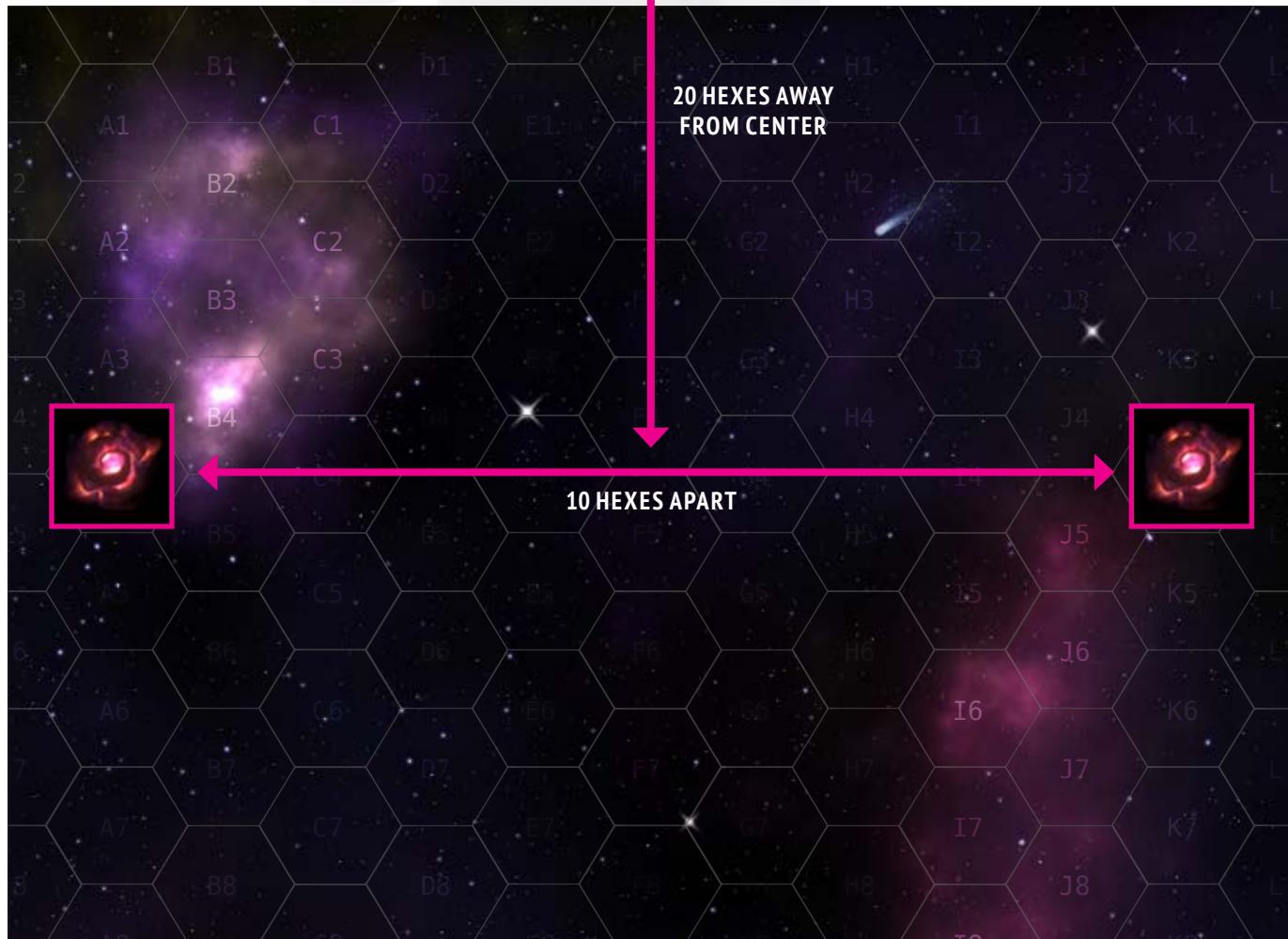
TTKK has tried it before but has never returned alive and neither has any ship that went along. That's why we're sending your team with TTKK and its Silicoid bodyguard. We don't know the effects of pulsars but we're sure you'll find out soon enough!

Objective

Make at least one scan in innerspace and survive.

Overwhelming Success

TTKK survives as well.



Setup

TTKK and its bodyguard Irrational (a Silicoid marine) require 4 Life Support slots for themselves and their equipment. Swap out another module of the heroes' choice for a Life Support module if necessary.

TTKK is a standard Canosian scientist and Irrational is a standard Silicoid marine using the rules for enemy skills and equipment on page 161.

They will be each be on Science Bay battlestations at the start of the mission.

Place 2 pulsars (anomaly counters) 10 hexes apart on an empty map board.

The heroes ship warps in 20 hexes from the hex in the middle of the 2 pulsars with a random facing.

Special Rules

Pulsars

The pulsars both pulse at the end of each phase. Determine the damage for each pulse separately. For each pulse, roll 2 dice and add the MD. Subtract the distance from the pulsar. The result is a guns power hit on the ship. This ignores speed. Roll for hit allocation and apply shields as per a normal gun hit.

Enemy's Eyes Only

Innerspace

When the ship warps out of normal space it enters "Innerspace". Set up the map afresh with the ship at speed 2 in the center hex and an anomaly occupying each hex 14 hexes equidistant from the ship in a straight line. The anomaly directly aft of the heroes ship is the exit. (Don't tell the heroes this). The anomalies will launch quarks on each of the first MD Phases in a Round. Randomly determine which anomaly launches on each phase. When a quark arrives (or is scanned) roll a die to determine its type.

DIE ROLL	QUARK TYPE
1-2	Boarding Missile
3-4	Anti-Quark Missile
5-6	Upquark Missile

These objects behave much like missiles but they are not subject to ECM.

Boarding Missiles

These are loaded with an alien boarder so indescribably different that a character merely getting line of sight on one for the first time causes must make a Stun check (see page 85) or a Sanity check if you are playing a "Deep Ones" campaign. These aliens have Athletics and Combat equal to the MD and no other skills. Their Move value and hit points are both equal to MD +5. they make melee attacks for 1d6 of damage.

Upquark Missile

Roll 3 dice for damage. The lowest die adds to OOC. The higher two dice are treated like a normal missile hit.

Warping-into innerspace

The heroes' ship must be at speed 5 in the hex directly between the pulsars with somebody on overwatch to operate the hyperdrive with an automatic action.

There are no program markers necessary. If so, they warp into innerspace.

If needed the Science Academy will provide the crew with a Rocket Booster (page 115) to assist the ship in getting up to Speed.

Anti-Quark Missile

Roll only 1d6 for damage. This die is applied once for hull damage but it affects the entire ship as though it had hit each module for purposes of raising module damage and collateral damage to occupants. This die is subject to Luck by all aboard.

Exiting

The Hyperdrive will not function in inner-space. If the ship moves into the secret exit hex (the anomaly that was behind them) they are immediately free of inner-space and warp back to real space a safe distance from the pulsars. Any alien boarders disappear in the process.

Irrational and TTKK

TTKK will be of no use to the heroes. It will use the Science Bay (or repair it) once per phase to the exclusion of all else.

Irrational is a hired hit man here to stop TTKK. It will try to destroy the ship, the crew and TTKK at all costs. As soon as the ship enters innerspace, a bomb goes off in the Life Support module assigned to TTKK and Irrational. The effect of this bomb is like a Heavy missile.

The boarding aliens are not picky. They will attack TTKK and Irrational if they are the nearest targets.

Plot Twists

VALUE	TWIST
1	Boarders are Zone Controllers
2	Boarders deal 2d6 damage
3	2 boarders per missile
6	All quarks generate a boarder after impact.

Perpetual Bots

Briefing

An ancient scientist of unknown origin referred to by the robots as “j” built self-perpetuating platforms amidst fields of asteroids. The project was started as a lark but left untended, the machine grew and developed limited sentience. We must stop it before it reaches critical mass and is unstoppable.

Objective

Destroy the platform by dealing enough damage to it. It is unknown how much damage it will take so don’t be gentle.

Overwhelming Success

Destroy the platform and capture or destroy the escort ship.

Setup

Place a marker for the platform at the center of any asteroid map. The escort ship, the 00001, is in the same hex with a random facing at speed 1 when the heroes warp in. It is of bot registry and equal in size to that of the heroes.

The heroes’ ship warps in as normal.



Enemy’s Eyes Only

Special Rules

The Platform

The platform launches MD missiles per round on Phase one of each round. These missiles contain 1 combat bot each.

Destroying the Platform

The platform cannot be Teleported to but it can have Teleporter bombs sent to it. It checks like a size 2xMD ship. Once the platform is destroyed, all bots go dormant.

Plot Twists



TWIST	VALUE	EFFECT
Combat Bots	1	Bots have an additional point of combat skill.

See also “Bot Wars” for more bot specific twists.

Plasma Fire Disaster

Plasma Fire Disaster

Briefing

You are conducting training exercises around a Silicoid colony when you receive the following emergency signal on an automated loop:

Mayday, Mayday. This is the Silicoid cruiser Quadrinary. Request immediate assistance.

Objective

Rescue at least MD victims.

Overwhelming Success

Rescue MD+5 victims.

Setup

The Quadrinary is a Silicoid Size 6 ship in orbit around a star at the center of the map. It has suffered 30 points of hull damage. Place Silicoid crew at the battlestations of the Quadrinary. They have primary skills of 3 and 1s in all other skills. They each have 11 hit points and 11 damage leaving them unconscious.

Mark with Fire the location of 5+MD fires on the ship as indicated. Each flaming module also gets a damage marker. Each Silicoid in a flaming module at the start of the mission is on fire.

The Quadrinary has an experimental Cargo Bay item nicknamed “Sunscreen” aboard that makes it immune to the Star effects. It has a Safety Chamber in that Cargo Bay as well. The heroes’ ship does not warp in. It was already in system at a distance of 10+ (MDx3) hexes away.

Special Rules

See the fire rules on page 150.

The crew of the Quadrinary will become allies as soon as they are healed to consciousness. For this mission, Luck can be spent by the heroes to keep the Quadrinary from blowing up even if they are not on the ship.



Enemy's Eyes Only

Solar Flares

See page 255.

At the start of each Round, put 5 broken markers and a missile marker in a cup. Pull one counter at the end of each phase when the solar flare would strike. If you pull the missile counter, the Sunscreen fails that phase and doesn't protect the Quadrinary.

Instead of enemy cards or luck (there are no enemies here) put a barrel of Erg in MD modules along the side of the ship away from the sun as indicated. Destroyed ERG barrels detonate like a Satchel charge (page 91).

Plot Twists



VALUE	TWIST
3	The crew is Zoallan with 6 Hit Points instead
5	The crew is hostile instead and wants to kill the heroes if they are healed to being able to act.
6	Slag all of the modules of the Quadrinary.

Showdown

Briefing

An enemy ship wants control of an important system (the name of which escapes me right now). Go capture, drive off, or destroy them!

Objective

Destroy or drive off the enemy ship. The mission fails if your ship is destroyed or driven off the map.

Overwhelming Success

Capture the enemy ship and pacify all enemies.

Setup

Setup 3 clear maps in a row.

Place a planet in the center of the top map with the enemy ship in orbit (equal in size to the heroes' ship and of random registry (see page 284).

The heroes' ship warps in as normal.

Special Rules

The map does not float. If any ship leaves a map edge the other side wins the mission overwhelmingly.

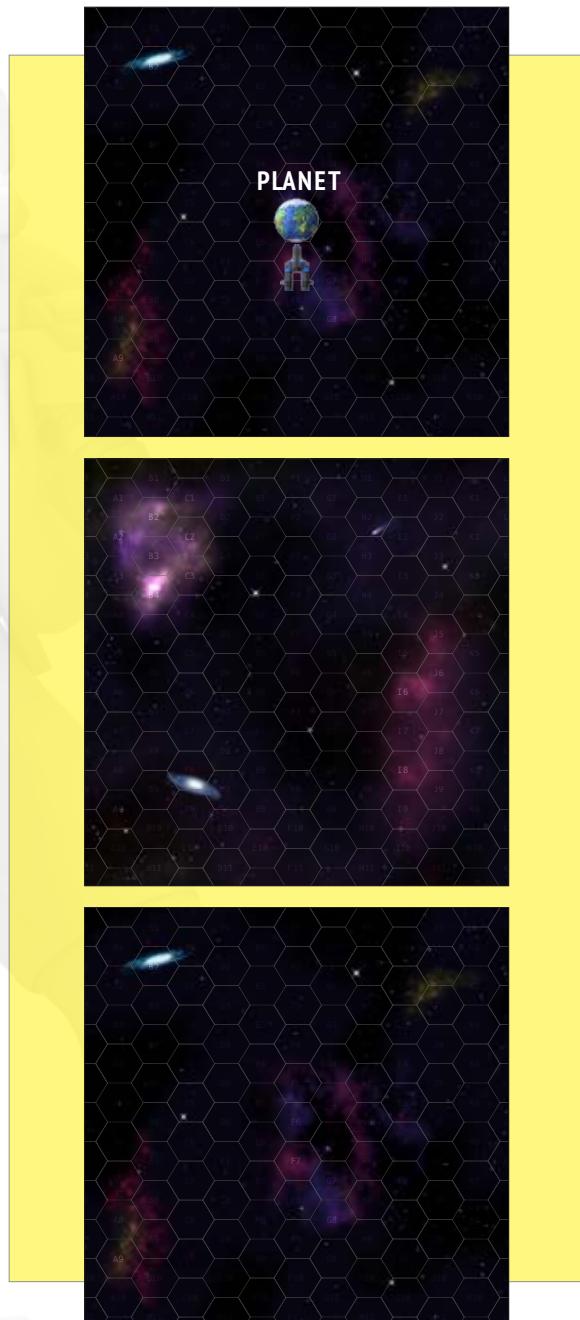
Enemy's Eyes Only

Nothing special here. This is the simplest mission possible. It ain't necessarily easy, though.

Plot Twists



Just pick them at random.



Smuggle

Briefing

There is a civil war going on at the Canosian homeworld between pro-rebel and pro-U.R.E.F. factions. Delivering some valuable contraband could swing the difference. The mission ends when you enter the atmosphere.

Objective

Enter the atmosphere with at least MD+2 smuggled goods intact.

Overwhelming Success

Enter the atmosphere with at least 6 extra smuggled goods intact.

Setup

The heroes may take as many barrels of contraband as they choose. These may be packed into modules according to the cramming rules on page 44 or carried openly as the heroes choose.

There are 2 Canosian customs ships of equal size to the heroes' ship that will remain in orbit around the planet. The mission fails if the heroes fire directly on or board the customs ships. There is no prohibition against firing on missiles.

Special Rules

If the heroes are carrying contraband openly, the mission begins as soon as they warp in.

If smuggling with stowed contraband, they also get to "warp" in with Diplomacy getting closer in just the same way and end up pointing directly at the planet at speed 1.

Either way, when the mission begins, the customs ships have figured out the heroes are carrying contraband and open fire.

Enemy's Eyes Only

The customs officials will not board the heroes' ship.

Plot Twists



TWIST	VALUE	EFFECT
Frozen Controls	1	Heroes' ship size is considered two sizes larger for purposes of maneuvering. An Engineering Check of 11+MD in each Engine and the Helm will fix this.
Planetary Defenses	3	The planet launches a missile at the heroes each phase until an aggregate Diplomacy check of 10x MD is made at a difficulty equal to the distance to the planet. If you are using this Plot Twist, inform the heroes of their options.

Epic Plot Twist

TWIST	VALUE	EFFECT
Privateer	6	There is a privateer ship with letters of mark to board and capture the heroes or at least throw contraband out the airlock and tractor it. It is of equal size to the heroes' ship. They will not fire weapons at the heroes' ship but they will use a boarding plank (page 112) and whatever other means they can to board the ship and get loot.

Stasisville

Briefing

The Tempora, a stationary star lab near a pulsar has suddenly stopped reporting last week and the pulsar has become unstable.

We only know that they were performing experiments testing the tensile strength of timespace and building a stasis device. Your mission is to retrieve data from the station and rescue as many survivors as possible.

Objective

Gather 10 x (MD+2) units of data.

Each survivor is worth 10 units of data.

Overwhelming Success

Gather 30 extra units of data.

Setup

Place a marker for the pulsar at the center of the map. Place a stationary starlab 3 hexes away from the star and an anomaly marker directly opposite the starlab (so it is 4 hexes from the star).

Special Rules

Recovering Data

Each survivor is worth 10 units of data. You may also recover data from any battlestations of the star lab. You do not need to hack the battlestations of the lab.

Recover Data

(Science vs. 0)

Only count the highest number of data gained from each battlestation. Thus, if a character gains 5 units of data from the port Science Bay battlestation and a subsequent check at that same battlestation yields 8, the total gained data goes up by 3 (because you already counted 5 of the 8).

Note: Gathering data in this way does not add used markers or count them.

The Pulsar

The pulsar pulses at the end of each phase. For each pulse, roll 2 dice and add the MD. Subtract the distance from the pulsar. The result is a guns power hit on the ship. This ignores speed. Roll for hit allocation and apply shields as per a normal gun hit.

Repeat this process for each item in the system (microships, spacewalkers, other ships, etc.)

Enemy's Eyes Only

A scan of either will reveal that the station is being held in stasis by the anomaly. The station is unharmed until the stasis field is released.

Releasing the Stasis Field

It requires a target number of 12+ distance to shoot the anomaly. Any weapon damage hit that deals a perfect square of damage {1, 4, 9, 16, 25, 36} will destroy it. Hits for other amounts of damage will yield a note on the science station stating, "the damage was the wrong frequency." The stasis field anomaly is immune to the pulsar.

Once the anomaly is destroyed, the starlab will be subject to attacks by the pulsar. Ouch. But they cannot be accessed as long as the stasis field is in place.

The crew aboard the Starlab are all scientists at zero hit points. Once revived, they will aid in their own rescue as directed by the heroes as their allies. They are humans with 6 hit points 3 Science, 1 in all other skills. They are equipped with MedKits (in hand) and blasters.

Plot Twists



TWIST	VALUE	EFFECT	REMEDY
Danger!!!	1	A high pitched whining comes on in the Engines. Frequency rises over time but there is no real problem.	None needed
Fuel Leak	2	Each time a module is broken it catches on Fire (page 150)	Engineering vs. 11 to repair module
Mad Scientists	6	When the lab is released from stasis, the Scientists are fully healed and fully hostile. They will do whatever it takes to destroy the heroes' ship.	

Tanker Freighter Convoy

Tanker Freighter Convoy

Briefing

There's a bunch of freighters on an unauthorized delivery being escorted by the Klickit of Canosian registry.

Objective

Destroy at least MD tanker freighters.

Overwhelming Success

Destroy at least 1 tanker freighter more.

Setup

Setup a line of 11 ships 2 hexes apart convoying toward a planet near the edge of a blank map. The nearest is 4 hexes from the planet. The furthest ship is Klickit. They are one size larger than the heroes' ship. The other ten ships are tanker freighters.

The heroes warp in 20 hexes from the planet and the lead ship.

Special Rules

Tanker Freighters

These ships are automated.

They always move at Speed 1 toward the planet. They do not suffer OOC or have facing.

Do not roll hit allocation. Any weapon deals its dice directly to their hull.

You can teleport bombs to them but not boarders.

They check as size zero ships and are unstable so you reroll the highest die in a successful check but explode like size 4 ships.

They are considered size 4 ships for ramming and size 10 for tractoring.

Planetary Defenses

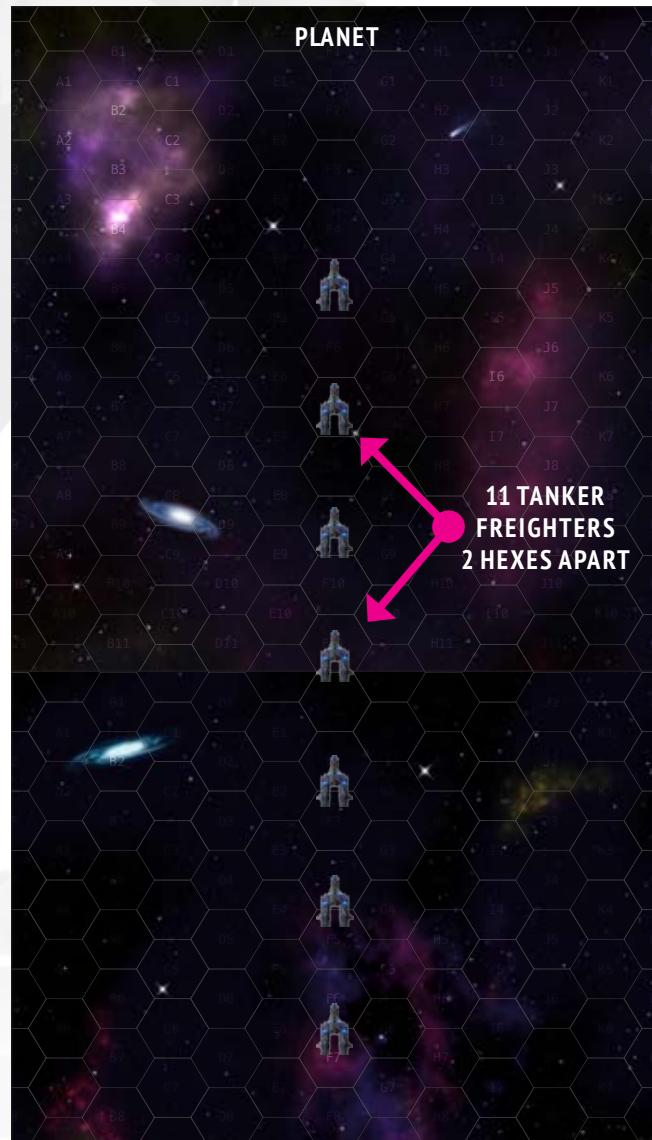
The planet launches MD missiles at the start of each round.

Enemy's Eyes Only

None.

Plot Twists

TWIST	VALUE	EFFECT	REMEDY
Homing Beacon	1	A homing beacon is hidden in a random square of the heroes' ship. It adds +1 to all attempts to target the ship.	It requires a Science skill check of 11+MD in the target square to disable it after locating it.
Bonus escort	6	The front ship is another Canosian warship the "Tikkit"	



Terrorist Cruise Liner

Briefing

The passenger liner “Opportunity” has been captured by a bunch of terrorists with a list of demands that don’t really matter because you are being sent to “negotiate” with extreme prejudice. In addition to the terrorists, there is a bomb on board and the Opportunity is headed for a star. Since you will be on a pleasure cruise, this should count as shore leave.

Objective

More terrorists die than passengers.

Overwhelming Success

As above and the Opportunity survives. If this happens, the cruise line will pay each of the heroes $2d6 \times 100$ credits. This roll is separate for each character and subject to Luck.

Setup

Put the star at one end of a clear map. Place a freighter representing the Opportunity 36 hexes away from the star. The heroes ship warps in 20 hexes behind the Opportunity (farther from the sun) with a random facing. You don’t need to setup boards to track the distance from the Opportunity to the star until it gets close.

The Opportunity is treated as a freighter except as follows:

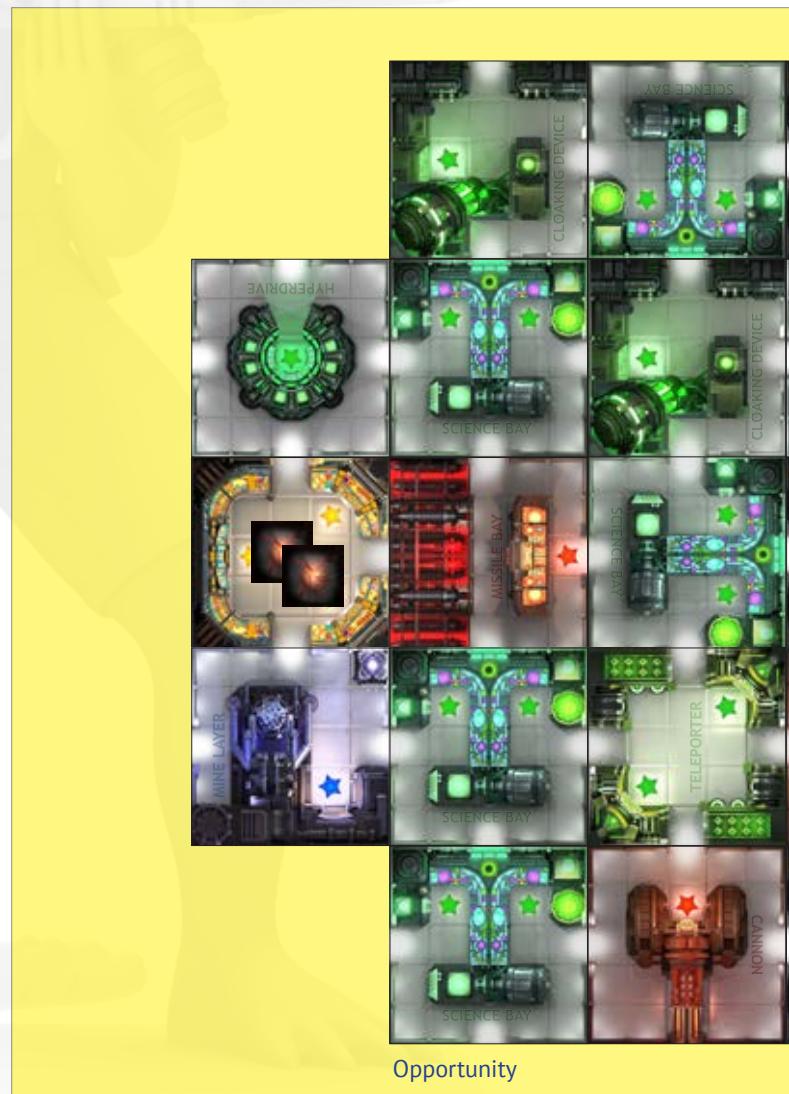
It has suffered 20 points of hull damage. None of the modules except the Engines, Helm and Life Support, serve any function. Use any random other modules to serve as placeholders for cabins, theaters, buffets, etc. Ignore Battlestation squares on these modules except for the fact that they will contain a terrorist or a tourist (see below).

The Opportunity is at speed 3 with no power. It will decelerate by one at the end of each Round. The Helm and all Engine modules are slagged. The shipping line has given you access codes so you won’t need to hack the modules, you just have to fix them.

There are as many terrorists aboard as there are heroes. Put them in the battlestations for the Engines. The rest of the ship is occupied by a mix of passengers and terrorists. Place any kind of markers on each battlestation and count the number of markers placed this way. (27 if you use the setup below). Place that many used markers in a cup. Place 6+MD missile markers in the cup.

The tourists have 6 hit points, a move of 5 and no equipment, special abilities or skills (except 1 Athletics). They will take orders to move from any character in line of sight.

The terrorists are xeloxian marines with attributes and equipment figured according to the MD and the enemy charts on page 161.



Terrorist Cruise Liner

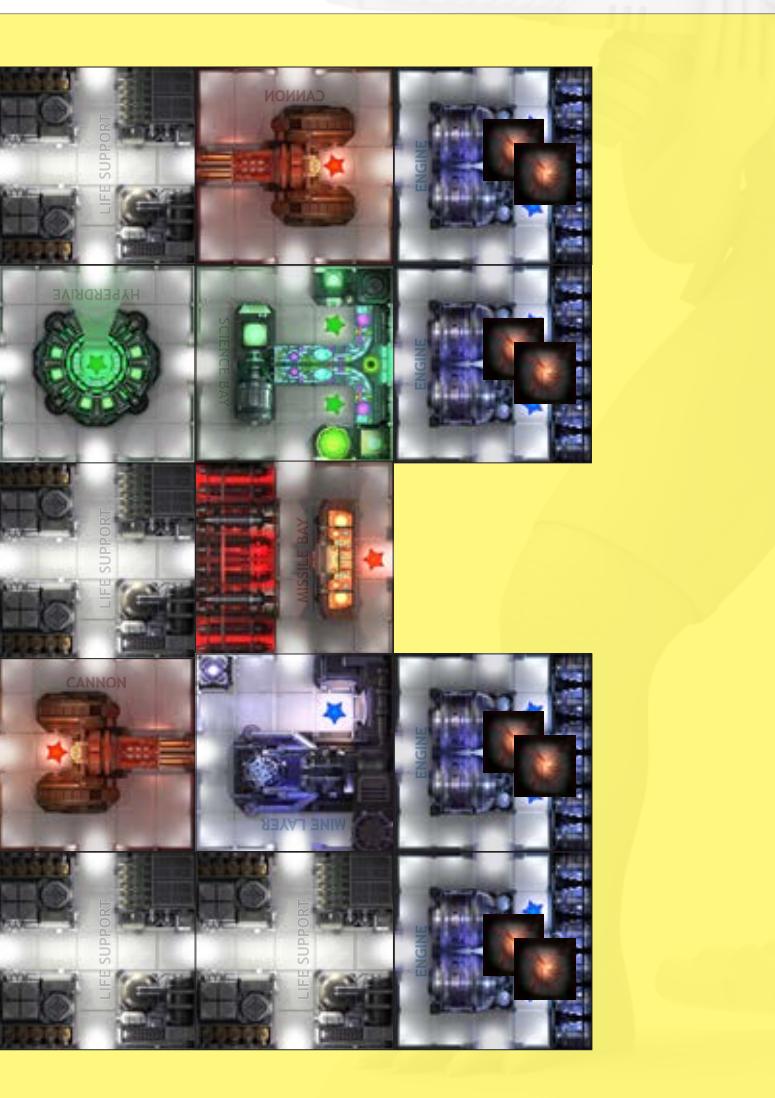
Special Rules

Terrorist or Tourist?

When the heroes have line of sight on a used marker, remove it and draw a marker from the cup. If the marker pulled from the cup is a used marker, it is a tourist. If it is a missile, put a terrorist in that spot on overwatch to shoot the hero.

Terrorists move toward the heroes and shoot. If they can't make it to line of sight, they'll move and go on overwatch to shoot.

If the heroes manage to rescue more tourists than their ship can hold, other rescue ships will arrive before overstressed Life Support kills the survivors.



Enemy's Eyes Only

The Bomb

One of the modules aboard is a bomb disguised as a piece of heavy equipment. Roll hit allocation from two directions to see which module it is hidden in. The bomb is set to detonate at the end of Phase 6 of Round 4. A Science skill check against a difficulty of 11 from within the module determines where the bomb is within the module. The heroes can use Science Bay questions to narrow down the location. Once they have it narrowed down, they can attempt to diffuse the bomb by making a Science skill check of 14. Failure detonates the bomb and destroys the ship and all aboard.

Plot Twists



TWIST	VALUE	EFFECT
Reckless Foes	1	Enemies roll an extra die of personal weapon damage for each attack and take away the lowest.
Shock Troopers	2	Enemies go on overwatch to attack with their personal weapons at the end of their last move action in a phase.
Double Dirty	6	The Terrorists have the Dirty Fighter ability (page 57) and are using Dirty Weapons (page 39)

If the ship blows up, pull markers from the cup to determine whether the remaining question marks are tourists or terrorists.

Don't forget the solar activity of the star (page 255) if the heroes get too close!

If the heroes get the ship to safety and defuse the bomb, the remaining terrorists will surrender.

With Your Shield Or On It

Briefing

The Human dreadnought Dominator is staging an assault on New Antarctica with a brand new flagship. Your mission is to destroy this ship at any cost. Your orders are simple: Do not leave the system until the enemy ship has been destroyed.

Objective

Destroy the Dominator before it warps out. Due to gravitational interference of other bodies in the system, it may only warp out in the direction from which the heroes warp in.

Overwhelming Success

All hands survive.

Setup

The Dominator is 2 sizes larger than the heroes ship.

The heroes ship warps in as normal.

Special Rules

Nothing special here.

Enemy's Eyes Only

The enemies took some shortcuts when building the Dominator. It has a hull rating equal to that of a ship 2 sizes smaller than the heroes' ship.

Plot Twists



TWIST	VALUE	EFFECT	REMEDY
Waste Management Failure	2	Break each Life Support module and fill each square of them with goop. Goop slags the square.	Goop can be destroyed with damage die of "6".
Double Vision	2	Everything smaller than an asteroid appears on ship's sensors twice. If targeting something that is doubled, roll a die (luckable), on a 1,2,3 = you hit the wrong one.	Science Check of 11+MD in Science Bay ends the effect.
Downgrade	1 or 2	Upgraded ship's modules give a +1 penalty instead of a bonus during the mission. The value of this Plot Twist is 1 if there are up to 6 upgraded modules or 2 if more.	Engineering Skill Check of 11+MD ends this effect for this module.

Wormhole Nest

Briefing

There is a fold in space that is resisting all scans and probes. Nothing that goes in ever comes out. The good news is that all lost crew from the previous missions had their clones activated. We need you to go in next.

Objective

Make at least one scan and return.

Overwhelming Success

All hands survive.

Enemy's Eyes Only

This is a death trap created by the occupants to test the mettle of the invaders. There is a secret code required to prove their worthiness. If they get free, the invaders will want to open up their homeworld to trade.

Movement in the wormholes

Whenever any ship passes into a hex with a coin it is considered to be in both of that denomination's hexes for purposes of targeting and so forth. When a ship leaves a hex with a coin, it leaves from the other coin. The ship maintains its facing and speed.

Danger in the wormholes

MD missiles will launch from a random corner of the zone at the start of each round.

A random cannon shot will come out of nowhere at the end of each phase. This shot will be from a random direction at range zero with no combat skill and go against a difficulty of the ship's speed x2. The power of this shot is equal to the phase number + the round number.

The Secret Sequence

The wormhole gates must be passed through in a specific sequence in order to escape. When it passes through the final wormhole, the mission ends successfully. Randomly determine a sequence and record it (or use the following sequence from this example: Quarter, Penny, Nickel, Dime).

Setup

Use 4 clear maps together. Place the heroes in the center of the map.

Drop 2 pennies, dimes, nickels, and quarters on different hexes of the board at random areas within the zone. Coins should be at least 5 hexes distant from the edge and each other so adjust as necessary.

Not in the United States? Substitute coins from your local currency, as needed.

Map Edges - *Each time the ship would leave a map edge, it suffers a collision and turns 180 degrees.*

Passing through coins in the incorrect order does not reset the count but passing through a gate won't advance the count until the previous gates have been passed through. Thus, even a ship of fools will eventually get through all of the gates in the right order but they will likely be destroyed first.

You must enter one side of a coin gate and leave through the other side to complete a gate. It doesn't matter whether you go heads to tails or tails to heads.

Example: (using the Quarter, Penny, Nickel, Dime sequence)

The ship goes through Quarter heads to quarter tails then incorrectly goes through nickel instead of penny. They don't have to start over with quarter again but the sequence doesn't advance until they get through the penny gate. They simply need to pass through the penny gate in either direction to advance the sequence, but in any event they'll never have to go through quarters again.

Scans

The first scan will reveal the following

It's a trap! - *There is some sort of sequence to follow through the gates to escape. Further scans are useless. You may ask yes/no questions to find the sequence or just brute force it.*

Plot Twists



As there is no enemy ship, discard all plot twist cards and use them for luck to be used on missed hit allocation rolls (a maximum of one per roll).

Guest Star Missions

This section includes 35 new missions that were designed or inspired by a wide variety of people with a wide range of knowledge about games and Battlestations. I originally employed this as a crass marketing technique to draw attention to the game but it has turned into a real gold mine.

The chief benefit of these missions is that they come from far outside the box. Many of these collaborators weren't even aware there was a box.

MISSION	CONTRIBUTOR	d66	PAGE
A Stitch in a Haystack	Richard Garfield	11	218
Asteroid Armageddon *	Paul, Ann Dupuis	12	234
Automated Weapons Testing Depot	Mike Stackpole	13	230
Between a Rock and a Hard Place	Jason Little	14	243
Big Little Trouble	Sean Garrity	15	210
Captain, I Shrank the Enemy!	Norson Botrel	16	207
Casting Pods	Tom Vasel	21	208
Cold Vacuum	Darren Watts	22	224
Curse Your Sudden But Inevitable Bar Fight	Eric Lang, Kevin Wilson	23	220
The Fearsome Predations of Everett Dingo	Jeff Tidball	24	240
Droned Out *	Kenneth R Williams	25	235
DV8 from the Norm	Dennis Lien	26	228
Extreme Mass Ratio Inspiral	Neal Sofge	31	237
God of Peace	Jonah Johnson	32	216
Growing Crisis	Anne Dupuis	33	222
Homesick	JR Honeycutt	34	211
Hostages	Kirby Young	35	229
Imbalance of Terror *	Tim Gerritsen	36	229

I've done the best job I can to shoehorn these fantastic ideas into a form that is compatible with "proper" Battlestations. I have gone over everything here so all the mistakes are mine. My efforts to "fix" some things may have broken them instead.

If any of the missions really tickle your fancy, please thank my collaborator. I was merely a translator.

You can randomize Guest Missions with 2d6 reading the first die as the 10's digit and the second as a 1's digit. On a result of 66 reroll with +1 MD and +1

MISSION	CONTRIBUTOR	d66	PAGE
Into the Void	Mario Acuna	41	246
Lost Children *	James Ernest	42	225
Mission to the Heart of the Ambassador	Bryan Daniels	43	215
Planet of the Trolls	Ken St. Andre	44	227
Reflection	Peter Vaughn	45	210
Rescue the Envoy	Stephen V. Cole	46	223
Special Delivery	Rick Loomis	51	212
Star Fortress	Tony Rowe	52	236
Stationary Battlestations Station	Bryce Whitacre	53	214
Supernova Jump *	Chris Williams	54	234
Tables Turned	Paul Peterson	55	242
The Artifact	Phil Eklund	56	226
The Mephisto Incident	Dan Blanchett	61	232
The Planet Eater	Markus Ploetz	62	238
The Secret of the Ovoid	Joey Vigour	63	244
Transcendence	Matthew Eklund	64	231
Wrong Way	Peter Adkison	65	213

* These missions are Solo Compatible

Captain, I Shrank the Enemy!

Captain, I shrank the Enemy!

by Norson Botrel and Jeff Siadek

Briefing

An enemy Canosian stronghold has been discovered in the Outlie system. They were tinkering with an armageddon weapon and unfortunately for them have shrunk their entire fleet. You must go there and destroy them before they can perfect their shrink ray and turn it on the rest of the galaxy.

Objective

Destroy the starbase.

Overwhelming Success

As above and destroy all enemy vessels as well.

Setup

Place a planet in the middle of a blank map with a size 2 starbase and 2 ships in orbit equal in size to the heroes' ship (except they are shrunk)!

The Starbase has no weapons other than a single Cannon set to Shrink! All modules in it are slagged when the mission starts. The starbase has a slagged Cargo Bay attached to the Cannon with 4 items in it. They are all broken. There is one enemy of each profession on the starbase. The heroes warp in.

Special Rules

The shrunken ships count their power levels as half and their ranges as double. Due to their small size, their ships, themselves and their bots are all +3 more difficult to target.

Hull checks are done as if the ship were half its size (round up).

Enemy bots are broken on a damage die roll of 4,5, or 6.

Enemies halve their personal movement and suffer double personal damage.

Enemies reduce the difficulty to shoot heroes with personal weapons by 3.

Their personal weapons deal one die less of damage.

Their missiles deal 1 less die of damage.

Moving and acting on enemy ships for heroes is as though in slagged squares for normal sized characters (except minutians). The heroes gain the elephantoid's "huge" ability (see page 16) with regard to the enemies.

Enemy Eyes Only

You can use a random species to determine the enemy from the chart on page 284.

Old school game referees may use 1st edition modules during the boarding for better flavor.

The Enemies on the Starbase will attempt to repair all modules and items on the station. When that is done, it will shoot the heroes ship automatically. From that moment forward, the heroes are just as tiny as the rest of the enemies. The shrinking wears off after the mission.

Casting Pods

by Tom Vasel and Jeff Siadek

Briefing

Captain Tom Overlord and Dr. Derrick Winterer are returning on their ship the “Toward Ice” after their adventures to explore strange pods at New Antarctica rumored to cast a spell over all who come in contact with them. Your crew is to escort them and see that they reach their homeworld safely. Unfortunately, you’ve come into contact with the pods as well and they have strange effects. There is a Canosian pirate ship waiting at the planet to stop you.

Objective

Captain Overlord and Dr. Winterer arrive on the planet alive and conscious and you accomplish your personal goal. This mission is special because everybody has secret personal goals. If you reveal them to other players or talk about them too much, the Enemy will give you an additional goal.

Overwhelming Success

As above but all hands accomplish their personal goals.

Setup

Place a planet in the center of a blank map board.

Place a Canosian enemy ship one size smaller than that of the heroes in orbit.

The heroes ship warps in with the “Toward Ice” in formation (see warping in formation page 132).

The Toward Ice is a size 3 human ship with a Sick Bay instead of a Cannon. Dr. Winterer is a Scientist and Captain Overlord is a Pilot. They are both humans with 3 in their primary skill and 1 in all other stats. The other spots are filled by bots named Z-bot and Sambot.

Special Rules

Ordering Overlord and Winterer around

These guys and their bots will take orders from whichever crewmate is closest to them.

Contested Actions

Decide between two people who want to act at the same time by an Athletics check.

Enemy Eyes Only

The crew of the Canosian ship is 2 ranks lower than that of the heroes. They will be attacking the Toward Ice with all of their weapons.

Secret Goals

Here is the list of secret goals. Note that none are mutually exclusive because the crew could kill Winterer and Overlord and then use the Sick Bay on the “Toward Ice” to raise them from the dead before they destroy the ship. Have fun.

Copy the page on the right and cut the squares out to use as cards.

After the mission

Once the 2 are delivered to the homeworld, the madness ends. Captain Overlord and Dr. Winterer will replace any equipment that was lost or destroyed in the process including treasure and/or upgrades.

Each hero who accomplished their mission has had their horizons broadened. At some point in their future, they may use this ability one time. When rerolling a die with luck, they choose the result instead of rolling it.

Slagger

The Helm must be slagged during the first or second Round.

Killer

Captain Tom Overlord must be brought to -6 hit points in Round 1 or 2

Grappler

You must take a personal weapon from 2 different crewmates by the end of Round 2 and drop them in a different module.

Killer

Dr. Derrick Winterer must be brought to -6 hit points in Round 1 or 2.

Shootemup

You must deal 2 dice of damage to 3 different crewmates.

Clingy

If you do not begin your turn in melee contact with a crewmate, you must take whatever actions necessary to get next to a crewmate and melee attack them or draw an additional personal goal.

Kaboomsky

The Toward Ice must be destroyed before the start of Round 3.

Spacer

A member of your crew other than yourself must be a spacewalker before the end of Round 2.

Shootsmore

You must fire the ship's cannons at the Toward Ice MD times.

Savior

Nobody from the heroes crew or the crew of the Toward Ice is dead or dying at mission end.

Breaker

All of the engines must be broken at the same time at some point during the first or second Round.

Breather

All of the Life Supports on the heroes' ship must be broken at the end of the first or second Round.

Reflection

by Peter Vaughn and Jeff Siadek

Briefing

A breach in the space time continuum has revealed your ship's evil twin. Time cannot go forward for the rest of the universe until one of you has been destroyed.

Objective

Destroy the copy ship.

Overwhelming Success

All hands survive.

Setup

Place the heroes' ship in the center of a clear map board with a random facing at speed 1 and power levels of 1 each.

Place a duplicate copy of the heroes' ship 12 hexes away with a random facing.

Enemy Eyes Only

Any damage dealt by anybody to anything affects the other ship instead. No damage is sustained during the hit. All damage is resolved at the end of the phase. The only exception to this is self-inflicted personal damage. This goes to you immediately. This includes failed missile launches and Teleporters.

As soon as the enemies deal damage to themselves they'll start to figure out how this is working.

On the second phase of understanding, they'll try to shoot one another with hand weapons.

This will be a short mission.

The enemies will have the heroes' special abilities but not have Luck.

The mission will end when either ship is destroyed. Everybody who came in on that ship is obliterated.

Big Little Trouble

by Sean Garrity and Jeff Siadek

Briefing

A Vomeg crime lord by the name of Sklortch has infiltrated the military using a minutian spy ring.

Your ship has been sent to capture him and his ring on the moon that he has taken over.

(Preferred alive, but dead will work...)

Objective

Capture or Kill Sklortch

Overwhelming Success

Capture Sklortch

Setup

Place a moon in the center of the map with a Vomeg ship of equal size to the heroes in orbit.

The heroes ship warps in as normal. Replace one of the heroes modules with a Cargo Bay loaded with a Brig and 3 personal Life Supports. The heroes' ship must have a Sick Bay as Sklortch would rather die and have his clone activated on his secret pirate spy base. The extra spots in the Life Supports will be taken by general issue bots that can be deactivated during the trip home to make room for Sklortch and its officers.

Enemy Eyes Only

What the heroes don't know is that their mission has been compromised and there are minutians already on your ship that are instructed to sabotage your ship's modules as you near the moon.

They are hidden inside the heroes' bots.

The bots will have a "Bot malfunction" plot twist event during the first phase as the minutians go on overwatch to pop out. During the second phase, the "Bot Malfunction" event will repeat itself so the minutians can pop out after hero actions and start blasting away during enemy actions.

If necessary (or if found out), the on-board minutians will fight to the death.

Homesick

by JR Honeycutt and Jeff Siadek

Briefing

A navigation hazard and splintered wormhole have left your ship hopelessly lost in the most remote region of space. You must somehow find your way home by programming the hyperdrive and punching out in exactly the right hex with the right speed, heading and power configurations. To make matters worse, there is a gargantuan monster here that doesn't appear entirely pleased by your presence. Get out as fast as you can!

Objective

Find your way home by being in the correct hex to warp out from with the correct speed and heading as well as the correct configuration of your ship's power levels.

Overwhelming Success

All hands survive.

Setup

Place the heroes' ship in the center of a blank map board with a random facing at speed 1 and power levels of 1 each.

Place a space slug 12 hexes away from the heroes ship in a random direction.

Special Rules

Finding the answers

You can use your Science Bay to ask yes/no questions about the hex you need to depart from as well as the ship speed and heading configurations.

Enemy Eyes Only

The heroes need to be in the hex the monster starts in with the same facing they started with to leave with all power levels and speed at 1.

The space slug is benign. It is trying to nudge the heroes to the right spot. Of course, their nudges feel more like a ram.

At the end of each phase that the heroes are not in or headed toward the right hex, the space slug moves one hex closer to the heroes and sends out a power blast that strikes like a Cannon shot with guns power equal to the MD.

Add MD to the slug's skill check to hit with this blast with the difficulty being only double the ship's speed (ignore range). Each time the heroes ship is hit by this blast, it is turned one facing toward the exit hex. Resolve ties clockwise.

The Space Slug has 200 hit points. Ignore hit allocation and shields. Any hit is applied directly as damage.

Special Delivery

by Rick Loomis and Jeff Siadek

Briefing

You've got a package to deliver but there is a fair amount of resistance from some customs officials on the far end.

Objective

Deliver the package to the New Earth system.

Overwhelming Success

Deliver the package to the New Earth system without killing any of the customs officials.

Setup

Place a star counter at the edge of a clear map board.

Place a planet 15 hexes from the star.

Place a customs ship in orbit around the planet.

The heroes' ship is equipped with a Cargo Pod (page 100) containing the special delivery affixed to any external point on the ship. It warps in along the far side of the planet (20 hexes away from the star). The Cargo Pod can be detached or reattached with an engineering check of 8 from the module where it is attached.

Enemy Eyes Only

The Special Delivery is a planet killer bomb. The customs ship knows this. As soon as the enemies begin to act, they'll tell the heroes as much.

Any question of the Science Bay will confirm that the planet killer is a bomb. It doesn't have to get to the planet.

The heroes can use Diplomacy to get the customs ship to surrender by driving down its morale or they can just capture it.

Special Rules

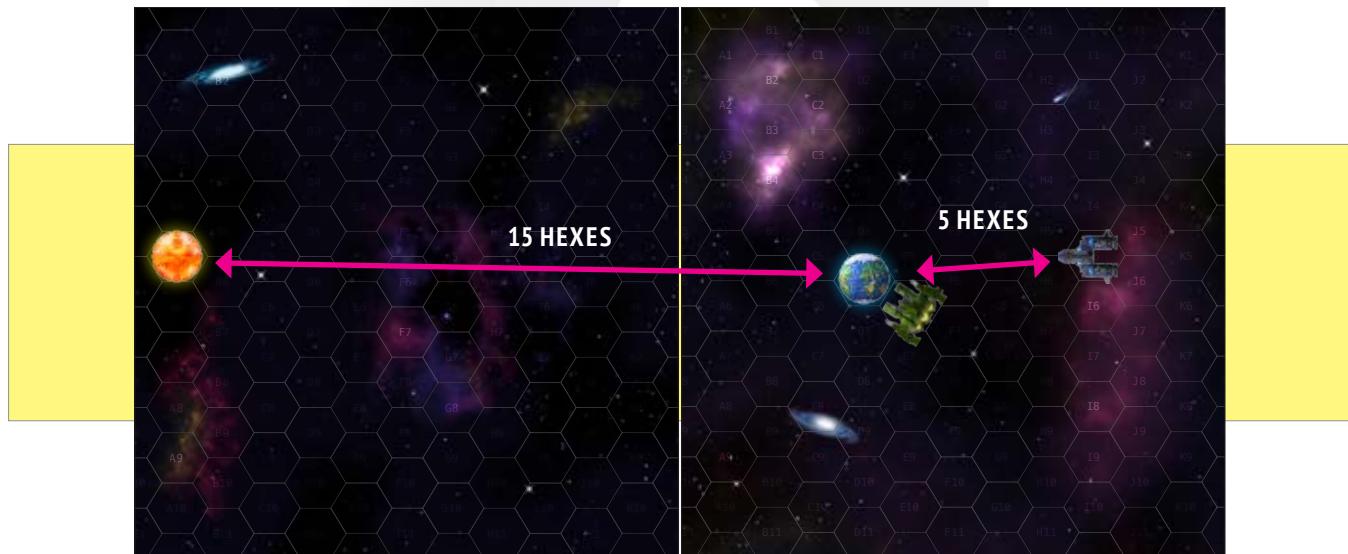
The planet killer interferes with the Warp Drive. No ship can warp out while it is in the system. It begins to hum at the end of the first phase as it has armed. It will destroy the planet and everything in the system at the end of the third Round.

The bomb is indestructible unless it is carried into the sun by a ship.

If it is carried into the sun, the bomb is destroyed and the mission is an overwhelming success.

Note that if the heroes deliver the bomb to the planet, the mission is still a success but they will die and their ship is obliterated. Overwhelming success is possible only if the customs ship's crew is not killed.

The Customs officials will attempt to drag the bomb into the sun if the heroes haven't figured it out.



Wrong Way

by Peter Adkison and Jeff Siadek

Briefing

The Weirdling colony is relocating to escape persecution. They have a dozen ships and they need your support. A cluster of colony ships desperately need your support to migrate between 2 planets in the New Antarctica system where they are being persecuted by Xeloxian raiders. These colonists need your calming presence as well as your protection. You must remain within their circle of convoy or the mission will fail.

Objective

MD colony ships make it to New Antarctica II and your ship remains within the circle of colony ships until the first ship makes it to the planet.

Overwhelming Success

As above and 2 more colony ships escape.

Setup

Place the heroes ship in the center of a blank map board.

Place a colony ship in each of the 12 hexes 2 hexes away from the heroes' ship.

Place the destination planet 12+MD hexes away from the heroes' ship.

A Xeloxian raider one size smaller than the heroes' ship warps in at the start of each Round.

Special Rules

Colony Ships

Colony ships are size 1. They have no guns or shields and ignore facing. They move 1 hex each phase toward the target planet. They will maintain their formation no matter what. Ignore hit allocation. All hits apply all dice to them.

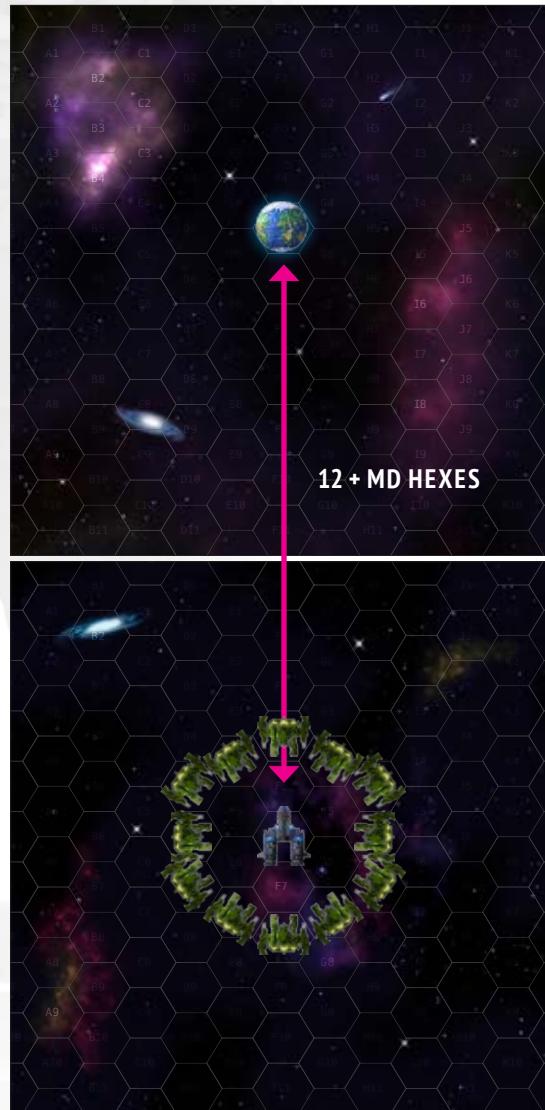
Enemy Eyes Only

There is an ion storm that is playing havoc with the controls of the heroes' ship. Enemy ships and the colony ships are unaffected.

Each time the heroes target something, add the phase number to the facing that they are intending to target. Thus on Phase one, if the heroes are targeting something directly aft (in the "4" spot) the shot will go out in the 5 (port) direction. If there is a friendly in that direction, resolve the hit on the friendly.

Note that on Phase 6 targeting is normal because it is displaced all the way around to the starting spot.

The Xeloxian raiders are intent upon destroying the colony ships.



Stationary Battlestations Station

by Bryce Whitacre and Jeff Siadek

Briefing

The enemy has created a new space station that doesn't orbit the planet but rather it maintains its position above the planet. We need data on that new station. Intelligence reports and undercover operatives have revealed that the station has no marines or conventional marine weapons. There is a size 7 ship en route to protect the station but we believe you can get the data we need before it arrives. The intell also suggests small relay stations that might jam science scan attempts. The range of these devices is some 5 hexes in all directions.

Objective

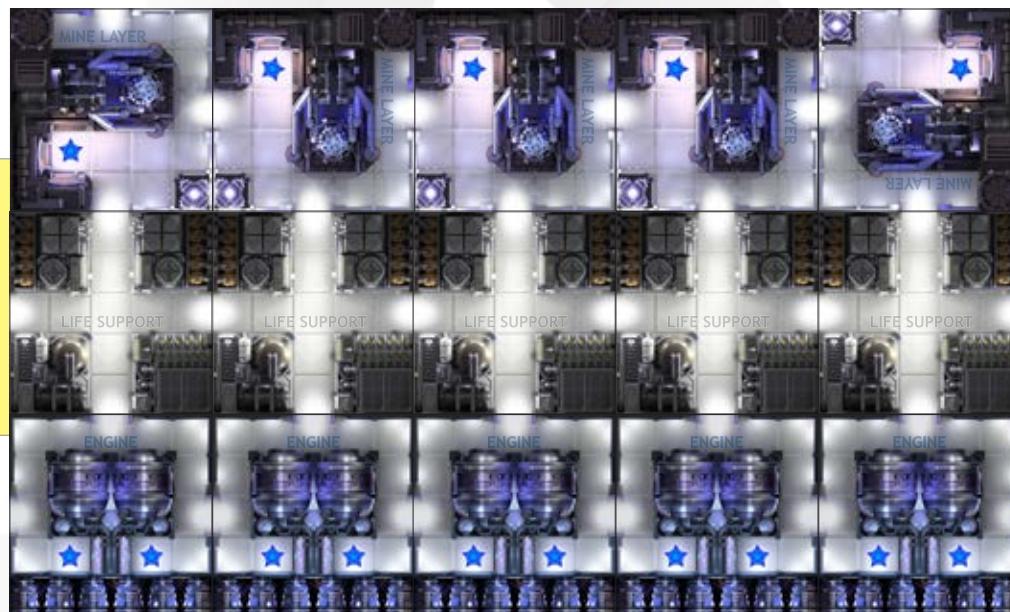
Download 40 units of data and survive.

Overwhelming Success

Download 60 units of data and survive.

Set up

Place a planet in the middle of the spaceboard. Place 6 relay stations 10 hexes away from the planet/starbase in all directions. Place a size 7 ship 25 hexes from the planet traveling at speed 1. Yes, the relay stations only have a range of 5 and they are deployed 10 hexes away, that's not a typo.



Enemy Eyes Only

If the heroes' ship is within 5 hexes of a relay station it adds +3 to the difficulty of the scan of the starbase. If these relay stations take any damage they are destroyed. All NPCs on the starbase are Engineers.

The player's may very well discover that the easiest course of action is to by-pass the relays and head straight for the planet and starbase since the power of the jammers can only reach 5 spaces. Of course the beauty of that plan is that the mine layers from the starbase can cover the 5 distance the jammers can't, creating a perfect trap.

When the heroes' ship is struck with a mine roll to see what kind of mine hit them:

- 1-2 Anchor Mine
- 3-4 OOC Mine
- 5-6 Damage Mine

The Starbase

The starbase (Size MD) has equal numbers of Life Support, Engines, and Mine Layers, as shown below.

Mission to the heart of the Ambassador

Mission to the Heart of the Ambassador

by Bryan Daniels and Jeff Siadek

Briefing

The ambassador from Vomeg is suffering from a rare chrono-retro disease to its heart that will kill it without the possibility of clone activation. You must destroy the disease before the internal defenses of the ambassador destroy you. Your ship will be shrunk and surgically implanted in the Ambassador.

Objective

Destroy 3x MD Chrono-Retro Cells.

Overwhelming Success

As above and Gather MDx10 units of data.

Setup

Use the medium asteroid map.

Place the heroes ship at the bottom edge of the map in facing the top edge of the map.

Place used markers on each asteroid hex to indicate virus cells.

Special Rules

If the ship leaves any map edge, it is destroyed.

The hyperdrive can be programmed as normal to return the ship to real space.

Blood Movement

The ship will move 2 hexes in a direct line toward the top of the map at the end of ship movement. If this results in a collision with an asteroid, treat it as a normal collision at a speed equal to the ship speed.

The blood movement speed increases by one at the end of each Round.

Virus Cells

These cells behave like standard mines. They are on asteroid hexes so ramming into them also causes a collision.

White Blood Cells

At the start of each round a number of white blood cells equal to the MD will enter the map from the nearest edge and pursue the heroes ship. These behave like standard missiles in all regards.

Cloaking Device

If the heroes have a cloaking device, they will get the targeting defensive benefits but will not get the running silent benefits.



God of Peace

by Jonah Johnson and Jeff Siadek

Briefing

A new addition to the UREF has made claims that it has discovered a sleeping god that will bring peace to the galaxy. They require only a token payment of a trillion credits and a barrel each of BIO, ERG, and ORE. Your crew has been volunteered to investigate.

Objective

Gather 10x MD units of data from the center of the temple and all hands survive.

Overwhelming Success:

As above and bring back all of the credits without starting a war.

Setup

The heroes ship begins the mission on the surface of the planet with four barrels: one each of BIO, ERG, and ORE as well as one barrel of a trillion credits.

Any member of the crew that needs it will be issued a WristComp. The crew is expected to bring the offerings into the temple. The ship is docked to any external module of a temple complex that looks like the layout below.

There are 10 human monks with ornamental swords gathered in the Temple. 4 of them are by the door to pass out WristComps to the heroes as they bring in the tribute barrels.

Note: the walls between the cargo bays do not exist in this temple. It is a big open space.



There is one monk on the heroes' ship near a doorway who checked the heroes equipment on the previous round.

The mission begins as the heroes move into the temple. The monk urges you to hurry so as not to miss the awakening.

None of the modules in the temple complex have actual Battlestations functions. Their shapes are just used to indicate the outline of the chambers in the temple.

At the start of the mission, the heroes must have their gear inspected to insure nobody is bringing a weapon into the temple.

Enemy Eyes Only

The Temple needs sacrifices to awaken the sleeping god. The heroes are being lured here by the monks to be the sacrifices. As soon as a total of 3 characters and Monks have been brought to 0 hit points, the beast awakens.

The free wristcomps detonate like frag grenades after they are used to gather data (but the data gathered still counts).

The monks will attack the heroes with swords. They have 5 hit points and 1 in all skills with no professional reroll. They want the heroes to be the sacrifice but if necessary will start attacking one another to bring about the awakening. When the monster awakens, they head for the door.

Gathering Data

The following clues will be revealed when the requisite fraction of data has been gathered. Thus if the mission Difficulty is 2 and you need 20 total data, you'll get the first clue at 5 units, the second at 10, the third clue at 15 and the final one at 20 units of data.

DATA	CLUE
1/4	The God is sleeping
1/2	It needs to be awakened by sacrifice
3/4	The God will wake up angry
ALL	After it awakens it will want to fly into space and feed on starships.

Special Rules

Gathering Data

It is a difficulty of MD + the distance to the center square of the temple to gather data.

The Monster Awakens

On the phase that the last sacrifice falls unconscious, the beast awakens. The temple is the mouth of the beast. The "ooc" level of the temple and the ship docked to it becomes 1 and rises by one each phase.

Everybody in the temple suffers 1 die of damage at the end of each phase as the mouth chews on them.

On the third phase the monster leaves the surface and on the 4th phase it goes into space.

The monster has skill of MD in all professions (it is not professional), shields, gun power, and cloak level. It starts at speed 1 and accelerates each phase by 1. It moves toward the nearest ship ignoring facing. It can only accelerate by one each phase.

When it reaches a ship, it rams with successes equal to its skill consider its size as MDx2 and speed is whatever it was.

After the ram, it attempts to bite the ship and decelerates to zero. Treat this as a standard missile hit.

The monster Hull checks as a ship of size equal to MDx2.

A Stitch in a Haystack

by Richard Garfield and Jeff Siadek

Briefing

Deep space probes have discovered a faint beacon from somewhere in an asteroid field. It is a machine called the chronosifier that will break the laws of space and time. You must stop the enemy from acquiring this technology even if you have to do so retroactively.

Objective

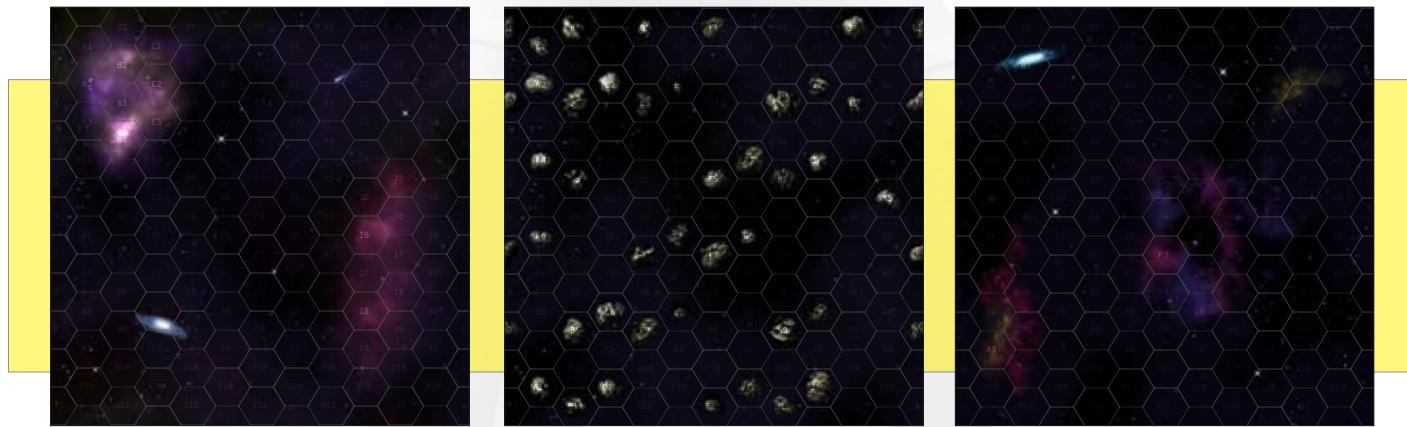
Destroy all copies of the chronosifier.

Overwhelming Success

Destroy all but one chronosifier. Warp out with that one.

Setup

Place one asteroid field as the center board with a non asteroid board on either side of it. The hero ship will warp in on one of these and the enemy on the other 16 hexes from the center of the asteroid field.



Enemy Eyes Only

There is a cloaked future copy of both ships at the edge of each asteroid field. The heroes ship is 5 hexes from the center toward the bottom edge and the enemy ship is 5 hexes from the center toward the top edge. They are facing one another.

The enemy ship is of Vomeg registry and equal in size to the heroes ship. Both ships must have a Missile Bay and a Cloaking Device.

The chronosifier is a barrel sized object on an undisclosed asteroid. Once acquired, it can be installed or uninstalled from any square in a hyperdrive with an Engineering check of 11.

The heroes are aware of the enemy ship and that there are 2 other cloaked ships in the system.

Additional Setup

The referee will pass out some secret cards. Referee see the Referee's eyes only secret card setup.

Special Rules

The chronosifier is a barrel sized object that can be loaded into a hyperdrive by placing it anywhere in the hyperdrive module and making an Engineering check of 11. It can be removed in the same way.

No ship can warp in or out while a chronosifier exists that isn't loaded into their hyperdrive.

Here is what is actually going on. This scenario has already gone through a time loop once where the enemy acquired the chronosifier with the help of their future selves coming back to make the mission a 2 on 1 against the heroes.

A Stitch in a Haystack

A copy of the heroes ship from an alternate future is sending crew back to the heroes to help them to acquire the chronosifier so they can come back and even the odds. This future ship remains stationary and cloaked at the edge of the asteroid board. It will take no action other than maintaining its cloak at level 3 and its power levels at 3 so it is running silent except to send boarding missiles loaded with future crew to assist the heroes and fire its cannon at the asteroid where the chronosifier is.

There is a chronosifier on the asteroid at the center hex. The heroes can find it by landing on the asteroid or scanning it. They can use the Science Bay to ask Yes/No questions to narrow the field. There is also a chronosifier loaded into each of the future ships.

The future enemy has already gotten to the asteroid and loaded the chronosifier into their Hyperdrive. The present enemy is on course to go to the asteroid and get the chronosifier.

The future heroes' ship is cloaked and can take no other actions than to send missiles to the heroes and fire cannons at the secret asteroid location until the heroes load a chronosifier.

Secret Cards Setup

Before the mission, write down the following questions on separate cards and give one to each player to answer in secret and return to you. The players may not discuss the cards, the questions or their answers. If you have fewer players than cards, leave some cards out.

- 1. What is your character's favorite color?*
- 2. What is your character's favorite shape?*
- 3. What is your character's favorite number?*
- 4. What is your character's favorite animal?*
- 5. What is your character's favorite word?*
- 6. What is your character's favorite flavor?*

Collect the cards and draw up an image that includes all of these elements.

In our playtest, we had a 3 blue triangles over a whale saying "xeno" and thinking, "I smell coconut".

The future heroes will send a boarding missile with this image painted on the side to the heroes' ship and fire their cannon into the asteroid where the present heroes need to go to find and install the chronosifier.

At the end of Enemy Actions, there will be a Future Heroes actions phase. The heroes will not get to participate in this until they have activated the chronosifier. Once they do, reveal the second copy of their ship and allow them to run their future selves. If the heroes don't have control of themselves, the enemy will control their characters with the intent to minimize the damage to its past and future selves while getting the ship to activate the chronosifier. (In this case, the Enemy is required to act more like a referee than an opponent and fairly choose actions that benefit the heroes).

There is also a chronosifier on the enemy ship, the future heroes' ship and the future enemy ship.

Paradox

At the end of any phase in which a ship had uninterrupted line of sight to its future copy the crew gets an eery feeling and the ship suffers one die of hull damage.

At the end of any phase in which a character had uninterrupted line of sight aboard a ship to their future copy, the crewman gets an eery feeling and they suffer one die of personal damage.

Linkage

Each time a present ship suffers hull damage, it counts against the future ship as well.

Each time a present character suffers personal damage, it counts against the future self as well. Apply damage reduction (if any) only once. For example, a silicoid shot for 8 points of damage rolls a 3 to reduce the damage to 5. Count this 5 damage against it as well as itself from the future.

Victory

If and when the heroes have eliminated all enemies, their future selves will inform them that they are going forward into the future and the heroes must get out some paint and start painting silly symbols on their boarding missiles.

Curse Your Sudden But Inevitable Bar Fight

by Eric Lang, Kevin Wilson and Jeff Siadek

Briefing

The space station in orbit around New Africa is no fun at all. Fortunately, just outside the system limits is a space cantina known Galaxywide for its hospitality. Of course, weapons are not allowed in the bar. Of course, rules aren't always followed. Your crew has been assigned as bodyguards aboard a diploid vessel for a diploid diplomat Kevric who is there to deliver an ultimatum to the Zoallans and the Xeloxians.

Objective

Deliver Kevric to the starbase after delivering the ultimatum.

Overwhelming Success

Nobody dies (not even the bad guys). Take any bodies to the Sick Bay at the no fun Starbase and revive them.

Setup

Place the starbase in orbit around New Africa and the Cantina 13 hexes away with the following ships docked to it by boarding plank (all size 2). The Xeloxian ship has a cannon and the Zoallan ship has a missile Bay. They will both pursue and fire at the heroes until they dock with the starbase. At that point, they will break off and the starbase will neutralize any missiles still inbound on the heroes ship.

The starbase at New Africa looks the same as the Cantina except the center Cargo Bay is replaced by a Sick Bay.

Ships: Xeloxian, Diploid(the heroes vessel), Silicoid and Zoallan

Build the Cantina as follows:

All of the ships are docked by boarding plank to the forward door of the Cargo Bay.

Build the Xeloxian, Silicoid, and Zoallan ships as indicated.

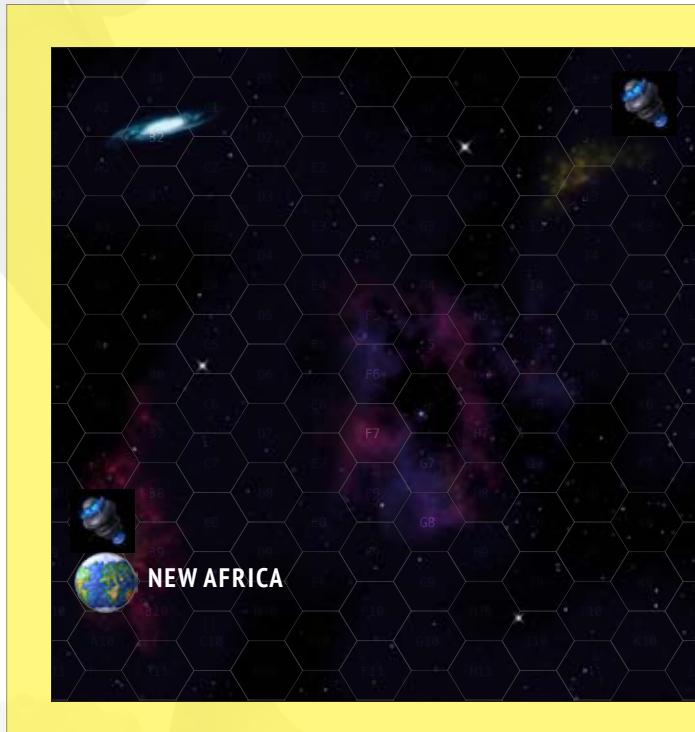
Additional Setup

Heroes may attempt a Diplomacy check against a difficulty of 11 to smuggle a weapon in. Failure means that character must begin the mission on the ship.

Place Kevric in the deepest corner of the Cargo Bay of the Cantina. Kevric has a 6 Diplomacy stat and 1 in all other abilities. Kevric moves 4 and wears armor but nothing else. It has 6 hit points. The heroes control Kevric just like a bot. Place up to 3 heroes in the Cargo Bay around Kevric. The rest of the heroes (including those who failed a Diplomacy check to smuggle in a weapon) start on the diploid ship.

Place a number of silicoids, Zoallans, and Xeloxians each equal to the MD in the Cargo Bay as well.

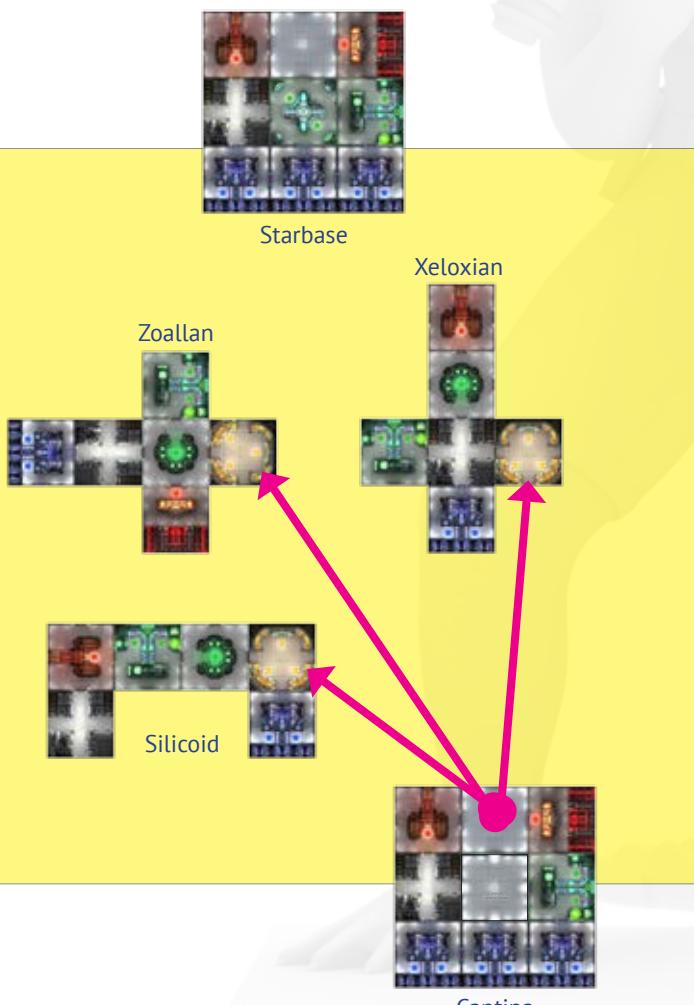
Drinks are on Kevric. The heroes will have had time before the mission begins to ingest Numb or Dull or both if they like. It will be served in a tankard rather than a syringe or patch.



Special Rules

Begin phase 1 with Kevric delivering the ultimatum. It goes on in great detail about how the Zoallans and Xeloxians are compensating for mating insufficiencies by holding this lame war. It further suggests an elegant solution to the entire problem by stuffing the entire Xeloxian admiralty up the eggsac of the Zoallan Queen.

Needless to say, the room gets hostile in a hurry. Begin Phase 1 with hero actions. Kevric has spent his actions and his move actions taunting the Xeloxians and the Zoallans. It can't be picked up and carried because it has no move action left to forfeit.



Enemy Eyes Only

Kevric is not actually controlled by the heroes. After delivering the ultimatum it will stand there and continue to berate the Xeloxians and the Zoallans. It will not leave of its own free will.

Any hero who took up the offer of Numb or Dull will have a tankard in hand that acts as a club.

The delegations are both composed of a normal crew without gear except as listed below.

One of the Zoallans has smuggled in a grenade. He will throw his grenade last. The others will use their ale tankards as clubs.

All of the Xeloxians will have Nerve Disruptors.

Alternate Enemy actions between the Xeloxians and Zoallans in that order. Both will be intent on pulping Kevric or any of the heroes who stand in their way of doing so. If they can't whack Kevric or a hero, they'll whack somebody of the other delegation.

The Silicoids take their actions after all other enemies have gone. They will not strike anybody unless they are attacked and then they will only strike those from the faction that attacked them until they are unconscious.

Once the heroes break dock, the Xeloxians and Zoallans will give pursuit, continuing to fire until the ship docks with the starbase. Each delegation left a crew of bots aboard their ship.

Hopefully, the enemies can cause Kevric enough damage to put it -6 hit points and the heroes will have to race back to the starbase for a quick resurrection

Growing Crisis

by Anne Dupuis and Jeff Siadek

Briefing

The UREF has assigned you team to test out a “new and improved” Life Support module while on a routine survey mission. The new system is a Hydroponics module that uses natural plant growth to recycle wastes and purify air and water for shipboard use. We need you to put it through its paces and run telemetry on the hydroponics module while still completing a simple survey of a lone moon in an unexplored region.

Objective

Gather MDx10 units of data on the moon and your own ship.

Overwhelming Success

Gather all of the relevant data within 2 Rounds.

Setup

Replace all Life Support modules in the players’ ship with the new Hydroponics module (Use Cargo Bays).

Place a moon in the center of an asteroid map board. The heroes warp in relative to that moon.

Enemy Eyes Only

After warping in, the Hydroponics module will start to malfunction. The alien plants used in the Hydroponics life support system are affected by the energies of the Hyperdrive emergence and begin growing vines that start spreading out through the duct work of the ship into other modules. These will begin causing malfunction in the operation of other modules in the ship. The first module to develop a problem are the Hydroponics station.

In addition vines begin spreading out through the corridors of the ship at a rate of MD squares per phase in all directions. If they come in contact with any character thriving vines stop and attack with a skill equal to the MD for 1 die of damage. Use any counter (Pennies) to represent the vines growth through the corridors.

Vines can be cleared from a square by a successful Blaster shot (Target 5 with MD armor and MD hit points). Once a vine has died in a square, it cannot thrive in that square again but can use that square to grow from. When thriving vines fill any square in a module, the module is broken and locked out and requires a HACK a MODULE to regain control after the vines have been cleared. When all open squares are filled it gains a second damage marker slagging it.

Rescue the Envoy

by Stephen V. Cole and Jeff Siadek

Briefing

A special Envoy escaped from a dangerous situation on a boarding missile into an Asteroid field. You must rescue him to save the peace process. Others are there to rescue him as well but their motives are not in alignment with ours. A group of pirates has been paid to capture him to scuttle the peace talks. A group of mercenaries wants to hold him ransom to the highest bidder. The asteroid field is particularly dense and interferes with the hyperdrive. You may not program the hyperdrive or warp while on the asteroid board. At the very least we must assure that the Envoy does not fall into the wrong hands alive. You must use your Science Bay and Science probes to locate the Envoy and bring him home before his Life Support fails or the pirates or mercenaries capture him.

Objective

Neither of the other ships warps out with the Envoy alive.

Overwhelming Success

Your ship warps out with the Envoy alive.

Setup

Place an Asteroid field in the center of the table with 3 clear boards radiating out from it.

The heroes ship warps in on the center clear board 20 hexes from the center of the asteroid board.

The Xeloxian pirate ship warps in on the left clear board and the Vomeg mercenaries warp in on the right clear board in the same way.

Both of the other ships are of the same size as that of the heroes.

Enemy Eyes Only

Secretly select an asteroid within 6 hexes of the center of the asteroid board as the location for the Envoy. He is human with 6 hit points and 1 in all skills except his Diplomatic profession of 6. His Life Support is slowly failing so he'll make an Athletics check of 11 at the end of each round or suffer one die of damage.

The Pirates and the Mercenaries will not fire on the heroes' ship unless the heroes take an aggressive action against them such as scanning, launching missiles or firing weapons but as soon as anybody picks up the Envoy, everybody will open fire with all they have on that target and send over boarders to capture the Envoy.

The other ships will try to locate the Envoy as well. They will scan the center of the asteroid field. Once they have gotten 5 scans, they will have located the Envoy and will close in to rescue them.

If it looks like the heroes are going to get away with the Envoy, the pirates and mercenaries will gang up to destroy them.

Cold Vacuum

by Darren Watts and Jeff Siadek

Briefing

Your crew has come across a cold hulk registered by the name "Silverback" drifting in the space lanes. The salvage value could be worth a small fortune so you send a team over to investigate despite the fact that the scans are coming up blank.

Objective

Power up the Silverback and warp out with it.

Overwhelming Success

As above and your own ship survives as well.

Enemy Eyes Only

The Silverback has picked up an energy-absorber that has drained all power from the ship even to the extent that scans are now impossible because it absorbs the scan energy.

Exploration of the ship won't reveal what is in each module until the heroes have line of sight on the module.

The dead crew of the Silverback are frozen solid at their battlestations in the Helm, Engine, Science Bay and Missile Bay.

The power grubber is at an Engine Battlestation.

Announce the following to the heroes:

All personal equipment in the mission drops in energy by 10% each phase in the system. By the end of Round 2, all personal equipment will be drained dry.

Ship's Energy levels drop at the end of each Phase instead of each Round as normally is the case.

Power Grubber

There is an energy-absorber aboard the Silverback that has drained it dry of power. Furthermore, any scans the heroes attempt don't return any data because the energy-absorber sucks in the scan power as well. The computer can be consulted to ask Yes/No questions.

Setup

Place the Silverback in the center of an empty space map. It is a size 5 Canosian ship.

The heroes warp in as normal.

The Power Grubber itself begins with MDx10 hit points and gains hit points from energized attacks growing visibly healthier. The only way it can be harmed is with non-energized attacks. Non point damage effects such as stun or disintegration add a die to its hit points. It has a target number of 7 and moves 7 squares per phase once discovered toward the nearest living creature. It attacks for 1d6+MD damage with a skill of MD. It has no professional reroll.

Once the Power Grubber is dead, the ship's drain effect will end and power levels will return to normal.

Symbiont

At the end of each of the first MD Rounds as long as the Power Grubber is alive, a Symbiont creature will appear 12 hexes from the heroes' ship in a random direction. This is the size and speed of a microship. It has a hull rating like a ship of MD size and attacks any ship that is moving in the same hex with a skill of MD and deals 1 die of damage ignoring shields. Any hit to it ignores hit allocation and shields. Just roll the damage dice and apply them all. Standard missiles deal 2 dice of damage to it.

Lost Children

(Solo Compatible)

by James Ernest and Jeff Siadek

Briefing:

Your ship has received a distress call from an uncharted planet, called Ghost 34-5. Preliminary shipboard research shows the planet to be roughly Bronze Age tech, so the crew assumes that the distress call might be from a downed alien ship. Your mission is to scan the planet and provide aid as needed.

Objective

Rescue the locals and no more than 3 of them die.

Enemy Eyes Only

(okay to read if soloing)

The locals of the planet are the descendants of a human colony ship that crash landed here over a century ago. The crash killed or mortally wounded all of the adults and most of the children. The adults lived long enough to warn the children of the radiation at the crash site and not to return to it until rescue came from the stars. The great grandchildren of those original children have been waiting patiently until this day. Now that the heroes have shown up, they see this as a sign that they must return to the crash site. It is still hazardous, however.

As soon as the heroes warp in, they'll get the following message from the locals:

“You are here! It is safe to go to the site now.”

And all of the locals run out of the room with the transmitter and don't respond to further transmissions.

It is actually not safe to be aboard the Finegold. It is still giving off radiation. At the end of each phase within the Finegold, each character suffers 1d6-2 points of radiation damage. Only half of this damage (round down) can be healed with MedKits. It can be cured with the ship's Sick Bay.

Colonists move and act during Enemy actions but they are not enemies.

Overwhelming Success

None of the locals die.

Setup

Place a planet in the middle of a blank star map.

The heroes ship must have a Sick Bay. It warps in as normal.

Set up the USS Finegold on the surface of the planet. None of the modules are functioning. Place a marker outside the door to the Cannon. The layout of the Finegold is a human size 3 ship with a Cargo Bay instead of a Hyperdrive.

Beginning on phase 3, the colonists will enter the Finegold. A number of colonists equal to the MD will enter each phase at the marked door. They first enter at the cannon door marked. Move this entrance marker at the end of each phase in a clockwise direction around the outside the ship. The colonists move in the shortest route possible to the hyperdrive battlestation or the nearest empty square to it.

The human colonists have 6 hit points each and a move of 5

The colonists will stop entering the ship as soon as the heroes are on the Finegold and succeed in a Diplomacy check of 8+MD

The colonists will then move as directed by the heroes.

End of Mission

If the heroes succeed, they'll be rewarded by grateful colonists who bestow their rescuers with a treasure item salvaged from the Finegold.

The Artifact

by Phil Eklund and Jeff Siadek

Briefing

A valuable Vomeg navigational device known simply as “the artifact” has become available on the black market thanks to a Scientist at a Space Station in orbit around Vomeg. As this device is a cultural treasure of the Vomeg homeworld it is not strictly legal to remove it from Vomeg space so you’ll be opposed by customs officials as well as the Pinkertons they hired. A customs violation is a local affair and cannot be contested in intergalactic court. However, if anybody gets killed in the process you will be charged with intergalactic piracy. Your mission is to deliver the barrel of credits to the Scientist and take possession of the artifact without killing anybody or stealing their ship. If anybody gets killed along the way, you must revive them in your Sick Bay or you’ll be branded as pirates.

Objective

Warp out with the artifact and nobody dies. (It is all right if some of your crew dies).

Overwhelming Success

As above and none of your crew is captured or killed.

Setup

The heroes’ ship must have a Sick Bay. They may place a barrel of credits in any square.

The starbase is size 3 crewed by Vomegs. It also has a Sick Bay.

The heroes warp in on Phase 1 and a Pinkerton ship of equal size crewed by humans warps in on the opposite side of the planet.

Enemy Eyes Only

The Scientist has the artifact on its body. It has a mass of 10. The scientist will help the heroes if they give it the barrel. The rest of the starbase will help as well. They will shoot down or ECM warhead missiles or operate Teleporters (not bombs) or Tractors or fire missiles that are rescue pods or bursters to help the heroes but not take active violent action against the Pinkertons or the customs officials. They will allow the heroes the codes to use the starbase.

The Vomegs on the Starbase are Rank 1 with 9 hit points, armor, kit, and a blast pistol. They have 3 in their primary skill and 2 in all others.

The planet will send up Vomeg customs officials by boarding missile on every odd phase starting on Phase 3 of Round one. This will last for MD Rounds. The Vomeg customs officials are marines with blast pistols, armor and kit. They have 3 Combat and 2 in all other skills.

The pinkertons are figured as normal human enemies but will favor Nerve Disruptors and Stun Grenades.

Planet of the Trolls

by Ken St. Andre and Jeff Siadek

Briefing

The planet Kharrggg contains valuable heavy metals and is inhabited by a race of huge green things we call trolls for lack of a better term. They will only trade with beings that have proven themselves in the fighting pits deep below the surface.

Your crew has been selected for that proving process.

Objective

Leave the planet with MD barrels of heavy metals.

Overwhelming Success:

Leave the planet with MDx2 barrels of heavy metals.

Setup

The heroes ship is in orbit. Any number of the heroes may begin the mission in the mouth of the tunnel (The Missile Bays) going deep into the bowels of Kharrggg.

The planet sends out an EMP pulse to everybody on it at the start of Phase one on each Round. The heroes know this going in so they can plan accordingly.

The Missile Bays at the mouth can be used to send the heroes and/or their barrels of metals back to their ship. They do not acquire used markers and will autolaunch as an action.

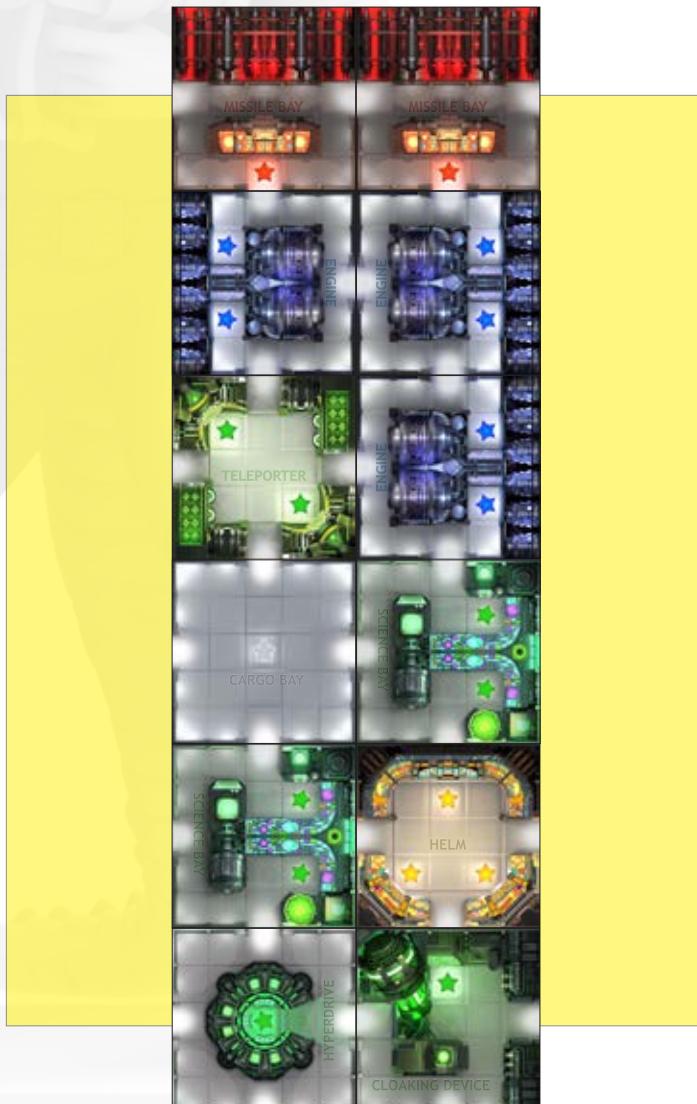
Build the tunnels as indicated at right. Place a barrel of heavy metals at each battlestation beyond the Missile Bays. Place a Troll next to each Barrel.

Enemy Eyes Only

The Trolls have a target number of 6, with 6 hit points. Trolls move 4. They have Combat equal to the MD and an Athletics of 2. They have Reach and deal 1d6 damage. They regenerate 1 hit point at the end of each phase regardless of how far below zero they go. They will activate only when a character moves into line of sight with them.

From that point, they will continue to attack to the death.

A Tentac pirate ship is equal in size to the heroes' ship warps in during enemy actions on phase 1. They are intent on prizing the heroes ship in orbit. They will be armed with Needlers.



DV8 from the Norm

by Dennis Lien and Jeff Siadek

Briefing

The evil bot overlord DV8 has taken possession of the droid works on the Kerbite moon of Ayduu. He is in the process of building a robot army to enslave the Kerb system and foment rebellion against the U.R.E.F. DV8 controls his minions through a broadcast signal emanating from his ship in orbit around the moon. Your task will be to shut down his transmissions and prevent their resumption.

Objective

Shut down the transmissions from DV8 by whatever means necessary.

Overwhelming Success

Capture DV8.

Setup

Begin with DV8's ship, "The Eveready" in orbit around the planet. His ship is of Bot registry and is the same size as the Hero's. The Heroes warp in as normal.

Enemy Eyes Only

DV8 is a sentient bot who's a professional diplomat. His ship is crewed entirely by standard bots who are fanatically loyal to him. They have standard 1-3-1 stats with MD bot upgrades each. All of their built-ins are upgraded. There is no need to roll equipment for them. All of the ship's Cargo Bays and Life Support modules are also upgraded.

DV8 is the only enemy character whose stat levels come from the NPC skills chart. He positions himself in a Cargo Bay near the middle of his ship. He has a Diplomacy Studio (Cargo Bay item) in the module with him.

Steely Seduction

If at the Cargo Bay battlestation, DV8 can take an action to take control of all of the heroes' bots. The bot will work for the enemies for the rest of the phase and then is returned to the Hero's control the following phase.

DV8 can spend luck on bots as if they were normal enemies in this mission.

Planetary Defenses

As long as the Diplomacy Studio is functional at the beginning of enemy actions on phase one, the planet will launch a number of warhead missiles at the Hero's ship equal to the round number.

As soon as DV8 goes unconscious, all bots go dormant. The mission is won!

Each enemy bot that survives the mission may be considered treasure for the Heroes.

Imbalance of Terror / Hostages

Imbalance of Terror

(solo compatible)

by Tim Gerritsen and Jeff Siadek

Briefing

An ancient hidden enemy from another dimension has resurfaced. (Don't you hate when that happens?) Their ship the "Dragonia" is small enough and conveniently combustible but it keeps coming back. You must find a way to seal them back in their own dimension. Heroes may gather data while aboard the Dragonia by using its Science Bay (after hacking, of course) or using Wristcomps. The difficulty to gather data is the MD. You may add 3 to the difficulty for each additional unit of data you wish to collect.

Each unit of data you collect allows you to see one line of the enemy eyes only section (don't count blank lines, that would be cruel).

Objective

Stop the Dragonia from returning. The heroes lose the mission if their ship leaves the map.

Overwhelming Success

As above and none of your crew is captured or killed.

Setup

The Dragonia is of Diploid registry and equal in size to the heroes' ship. It must have a cloaking device. The crew aboard are Diploids. Place it in the center of the map. The heroes warp in as normal.

Enemy Eyes Only

If soloing read only the first 4 lines until you've found enough data.

At the end of each Phase 6, the Dragonia completely refreshes.

If there are any heroes aboard, they are unaffected but everything else on the ship is completely restored to original state including position on the hex map.

If the Dragonia warps out while Running Silent (see cloaking page 126), it will disappear from the map and the heroes win. Any heroes aboard will become spacewalkers at that point.

Hostages

by Kirby Young & Jeff Siadek

Briefing

Silicoid Pirates are holding the prestigious planet Ft. Wayne youth academy hostage. Can you rescue the senator's daughter before it is too late?

Objective

Recover Young Arya alive.

Overwhelming Success

None of the students die.

Set-up

Put a size 5 starbase in orbit around a planet with an enemy ship docked to it. The enemy ship is of equal size to that of the heroes. It will have half the crew. The rest will be on the starbase. The starbase has 5 Life Supports a Science Bay, Sick Bay, Cannon, Cargo Bay and Missile Bay. The staff of the academy have all been sent to the planet.

The heroes warp in as normal.

Enemy Eyes Only

As soon as the heroes have scans, they'll see that the pirates each have cyberarms holding one hostage held close to them like a papoose. They are considered large shields so if the shot misses by 1 or 2, the hit goes to the hostage. The pirates are at +1 difficulty on all actions because having kids hanging on you makes life challenging. Hostages take damage from ship weapons as normal.

The hostages have 1 in all stats and 3 hit points.

Arya is being held by the pirate captain who is the pilot.

The battlestations of both the pirates vessel and the starbase have all been hacked.

Automated Weapons Testing Depot

Automated Weapons Testing Depot

by Mike Stackpole and Jeff Siadek

Briefing

A canosian ship, the “Clickster” has gone missing but the clones have not activated. We’ve traced the distress beacon from the ship to a weird moon at the edge of known space.

Objective

Recover at least 2 of the crew and return home safely.

Overwhelming Success

Recover all 4 crew from the Clickety and the Clickety itself.

Setup

Setup the “Clickster” a Size 3 Canosian ship with a Sick Bay instead of the Cargo Bay. It is on the surface of the moon docked to the side of a mountain that is the “facility”.

The facility cannot be scanned or asked questions of until there are characters aboard it. Only the outer edge can be targeted. No shots or scans will ever penetrate it.

The mission begins with the heroes ship 10 hexes from the moon at speed 1 with all power levels at 1 on Phase 1.



Enemy Eyes Only

When any hero enters the facility, they hear a message, “Welcome to the Automated Weapons Testing Depot. New test subjects are to be placed in the cryochambers until further tests are needed.”

Build the depot out only when the heroes enter the facility.

It will be occupied by the following:

OBJECT	NUMBER*	DETAILS
Botlings	MD+Heroes	1 hit point, Move 3, 1 in all skills
Gargantubots	MD	20 hit points, Move 4, MD in all skills
Bots	Heroes	Just normal combat bots

refers to the number of heroes in the mission not just at the facility.

Start these enemies in the squares of your choice in the Sick Bay. There will be 4 of them armed with special weapons as follows. Each is Mass 5. The Gargantubots get priority on the special weapons. If there are more special weapons than Gargantubots, the extra weapons go to standard bots.

WEAPON	EFFECT
Popgun	1d6 damage and target must Athletics check of 8 or explode like a Frag grenade.
Reverberator	Deals a number of dice equal to the number of walls around the target.
Piercer	Blaster that shoots through one wall (not through other objects)
TP Grenade Launcher	Combat check of 8 to operate (doubles detonates it in your square. If successful, select a target square exactly 12 squares away along a straight line and roll 2 dice to see how far away an energy grenade detonates. If the detonation square is impassable, the grenade detonates in the next closest square to you that is not impassable.)

All 4 Canosian crew from the Clickster are in the Sick Bay beds and comatose. They can be awakened with a Science skill check of 11. They have 3 in their primary skill and 1 in all other skills. They have 10 Hit Points and no equipment.

Transcendence

by Matthew Eklund and Jeff Siadek

Briefing

There is a corner of space where those who tread lightly enough can hear the beat of existence itself and achieve enlightenment.

Command thinks this is a bunch of hooey but the enemy is out there trying to gain enlightenment so by golly, we're going to crank up a heaping pile of karma no matter what it takes. Use your Science Bay and figure this thing out! That's an order.

Objective

Achieve Transcendence.

Overwhelming Success

As above and all hands survive.

Setup

The heroes ship warps into an empty map 20 hexes away from an enemy ship of random registry.

Not even stars are visible here in this remote corner of the galaxy.

The map does not float. Leaving a map edge causes a collision instead.

Special Rules

Each question must be submitted in written form. The difficulty to ask the question is based on a distance of zero.

Enemy Eyes Only

The enemy ship is equipped with a Fusion Node. They will ask questions on the first Round but after that, they'll focus on destroying the heroes.

If the heroes board the enemy ship and hack their Science Bay, they'll find the following information.

The answer to the question "Does it contain A, E,I, N, R, S, T" is yes.

The answer to the question "Does it contain J, K, O, Q, U, X, Z" is no.

In order to achieve Transcendence, the heroes have to ask the right question which is, "Is the answer yes?"

Each time a question is posed, the universe responds instantly.

If it isn't the right question, a standard warhead missile will appear 12 hexes directly in front of the heroes. It moves and acts during missile movement to attack the heroes.

If the question is correct, ("Is the answer yes?") then the heroes gain enlightenment. All missiles disappear and the enemy becomes friendly.

The heroes gain the "enlightened" ability for free as follows:

Once per mission, if the hero uses the Science Bay to ask a Yes/No question, and the answer is "Yes", they gain a bonus luck for use during that mission.

If the heroes destroy the enemy, a new one appears on the subsequent phase in the farthest corner from them facing toward them.

The Mephisto Incident

The Mephisto Incident

by Dan Blanchett and Jeff Siadek

Briefing

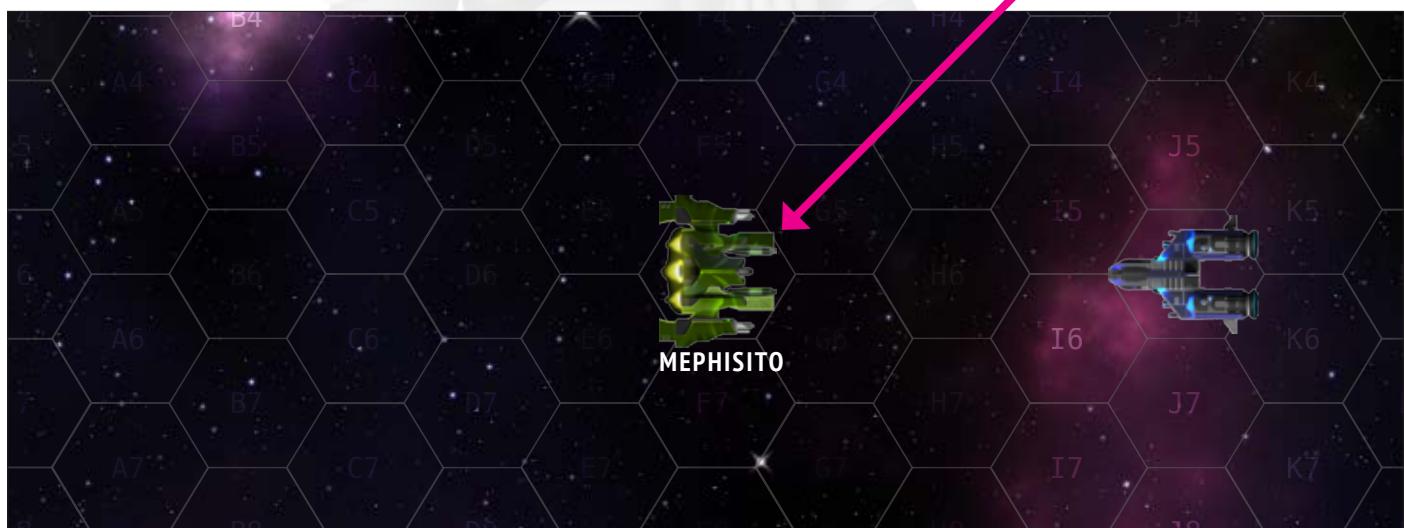
A distress call is coming in from a ship of unknown registry calling itself the “Mephisto.” You have a standing order to give aid as needed.

Objective

Send a well-manned boarding party to investigate the derelict ship, starting with the Helm, lending aid to any crew that are found.

Overwhelming Success

All of your ship and crew survive in the process.



Enemy Eyes Only

The Mephisto is a living entity that is lonely, cunning and quite insane. It killed its last crew years ago and has been roaming the galaxy in search of their replacement ever since. It's a ship that appears quite small on the outside, but is infinitely large on the inside due its ability to manipulate its internal configuration. Indeed, the heroes will find it hard to navigate through the ship's ever-changing modules.

The Mephisto will not attack the heroes at first, instead hoping to lure them into Sick Bay for “reconditioning.” It will only attack the heroes that board if they attempt to escape; however, the Mephisto *will* attack the heroes’ ship (which it eyes with venomous jealousy) when it has means to do so.

Setup

Place a ship representing the Mephisto in the center of an empty mapboard.

Setup only the Helm of the Mephisto. The rest of the ship is cloaked.



Note: For this mission to work as intended, it's important that a decent size compliment board the Mephisto, so encourage a well-manned away team.

Special Rules

The Mephisto is composed of random modules that appear as soon as any character (or enemy bot) enters and disappear as soon as they exit. The module will remain only if at least one enemy bot or hero occupy the module.

Anytime you exit a module into an area where no module exists, a new random module appears. Heroes won't know what module is next until they leave the one they are in, and it will be difficult to backtrack if they abandon modules as they go.

The Mephisto Incident

Begin by creating a stack of modules (arranged in alphabetical order) to draw from. As modules disappear, place them on the bottom for later use. Reshuffle the stack between phases to keep the draw random.

These random modules must have a legal facing. Rotate clockwise until the facing is legal. If heroes or bots become separated by a vanished module, any new module will automatically bridge (close) the gap between itself and the nearest visible module. All attached, occupied modules follow it.

Getting Off the Ship: The only escape is to use a Teleporter to transport back to the heroes' ship or a Missile Bay to launch in a boarding torpedo.

The power and skill levels of the Mephisto are always equal to the MD. The Mephisto makes hull checks like a ship with the size equal to the MD. Its weapons ignore facing restrictions. The ship itself ignores OOC.

Module Rules and Actions: During enemy actions each phase, the Mephisto will activate each *visible* (i.e. occupied) module, directing combat against the heroes' ship.

Modules that are broken or slagged will repair themselves fully and automatically instead of acting. However, modules won't harm heroes onboard until they reach Sick Bay. Until then, modules that would normally be hostile to heroes are instead empty and inactive when entered.

Hit allocations to the Mephisto hit the Helm on a 7 and other modules if they are attached to the ship.

The Mephisto does not get used markers and can use modules even in a Phase in which the heroes have already used that module.

I Got a Bad Feeling: As the enemy you should play up the eeriness of these empty modules and the sense of foreboding as the heroes explore the ship: it looks like nobody has been here for a very long time. Moreover, it feels as though they are being watched.

Helm: The first time a hero enters the Helm, the ship's computer addresses them saying:

Welcome aboard the Mephisto. My Captain and crew are seriously injured and require your attention in Sick Bay. Please lend assistance.

No matter what the heroes say or ask, this message simply repeats. Meanwhile, the Helm will try to position itself so it can ram the heroes and go on overwatch to do so. It handles like a size 1 ship.

Sick Bay: Entering Sick Bay means the heroes have finally found the original crew, and Surprise! Every soul has been dead for years. This is the key moment when the heroes realize there are no living crew to rescue and they have been tricked, and from this point forward the ship is hostile internally. The ship's computer talks to them again, saying: ***The condition of the former Captain and crew appears more grave than I had previously let on. Fortunately you are here to take their place. Welcome aboard your new home. You are going to love it here!***

Enemy combat bots equal to MD appear in Sick Bay, ready to subdue the heroes. If the heroes run, the bots will pursue them, also generating random modules.

Missiles, Cannons, Teleporter: if occupied, will fire weapons at the heroes' ship.

Mine Layer: if occupied, will put standard mines in front of the heroes' ship.

Life Support Module: the ship drops to no life support as if spacewalking (page 134) if a Life Support module is entered (after Sick Bay) and again as long as there is a character in a Life Support module.

Cargo Bay: Entering a Cargo Bay means you'll find a combat bot on overwatch to shoot you (if the heroes have already left Sick Bay). A new one will appear at the end of each phase including the first phase. Bot-occupied modules will trigger the effects on heroes but not on themselves. They will always move along the shortest route to shoot the nearest hero, generating new random modules if necessary to bridge the gaps. After they knock a hero unconscious, they'll drag them back to Sick Bay for "reconditioning."

Hyperdrive: If the Hyperdrive is occupied at the end of a Phase (only after Sick Bay), all characters aboard the Mephisto must make a stun check (page 85).

Cloaking Device: If the Cloaking Device is occupied at the end of a Phase (after Sick Bay), all characters aboard suffer one die damage as if shot by an Ion Bore (see Ion Bore page 83).

End Game: If the heroes get back aboard their ship, the Mephisto will continue to attack with occupied modules, but will not pursue if the heroes run away.

Asteroid Armageddon

(SOLO MISSION COMPATIBLE)

by Paul, Ann Dupuis and Jeff Siadek

Briefing

An asteroid, big enough to cause an extinction level event, is on a collision course with the planet Gliese 847d aka “Emily’s World” (which you happen to be on!). As the only UREF force on the planet, your job is to lift off, fly to the asteroid, land on it, place an explosive device, lift off and detonate the bomb before the asteroid reaches Emily’s World.

Objective

Detonate the bomb on the asteroid.

Overwhelming Success

As above but the asteroid is at least MD hexes from the planet when it detonates.

Setup

Place a planet in the center of an empty map. The heroes are in their ship on the surface of the planet. Replace one of their Cargo Items with the Asteroid killer bomb.

Place the asteroid in a hex 20-MD hexes away from the planet. It is moving at speed 3 toward the planet. Nothing will stop it or change its direction.

Special Rules

The Asteroid when detonated deals 10 cannon hits at a power equal to the MD – Range to everything in the system. Try to get away fast.

The crew must launch and leave atmosphere (page 131). Fly to the asteroid and match speed and heading then dock with the asteroid and plant the bomb.

The bomb must be ejected from your cargo bay with an Engineering check of 11. Installed locally on the surface of the asteroid with an Engineering check at a difficulty of 11 and activated with a Science Check of 11 locally. It can then be detonated remotely with a Science action of 8+distance. The asteroid won’t change direction on a collision.

Supernova Jump

(SOLO MISSION COMPATIBLE)

by Chris Williams and Jeff Siadek

Briefing

One of our scientists has deduced that the energy in a supernova can be flown through. Your mission is to fly into a Supernova and find out. You are allowed to select the ship of the registry and modules and cargo items of your choosing and any non-upgraded, non-treasure item personal equipment is at your disposal for the mission.

Objective

Fly into the supernova and gather MD x 10 units of data

Overwhelming Success

As above and anybody survives.

Setup

Place a star in the center of an empty map.

The heroes warp in as normal.

Special Rules

Supernova

At the end of each phase, the supernova blasts out at everything in the system. Treat this like a collision between the ship and an asteroid except that shields count. If you are in the center hex, you suffer the blasts from a random facing.

Now that the star is in supernova, it no longer is an automatic destruction to move into its hex.

Gathering Data

You need to be in the center hex itself to gather data.

PLOT TWISTS

There are no Plot Twist cards for the 2 missions on this page. They are hard enough.

Droned Out

(SOLO MISSION COMPATIBLE)

by Kenneth R Williams & Jeff Siadek

Briefing

The Downsizer is an experimental unmanned craft, but the experiment has gone awry.

Objective

Recover or destroy the Downsizer.

Overwhelming Success

Recover the Downsizer.

Everybody's Eyes

(There is no Enemy Eyes Only for this mission)

Once the players ship warps in the Downsizer will move to intercept and destroy. Power levels for the ship should be set at 2 per functioning Engine (subject to the maximum for the ship size) so you do not need to track them. The ship will only take actions it is capable of succeeding in. The ship does not need to roll skill checks, it will always be considered to have rolled a 10 + MD.

The ship has no Life Support. It gets a number of actions equal to the number of Life Support slots it would have supported even if the Life Supports are down. A slugged Life Support will not function and cannot be repaired. These actions are allocated in the following order.

1. Repair Life Support, Engines
2. Activate Defenses if there are boarders.
3. Fire Cannons at heroes if possible, at fighters, missiles if not possible to hit heroes' ship.
4. Fire Missiles
5. Get Scans
6. Use Teleporter bombs
7. Maneuver to Ram (or overwatch to do so). This is the only Overwatch the ship will do.

Set-up

Place the Downsizer a Tentac ship of equal size to the players on the hex map. The player's ship warps in as normal.

Construct the Downsizer as normal, but all life support modules function differently. There is no life support on the ship. Replace Cargo Items with the following:

1. Gas Generator with Slowgo
2. Ouchifier
3. Emp Generator
4. Stun Generator

You should designate one player to make the few rolls necessary for the enemy ship, these will include hull damage, targeting rolls (the Downsizer will always choose the standard center of the ship as the '7'), and damage.

If the ship is boarded the ship will activate the Gas Generator filled with Slowgo on the next enemy action. The Ouchifier, Stun Generator and Emp Generator are already on and act each phase, until destroyed or disabled.

The ship will always expend targeting locks to strike the player's ship's silhouette.

The ship's auto-marine will fire one missile per phase utilizing alternating missile bays where appropriate until the player's ship is within range of its cannons. If the ship has sufficient cargo bays to have more than one auto-marine it will make an additional attack each phase.

Players who remain on board at the end of a round should remember to test against taking unsupported life support damage.

For additional complexity this mission may be run on the asteroid map instead of the blank star map.

Discard all plot twist cards at the start of the mission for luck. The enemy will spend up to one luck on hit allocations that miss the silhouette and will spend all luck as needed on any given hull check.

Star Fortress

(SOLO MISSION COMPATIBLE)

by Tony Rowe and Jeff Siadek

Briefing

An enemy is trying out an experimental installation with rotating shields that are nearly impenetrable. Your mission, of course, is to penetrate that shield.

Objective

Destroy the Star Fortress.

Overwhelming Success

Gather MDx10 units of data from it before you destroy the Star Fortress.

Setup

Place a space station counter for the Star Fortress in the middle of a map board.

It is a fixed object and cannot be boarded.

Place markers (used markers or coins) in the 6 hexes surrounding the Star Fortress to represent the shields, as shown.

The heroes warp in as normal.



Special Rules

Gathering Data

The difficulty to Gather data is equal to the distance to the Star Fortress.

Star Fortress Movement

The star Fortress doesn't move but it can rotate one hex facing each phase.

It launches MD Drones at the start of each Round and doesn't get used markers.

Star Fortress Shield

It rotates clockwise one facing each phase.

Each of the facings has MDx5 points of power in it. The shield is completely impenetrable until all of its points have been depleted. This shield even stops missiles and Teleporters!

The difficulty to shoot the Star Fortress' shields is 10 + distance.

At the end of each Round, each shield recovers a number of points equal to the MD.

Star Fortress Gun

The Star Fortress has a big gun that can fire only if the shield is down on that side. It counts range and target speed as half and fires with skill and guns power of MD+3, It may fire once each phase.

Hull Rating

The Star Fortress checks like a size MD ship. It has no normal shields so once the big shield is down, it takes whatever damage you throw at it. It can be the target of Teleporter bombs but not boarders.

Extreme Mass Ratio Inspiral

Extreme Mass Ratio Inspiral

by Neal Sofge and Jeff Siadek

Briefing

A distress call has come in from a top-secret research station near a supermassive black hole. It's an energy-mining installation, testing two systems for potentially limitless power production:

1) Antimatter gathering -- an automated modified Teleporter module selectively grabs just the antimatter atoms from the black hole's Hawking virtual-pair annihilation at the event horizon. It's then loaded into cargo missiles that are sent to a processing plant orbiting a planet a safe distance from the black hole.

2) Penrose process -- an automated modified Gravity Lance gathers accretion disk material in the ergosphere that has picked up energy from the black hole's spacetime frame dragging. It's then converted it into a high-powered beam through an automated Cannon module which is in turn collected by a receiving antenna on the processing plant.

The science team's message cuts off abruptly in a gravity-distorted shriek, but what we've been able to decipher points to a smaller compact object entering the system at high velocity and causing widespread destruction.

Objective

Rescue either at least one Scientist or Gather 10x MD units of data.

Overwhelming: Rescue all of the Scientists and the requisite data.

Setup

Place a black hole at the center of an empty map. Place space station Carlos in orbit one hex away, this ring is the ergosphere. There is an unconscious scientist in at a Battlestation in the Science, Cannon, Missile and Teleporter modules.

The heroes warp in.

Special Rules

Black Hole Gravity Well Navigation

The research station is in orbit one hex away from the black hole. As long as any of its engines is functional it is not subject to black hole movement. If all 3 Engines are broken, crunch.

Data Recovery

You can make a Science Skill check against a difficulty of 0 at either Science Bay Battlestation on the station to gain data. (The Battlestation must be hacked first unless you've revived a scientist). This ignores used markers and does not generate them.

Enemy Eyes Only

The small object is another tiny black hole that is so small that it behaves as if cloaked except as noted below. This tiny black hole is orbiting the black hole at a distance and speed of 6 hexes. It pulls objects other than the main black hole and Carlos Station just like a regular black hole. Track its progress secretly.

A ship striking or struck by the tiny black hole suffers as if a standard collision at speed 6 instead of whatever speed it had been going.

The shockwave this tiny black hole produced upon entering the system has knocked out all of the Scientists aboard Carlos Station. They have suffered no damage but are comatose and can only be revived by a Sick Bay action (Science check difficulty of 11). If revived, they will give up the codes for the station and gladly help in any way they can. They have 1 Athletics, 4 Science and zero in all other skills.

Other Hazards

The factory's automated systems are still running, and will target the heroes' ship since it bears the closest resemblance to the processing plant. The antimatter pods are missiles, which launch MD times per round automatically at a rate of one per phase as long as the Missile Bay is functional. Launch extras as needed on the first few phases if the Mission Difficulty is greater than 6.

The power beam shoots like a Multi-Cannon once each phase with a skill level equal to the MD.

The Planet Eater

by Markus Ploetz and Jeff Siadek

(with a nod to Gene Roddenberry)

Briefing

A UREF ship answering a distress call at planet Pegasus has itself issued the following distress message:

Mayday! Mayday! This is the UREF ship Ulisses. A gargantuan object is destroying every planet in the system. We have taken several casualties. Request immediate assistance. We need to be evacuated immediately.

Objective

Stop the Planet Eater from destroying all planets in the system.

Overwhelming Success:

As above and any of the heroes' crew survives.



Setup

Line up 4 clear map boards. Placement as follows:

1. Place a sun near the rightmost edge of a map board.
2. Place a planet 10 hexes from the sun along a diagonal.
3. Place another planet 10 hexes from the first planet along the opposite diagonal.
4. Repeat this process so there is a zigzagging line of planets stretching away from the sun. There should be a total of 10-MD planets. (For low MD missions you may need to float the map boards by picking them up and placing them on the other side of one another).
5. Place the Ulisses in orbit around the planet closest to the sun. It is a size 7 ship of human registry.
6. Place the Planet Eater where another planet would go. It is at speed 3.

The heroes ship warps in on a line away from the sun through the planet the Ulisses is orbiting.

Special Rules

Scans

Each scan you get on the Planet Eater tells you one line from the following table. There is no limit to the number of scans you can get on it.

The Planet Eater

Enemy Eyes Only

Super EMP

Read the scans below for the details of a powerful pulse that happens at the end of Phase 6 each Round.

Proton Ray

During Enemy actions Each Phase, the Planet-Eater will fire a proton ray at the closest object. Treat this as a cannon shot with a skill and Guns Power equal to the MD.

The Ulisses

All modules on the Ulisses are slagged. The crew is huddled in the Engines with the Engineers, trying desperately to Get the Teleporters, Engines and Missile Bays online so they can evacuate. The Scientists are repairing personal items.

The Ulisses has suffered 60 points of hull damage after some ill fated ram attempts and some blasts by the Planet Eater

As soon as the heroes arrive, the Ulisses crew will be grateful to be rescued except that they will attempt to take over the heroes' ship and warp out with it. Their own clone banks were destroyed on the first planet eaten by this thing. They don't want to die but they will fight to the death to save one another. They will fight bravely for the chance for their comrades to live. They believe that staying and fighting this thing is madness.

They are not confident that they can program their own ship and warp out in time so they are hell bent on taking the ship of the heroes.

Their morale is effectively considered "High". They will fight the heroes to the death until their morale has been brought down 5 times (see page 46)

Note to Enemy: The Planet Eater feeding at the end of missile movement means that it is vulnerable only to a ship exploding as it is feeding.

The Planet Eater moves 3 hexes each phase along the shortest path to its next meal. Nothing can cause it to deviate from its course.

If a ship explodes in the Planet-Eater's mouth as it is eating, the Planet-Eater will be destroyed.

If the Planet-Eater eats the final planet, it will warp out on the next phase. The heroes can pursue.

The system next in line will have 2 fewer planets. There is a size 3 human ship in the other system.

Special Note: A fusion cannon fired when the Planet-Eater opens its mouth to feed would also destroy the creature.

When it is destroyed, it does not explode but the blowback from the ship destruction counts as normal.

The Planet-Eater can be targeted at a difficulty of distance but normal weapons have no effect on it. Track damage to the monster. It doesn't matter how much damage they think they are doing to it but it is

SCAN	REVEAL
1	The Planet Eater is eating planets in the system to power itself.
2	The Planet Eater sends out a powerful Super-EMP pulse at the end of phase 6 of each Round.
3	This Super-EMP effect effectively breaks everything in the system that isn't already broken including modules, personal
4	The Planet Eaters' hull is totally impervious to outside attacks.
5	The Planet Eater's mouth opens in the front only in the instant that it is feeding during ship movement.
6	The Planet Eater is treated like a planet for ramming purposes.
7	The only way to destroy this thing is to sail a ship down its throat and...
8	...have the ship explode at the instant it enters the maw for feeding.

The Fearsome Predations of Everett Dingo

by Jeff Tidball and Jeff Siadek

Briefing

(This mission assumes the heroes are the crew of a UREF vessel).

Everett Dingo and his crew of abominable pirates are the scourge of the Newest Zealand system. Because of their terrifying reputation, no serious transport company has routed a freighter near any of the system's planets for years. This has had a negative impact on enemy shipping as the Newest Zealand system is predominantly sympathetic to the rebels but piracy cannot be allowed to stand!

A recent communication from Dingo's ship, the Wild Dog, intercepted by an Universal Republic listening post, suggests that the pirate is offline for repairs, and that now might be an ideal time for attack, to capture this scourge for trial and eliminate his ship once and for all.

Objective

Board the Wild Dog and capture Everett Dingo alive before Warping out.

Overwhelming Success

Capture three additional members of Dingo's crew before Warping out.

Setup

Use any asteroid board.

Place a moon counter on one of the asteroids near the middle to indicate that it is a moon rather than an asteroid.

The Wild dog is landed on this moon.

The Wild Dog is a size 4 human ship.

The heroes warp in relative to this moon.

Special Rules

None.



The Fearsome Predations of Everett Dingo

Enemy Eyes Only

The Wild Dog is fully slagged except for one Life Support, one Engine and 1 Missile Bay.

A UREF ship of random registry (page 284) and one size larger than that of the heroes' ship will warp in at the start of each odd numbered Round to attack the heroes.

Everett Dingo is not (really) a pirate, and this isn't a mission to kill or capture him.

Rather, Everett Dingo is a bogeyman, envisioned by devious leaders of the UREF in order to keep Rebel shipping out of a route that would otherwise be speedy and profitable.

There have been four Everett Dingoes to date, and one of the player crew has been identified as a recruit to be the fifth.

The intercepted transmission was a ruse to get the player ship to the Wild Dog's location so that the outgoing Dingo could explain the true situation and brief the players on their new assignment to be notorious privateers.

Unfortunately, the ruse transmission was intercepted by the U.R. on its way to the heroes' ship, and now the Republic is on the scene with an attack wing to try to blow up the accursed pirate so they can re-open shipping lanes.

The current Everett Dingo is a human Marine by the name of Elmo Windham. The rest of his crew is dead. He lacks the skill to safely launch off the moon himself. He's managed to get the Life Support online, one Engine and the Missile Bay.

The Wild Dog has suffered MDx10 points of hull damage.

Everett Dingo (Elmo Windham) has 7 Hit Points and is armed with upgraded armor, a laser and a weightless upgraded cyberhook. This cyberhook gets a free melee attack each phase if there is nothing in it. His skills are 3 in Combat and 1 in all other skills. He puts on a poorly faked Kiwi accent to explain the situation only after the heroes have boarded.

A Science Bay check will verify that this is all true.

His accent tends to fade the longer he speaks.

"G'day mates. I've been Everett Dingo long enough. This is just a little ruse we cooked up to mess with the shipping lanes. The bloodthirsty kills and wholesale plundering was all on phony ships. It has had a chilling effect on commerce so we need to keep it alive. I'm afraid I'm past it all though."

"Me crew is dead (all right their clones are activating somewhere) and I'm not up to continuing the fight. I'm the 4th in the line. You can be the 5th Everett Dingo. There's a program in my Science Bay to simulate Dingo's movements. You can download it and put it into your own ship. Congrats mate, you're the new "Everett Dingo"."

New Objective

The Wild Dog and the heroes' ship warp out after a successful hack of the Wild Dog's Science Bay (Difficulty 11) and then the heroes' own Science Bay (Difficulty 11). These actions must be done in this order and by the same hero.

Overwhelming Success

As above and destroy at least one of the UREF ships before warping out thereby enhancing the pan-galactic tall tales of...

...the fearsome predations of Everett Dingo.

The character who transferred the "Dingo" program to his ship will be rewarded by the retiring Everett with the weightless cyberhook.

Tables Turned

by Paul Peterson and Jeff Siadek

Briefing

Your ship has been on patrol near the rift for a while now and getting nothing but sensor echoes in response when suddenly, you experience a clutching at the base of your skull (or wherever your consciousness interfaces with your body). You are not in control of your body any more. Instead, you find yourself trapped as part of a hive mind controlling a group of bots. You can see your former ship and body sailing away and you can sense your former crewmates have been similarly afflicted.

Objective

At least half of the crew are restored to their bodies.

Overwhelming Success

All of the crew are restored to their bodies.

Setup

Use 4 blank map boards. Place the heroes' ship in the center of the map.

Build one size 2 ship of Zoallan registry for each player and crew it with 4 bots. Place these ships 10 hexes away as evenly spaced as possible. Replace the Hyperdrive with a Sick Bay.

Special Rules

Each bot has all of the special abilities of the hero. Each hero controls this ship as if he were an enemy. They can spend from the collective pools for luck and abilities that have a pool. Pools are figured from original stats. The bots the heroes control are otherwise normal bots.

The Enemy Player will control the heroes and their original ship. The original heroes' bodies have all of the skills and equipment on the character sheet but the heroes get to use the luck and special abilities for any of their bot characters.

Do not use Enemy Luck or Plot Twist cards. This map does not float. No ship may leave the map until all of the heroes have been killed or restored.

Enemy Eyes Only

You are playing now as if you were a player (albeit with multiple characters)

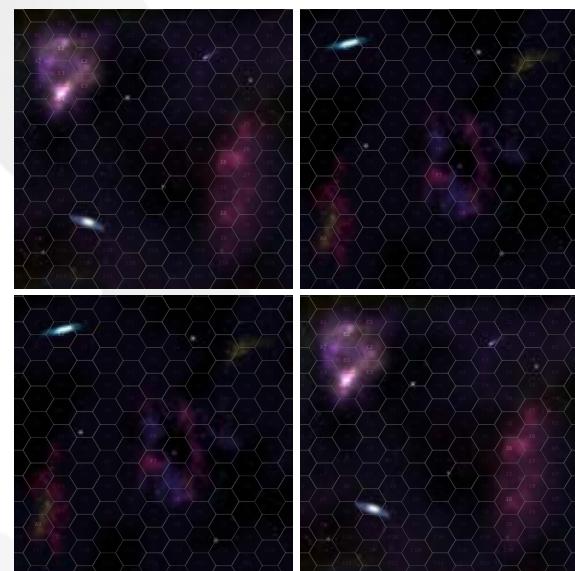
Your mission objective is to keep as many bodies as you can.

Hand the book to the players. They get to read the rest of this section instead of you. Don't read ahead!

The Enemy must destroy (not just break) all of the bots the consciousness was transferred to in order to keep each body. Once they do that, they gain access to all of the special abilities of that hero (they still don't get the luck, though).

If any of the heroes is brought to dying and then returned to life, they regain control of themselves but they keep control of their remaining bots. A restored hero has all of their special abilities and luck (less what they've spent on their bots). The bots will be out to destroy them.

Each time the Enemy destroys a bot, they gain the use of one of the special abilities of the hero's choice from that hero. This takes it away from the hero bots.



Between a Rock and a Hard Place

by Jason Little and Jeff Siadek

Briefing

You have been tasked with transporting valuable cargo to a research station for a group of Tentac scientists through a region of space notorious for its pirate raiders. When you arrive in the system, the crates break open and rocks inside it spill out and careen through the ship! Just to make matters worse, there is a Silicoid ship hailing you and accusing you of kidnapping. You've been tasked to deliver the cargo to safety. What exactly does that mean? The Pilot will have to deliver them to "safety" and the Scientist will have to figure out what that means using yes/no questions from the computer.

Objective

Deliver the precious cargo to safety.

Overwhelming Success

As above and all hands survive.

Setup

The heroes' ship must have one Cargo Bay dedicated to carrying 4 containers of precious cargo.

Place a Size 3 Science Station in orbit around a planet in the middle of an asteroid map.

The heroes ship warps in as normal.

A Silicoid ship of equal size warps in at the same time.

Special Rules

As soon as the Silicoids warp in, they hail the heroes and angrily demand the return of their kidnapped cousins.

The Tentac Science station demands the heroes deliver the valuable cargo as ordered.

Enemy Eyes Only

Rockfall

Each time the ship gets OOC, a rock phases through the side of a crate and rolls around the ship wreaking havoc. Roll a d6 to see which direction it goes for each point of movement, as follows:

- ▶ 1 = Forward
- ▶ 2 or 3 = Starboard
- ▶ 4 = Aft
- ▶ 5 or 6 = Port

It travels through a number of modules equal to the MD. It deals 1 die of damage to the modules it rolls through and their occupants just like a bomb. If the rock reaches the edge of the ship, it bounces back in the other direction. It does not damage the Cargo Bay where the containers are or the occupants.

The rocks can be picked up with "Carrying the fallen" rules and brought back to the crates. Otherwise, they roll one module during subsequent OOC generation.

Enemies?

The Silicoid ship will fire on the heroes and try to board and reclaim the Rocks. The science station will fire on the heroes if it looks like they are giving in to the Silicoid Pirates.

Safety

"Safety" is a random asteroid about 8 hexes from the planet. This is where the Rocklings parents live. If the heroes enter that hex, the asteroid itself will come to life and thank the heroes for returning the young. At this point, the Silicoids and Tentacs will apologize and promise to respect the sovereignty of the asteroid being. The rockling parents will use their superior technology to restore any damage done by their children.

The Secret of the Ovoid

by Joey Vigour

Briefing

The UREF has been tracking an alien life form whose ship violently crashed onto a tiny asteroid. Your team is tasked with investigating the asteroid as the alien may have been carrying the Ovoid.



The Ovoid is an object that each civilization has sought throughout the ages, believing it grants them special scientific or philosophical advancements. It is unknown what purpose it actually serves. Your mission is to recover this object, understand its purpose, and destroy the space raiders that also seek the Ovoid.

Your only other note is that “The crewmember who takes personal responsibility for the object you recover will receive 500cr bonus pay and 100 extra experience at the end of the mission.”

Players may lie and deceive each other in this scenario. The space raiders are carefully monitoring your ship, so players may not reveal aloud the secret of the Ovoid.

Objective

The space raiders are destroyed.

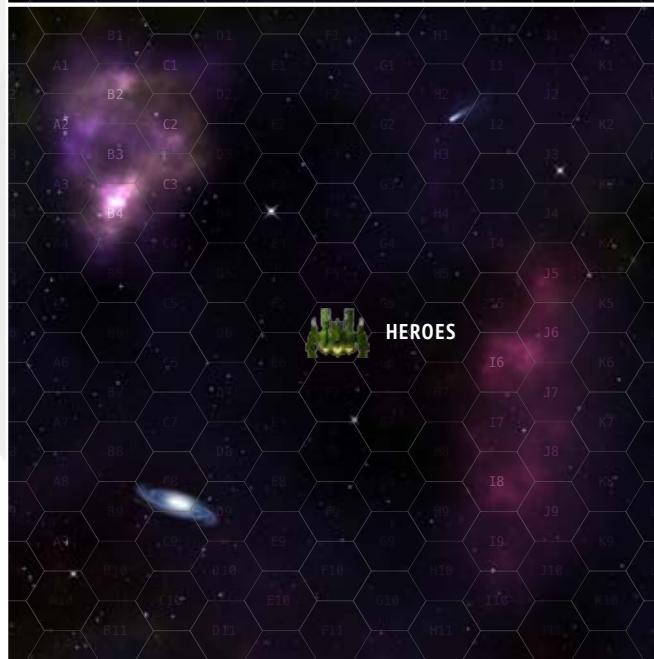
Overwhelming Success

The Ovoid is in the right place.

Setup

Place an asteroid hex map board in the center of the table. Put a token indicating the Ovoid on one of the asteroids near the center of the board.

The heroes' ship begins 12 hexes away from (and pointed toward) the Ovoid, and the space raiders begin 12 hexes further away in the same direction following the heroes. The space raiders are 1 Rank higher than they otherwise should be.



Enemy Eyes Only

The Ovoid takes up a hand and has a mass of 5. It looks like an egg, with strange swirling clouds within it. The Ovoid rests next to the shriveled body of a deceased life form on the asteroid.

The space raiders are anxious to acquire the Ovoid, and will board the heroes' ship to recover it by hand if possible. They will leave the heroes alone once they get it, and return to their ship.

When a player touches the Ovoid, hand them a copy of the following note:

You are not allowed to read any part of this note to other players. Nor may you reveal the secret of the Ovoid, which is:

The Ovoid is actually counterfeit. It is a massive bomb that will blow up the ship it is on, and possibly most of the star system. The right place for it is on the Enemy ship.

You may not show this note to anybody unless they touch the Ovoid.

Announce that due to the terrifying knowledge contained in the note they must immediately make an Athletics check of 8 or be disintegrated (page 82) and an Athletics check of 11 or be stunned (page 85). They must make these checks again at the end of each Round. (Other players who touch the Ovoid must follow suit.)

More flavor for those who want it:

The body on the asteroid has a note attached, which is unimportant to the mission, but ties the story into my board game Chaosmos (available at finer, discerning hobby stores).

My Final Mission: by Mor'l's.

Discovered mid-mimesis by a hunting party on Cphov, I 'podded away and became a nomad, traveling the trade routes of the Talus Cloud with the smugglers of Baedu. Captured by Guriwani customs officials, I remolded as a biped, working odd jobs in the metropolis there until hitching a ride on a pleasure ship as a Jagladaki officer. Returning to that aromatic world left a bittersweet impression – my wild hedonist life on that planet a century before had been a beautiful sham, but a sham nonetheless. I had originally come here to understand the polymorpher technology I frequently used when

Special Rules

Players who know the secret of the Ovoid must make a stun check and a disintegration check immediately upon learning the secret, and also at the end of each Round until the end of the mission.

At the end of each of the first two rounds note to the players that the Ovoid appears darker and throbbing, like something is building within it.

If players ask the computer for knowledge about the Ovoid, it will say "You must touch the Ovoid for knowledge about it."

The Ovoid will detonate like a size 20 ship at the end of Round 3.

The "right place" for the Ovoid is on the Enemy ship.

If the mission is an overwhelming success, the player most responsible for taking the initiative to save the heroes and blow up the space raiders will receive the promised bonuses.

feigning brotherhood with Qiwen's wanderers. But I found no link to my past or original form. So I imitated a Merdivzian, and for a while felt part of the herd. Yet a copy of a life remains a copy, and I moved on.

Lies upon lies I speak in language upon language on world upon world. Friendships faked and love counterfeit. I am nothing but an impostor. My life as a fraud required at least one constant, and I found solace in Pluhurra Na Bivya's book, reading it in hundreds of languages. Perhaps the antiquarian knowledge contained therein could give me a new purpose; rather than seeking a link to my past by mimicking copies of copies, I should seek to acquire the Original Source, for the truest replication is always the first.

I have found the Ovoid and I'm headed to a small asteroid, preparing for the Mimic of all Mimics. In a few moments all knowledge and power will be unlocked for me. Soon the great Hatching will occur.

Into the Void

by Mario Acuna and Jeff Siadek

Briefing

The UREF ship Void Brute has not returned from an important science mission to explore the Royal Nebula near a Class 2 Quasar. The data onboard the ships computers is valuable and needs to be retrieved. The ship's automatic distress beacon has been activated, but there has been no other contact with the ship. Since none of the crew's clones have activated we can assume they must still be aboard.

Objective

Collect MD x 10 units of data from the Void Brute Science Bay. Additionally either rescue the crew or activate their clones.

Overwhelming Success

Collect MD x20 units of data from their Science Bay and rescue MD crew of the Void Brute.

Setup

The Void Brute is one size larger than the heroes' ship of Canosian registry and equipped with a sick bay.

Place the ship on the opposite edge of the first Hex Grid with random facing. This grid represents the Nebula's edge. While within the nebula you may not program the Hyperdrive.

The heroes' ship warps in from the adjacent hex grid. No LOS can be drawn between the first and second hex grid, though LOS between objects within the Nebula are normal.

Special Rules

Gather Data

(Science vs 11)

This action can only be taken at a Science Bay Battlestation aboard the Void Brute.

Enemy Eyes Only

At the beginning of each round, place MD pods that behave like boarding missiles in the hex with the hero's ship. The missiles each contain one alien. Each occupant is on overwatch to pilot the missile during enemy actions.

The non-character Enemies are professional marines with Hit Points of MD, Move 4+MD, Target 8. Enemies will walk to the nearest target and bite as a Needler with Kayo. The bite also delivers an Infected marker.

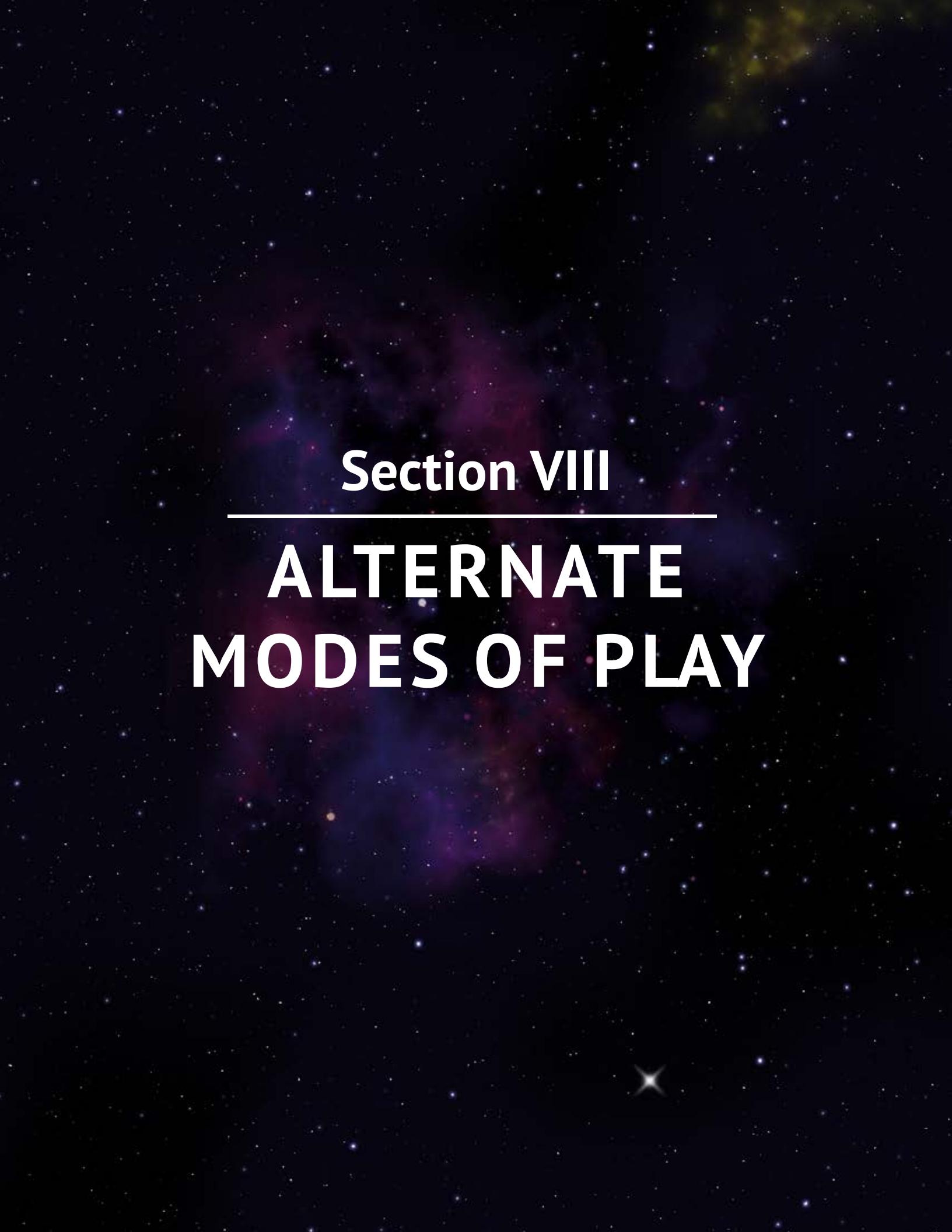
Infected: Those infected act at a penalty of 1 for each infected marker on all passive Athletics skill checks. If conscious at the end of each phase, make an athletics check vs 8 or take 1d6-1 damage per infected marker with no damage reduction. Unconscious characters become enemy controlled until awakened, dead or dying, only moving and biting like enemies.

Bots – Bots are affected by the infection exactly like characters. Nonsentient bots do not become enemy controlled if broken. All bots are still immune to Kayo as normal.

All of the Void Brute crew are at full health and infected with MD infected markers. Each is unconscious per Kayo, and therefore enemy controlled. All bots are broken with MD infected markers. Void Brute crew will be catatonic if they become conscious, or cured until brought back to a star base. Repaired Bots will function normally under the heroes' control.

After collecting MD*5 data, reveal the mind controlling effects of the infection.

After collecting MD*10 data, the heroes may remove infected markers by making a Science check in a Sick Bay vs Target of 8+3 per additional infected marker trying to remove.



Section VIII

ALTERNATE MODES OF PLAY

Alternate Modes of Play

Battlestations is designed to be crewed by a group of friends working together against another player playing the role of the “enemy”. There are other ways to play, if you are so inclined as outlined below.

Semi-moderated

In this mode of play, one of the players takes on the role of the Enemy as normal but they also have a character in the crew. Obviously, they can't participate directly in efforts to problem solve about a mystery but they can take normal Battlestation actions and participate in strategy and planning. Players can take turns as the Enemy switching between campaign turns.

The advantage to this style of play is that everybody gets to be part of the crew. The “Enemy” player is restricted somewhat in their actions but some would say it is better than just having to be the bad guy.

Note: you could be the enemy in the First Contact game (you know the answer) and just not tell. You could actually play the hero Scientist asking yes/no questions to find the answer, you'd just have to defer to the rest of the crew to pose your questions.

PvP

This mode pits 2 crews against one another without a referee.

At the start of each round, one player from each side rolls 2 dice for initiative (luckable). The high roller acts as “heroes” for the phase. The other side acts when “enemies” act. If this dieroll is tied, roll again.

Battlestations Unmoderated (Solo Play)

Here is a system that acts as an artificial intelligence to operate Enemy characters without needing an Enemy player. You can use it to play both solitaire and as a group.

Setup

Set up an Unmoderated mission as normal, but if you are playing entirely alone then you can have multiple Heroes. (Normally I never allow this, but when running the game solo it's the only way to have an effective crew other than being a bot specialist.)

Mission Difficulty

Unmoderated opponents won't make the best decisions possible, so increase the mission's MD by 1.

Secrets

If the mission contains secrets players aren't meant to know, one player must become the Oracle. The Oracle's job is to read the “Enemy's Eyes Only” section and only reveal information from it as they deem necessary during play. They'll have to carefully compartmentalize their Oracle role from their Hero role to avoid taking advantage of their forbidden knowledge.

In some missions, the only secret is the location of something. In that case you won't need an Oracle. Instead, the Science Bay's Research action can be used to randomly determine which half of a search area contains the location. For example, a mission objective is hidden on one of eight asteroids. The first successful Research will eliminate four of them, and the second will eliminate two more. One more Research, and you'll know where it is. (Just as in real life, it's always in the last place you look.) You can use a similar method for things that could be hidden in an area rather than a discrete set of objects, just split the area down the middle each time until you narrow it down to one hex or square.

Plot Twist Cards

Right before starting the first Round, draw the usual number of Plot Twist cards face-up. Play all “At Start of Mission” cards normally, then convert the remaining cards directly to Enemy luck.

Order of Action

Enemies aboard the Heroes' ship act first, then ones aboard their own ships.

If there is 3 or 4 OOC and Helm power, Enemy pilots will steady the ship first.

Otherwise act in the following order:

- 1. Engineers**
- 2. Scientists**
- 3. Marines**
- 4. Pilots**

Break in-profession ties on who goes first by location in the ship: furthest forward first, then furthest to port.

Behavior Overrides

Certain conditions will override the tactical doctrines. Check these first, in order, to see if they apply.

Victory:

If the Heroes will win the mission this Round and this Enemy character can do something which will directly prevent it, then do that.

Aggression:

Marines on the same ship as Heroes always select Personal Combat, as do Enemies of any profession on board the Hero ship.

Self-Defense:

If a Hero will be able to attack this character in personal combat next phase, select Personal Combat.

Chaotic Behavior

Enemies who run off the bottom of their action list will decide to do something "off-script" by rolling two dice on this chart:

ROLL	RESULT
2–3	Pilot
4	Marine
5	Science
6–8	Do Your Damn Job
9+	Personal Combat

Add 1 to the dice roll for Xeloxians or pirates, and +1 for Marines.

Enemies that roll "Do Your Damn Job" will go through the same flowchart they just fell off of, but this time increase all acceptable risk values by 2.

Enemies that run off the bottom of the new chaos-inspired chart just twiddle their thumbs (or equivalent manipulators) and take the Overwatch action to shoot the first reasonable target. Note that if no targets present themselves, they will just blast the floorboards of the ship if they are on the heroes' ship.

Strategy

The sole focus of Enemy strategy is to prevent the Heroes from meeting their mission objectives. Enemy casualties – even including losing the whole ship – are a minor concern, since they've got clones too.

If the Heroes need their ship intact to win:

the Enemy strategy will be *Assault*, and they will simply try to destroy the Heroes' ship. This includes missions where the Heroes must retrieve an object or data, and ones where they need to deliver something.

If the Heroes need to destroy something:

the Enemy will *Guard*. They will prioritize keeping their ship near the target and sniping at the Heroes' ship from range. If the target is destroyed, they will switch to *Assault*.

These strategies will affect Enemy **tactics**, as detailed on the next 2 pages.

Tactics

Risk Levels

A lot of the automated decisions the Enemy will make are based on their current risk level, which is sort of like Difficulty in reverse. To compute the risk level, subtract all of the additions you'd normally make to the skill check die roll from the action's difficulty. The simplest use of risk levels is to choose between actions.

Example: An Enemy scientist with a skill of 3 is considering teleporting a Marine to the Heroes' ship at a range of 6; both ships have 1 power in their shields but the module has one used marker. The difficulty is 11 (6 base for Teleport, plus 2 for the shields, plus 3 for the used marker). There are 3 adds (for skill) and thus the risk level is 8. If the Enemy tactical doctrine specifies "Teleport on a 7" then the scientist would consider their next option, as this is too risky.

Risk levels are also used to select targets for actions that allow variable difficulty.

Example: An Enemy engineer with a skill of 4 who prepared last turn is going to pump the engines remotely. The base risk level is 6, from 11 difficulty (8 base plus 3 for remote operation) minus 5 adds (4 skill and 1 for preparing). If doctrine says to go for 7-risk, the engineer would pump for one power. If it said 9-, then two power would be OK, as the risk level would be 9.

Luck Use

Enemies will use luck for skill check rerolls that have a 50% or better chance of success.

Note also that enemies can only spend one luck per check. The exception to this is the hull check which each enemy can spend one luck on.

Example: The engineer in the above example went for two power, but rolled a 5 and a 3. That's one short of the target, but rerolling the 3 will result in success if the die comes up 4, 5 or 6. So they burn a point from the Enemy luck pool and go for it. If the original roll was a 2 and a 3, a reroll would only succeed on a 6, so they'd save the luck instead.

They'll also use luck when an incoming personal damage die is a 5 or 6. However, they won't do this if it won't help.

Example: An enemy has 3 hit points left and a missile explosion just did a 6 and a 2 for damage. It's not worth rerolling the 6 – they're going down anyhow.

Tactical Doctrines and General Behavior

Each profession has their own flowchart at the end of this section noting how they make tactical decisions. (Personal Combat is an exception, as it's not linked to a particular profession – everyone can get shot at equally regardless of their uniform color.)

These charts are in priority order; the Enemy will go down the chart and do the first thing that's allowed by risk level and circumstances. Enemies will move as necessary to enable an action; jet-equipped ones will jet-move to replace their longest stretch if they have a 7-risk to do so.

Example: A Silicoid engineer is in its ship's far-starboard engine module wondering what to do. So it refers to the Engineering flowchart. It first checks the helm, which is undamaged. Then it checks the power levels, which are 1 helm, 2 guns, 1 shields. No bots are aboard, so it moves on to damaged modules – the adjacent engine is slagged. It decides to move into the module and attempt a repair.

Enemies can look two phases into the future when making decisions. So if a directive says "repair damaged modules" and the closest one is within two phases of movement, the Enemy in question will start running toward the damaged module despite not being able to actually repair it this phase. However, they don't have memories, so don't bother to track what they were up to – just go through the flowchart again. Usually if circumstances haven't changed, they'll do the same thing anyway.

Example: If the Science Bay had been broken instead, the engineer would still have run over to it intending to fix it next phase, and ending up just barely in the door. But if the Missile Bay had been broken, clear over on the other end of the ship, the engineer wouldn't even bother – it's too far away.

Similarly, if an Enemy has movement left over after performing their action, they will run through the flowchart again to plan next phase's action and then move as appropriate in support of that.

Tactical Doctrine Flowcharts

Tactical Doctrine Flowcharts

Engineer

- ▶ If the helm is damaged, repair it. Take as many phases to get there as necessary – this breaks the usual “two phase” movement rule.
- ▶ If any power level is at zero, pump an engine at risk 7-.
 - ◆ Distribute the power to make levels even
 - ◆ For ties, prefer Helm, then Guns, then Shields
- ▶ If there are damaged Enemy bots, repair them.
- ▶ If there are damaged modules, repair them. If at an engine Battlestation, pump it first at risk 7- and then go off to do the repairs.
- ▶ Operate Mine Layer to put a mine in path of the Heroes at risk 7-.

Science

- ▶ If there are inbound missiles, overwatch to ECM as many as possible at risk 7-.
- ▶ If there are wounded enemies – including broken bots – heal them in order of proximity starting with self.
- ▶ If there are no scans, get some at risk 7-.
- ▶ If there are scans, operate the Teleporter at risk 7-. Wait until the Marines have gone over before sending yourself.
- ▶ If there is a cloaking device, go on overwatch to raise the cloak level after enemy actions at risk 7-.

Personal Combat

- ▶ Attack the closest target. If more than one is equidistant, pick randomly.
- ▶ Move as close as possible to the closest target and go on overwatch to attack with a ranged weapon.
- ▶ If there are no targets aboard, teleport or boarding missile at risk 7- onto a ship that does.

Marine

- ▶ Fire the closest ship’s weapon at risk level 7-.
 - ◆ Aim for the lowest-risk target. If tied, target in the following order: fighters, inbound missiles, Heroes’ ship.
- ▶ Fire a ship’s weapon remotely at risk 8- (same tiebreaker).
- ▶ If risk is 9+ but another enemy will be firing this phase then overwatch to assist them.
- ▶ If there is 1 or more Hero microships in flight, and the risk level to hit them is 10+, convert to multicannon.
- ▶ If the risk level to hit the Hero ship is 8+ due to range, convert to long range cannon.
- ▶ Switch to Personal Combat mode and board Hero ship at risk 7-. Recruit a Scientist if possible to act as combat medic and/or get the Teleporter risk into acceptable range.

Pilot

- ▶ If the Helm is damaged, repair it.
- ▶ If there is no Helm power, transfer one in (probably remotely).
- ▶ Maneuver the ship at a risk of 7-.
 - ◆ If the ship’s course will intersect the Heroes’ next phase, go on overwatch to ram.
 - ◆ If the OOC is greater than 2, steady the ship.
 - ◆ Accelerate to maximum safe speed (one that gives future maneuvers a 7- risk)
 - ◆ If on Guard, turn if necessary to stay within 6 hexes of the target.
 - ◆ If on Assault, turn to intercept the Heroes’ ship, taking into account their current course.
- ▶ If another Enemy will be maneuvering the ship this phase, go on overwatch to assist.

Dirstside

Xxx note to Dan I'm getting *a cover from James Olley* for this. Make it half a page.

Are we there yet?

Until now, Battlestations has focused on the action between the planets. Now, you put your feet (or tentacles or whatever) on solid ground or dive into a water planet in the Dirstside supplement.

We're still busy designing and playtesting so we don't know exactly what's in store yet, but you can be sure we'll have the following:

Ground Pounding

Rules for buildings on the ground. Watch out, they'll shoot back!

Vehicles

Zip around on Hoverbikes, or in Jetcars. Drop from Atmo with JetPacks or Parachutes

Ground Objectives

There is plenty of stuff to rescue, capture, gather, destroy, or defend.

City Map Tiles

Move around on the city map with hospitals, labs, factories, gun emplacements and much more.

Landscapes

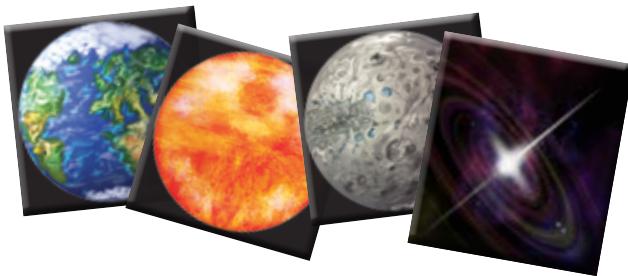
Explore the lay of the land surrounding the cities to bring the planet to life.



Section IX

APPENDICES

Astral Bodies



BODY	COLLISION	WARP	LAND
Asteroid	Ram	-	yes
Black Hole	XXX	12	XXX
Gas Giant	Ram	12	XXX
Moon	Ram	12	yes
Nebula	-	1	-
Planet	Ram	12	Atmosphere
Pulsar	XXX	12	XXX
Quasar	XXX	12	XXX
Ring	X dice	-	No
Star	XXX	12	XXX

Asteroids

Asteroids have no atmosphere. They can be landed on by a ship at speed zero with a simple docking maneuver at speed zero. This is different from how you land on moons or planets.

Asteroids do not affect the movement of microships.

Black Holes

After ship and missile movement:

1. *Move everything in the system one hex closer to the black hole.*
2. *Move everything within 24 hexes an additional hex.*
3. *Move everything within 12 hexes an additional hex.*
4. *Move everything within 6 hexes an additional hex.*

Black hole movement moves the object closer to the black hole. Where there is a choice of which hex to move to, the object goes to the one more in line with where it is heading (or just moving if it is a missile). If it has no heading, resolve ties clockwise.

Each hex of movement causes one point of damage to a capital ship. Roll survival checks for black hole damage if needed once per phase. Microships are moved but not damaged.

Gas Giants

These are treated as planets except that anything that tries to land on them is destroyed.

Moons

These are treated as planets without atmosphere. The landing procedure is the same but you don't have to enter or leave atmosphere.

Nebula

Nebulae block line of sight from outside to inside them. You cannot program a Hyperdrive or warp while within a nebula.

Planets

Most sentient creatures in the galaxy live on planets with atmosphere. Planets that don't have atmosphere are treated like moons. See the Helm section page 128 for details on entering atmosphere and landing on a planet.

Pulsars

Pulsars pulse at the end of each phase. For each pulse, roll 2 dice and add the MD. Subtract the distance from the pulsar. The result is a guns power hit on the ship. This ignores speed. Roll for hit allocation and apply shields as per a normal gun hit.

Repeat this process for each item in the system (microships, spacewalkers, other ships, etc.) Any spacewalker suffers an amount of dice of personal damage equal to the effective guns power at that range. Any microship gets a damage marker and must make a survival check.

Quasars

These function exactly like Black Holes and Pulsars combined.

Rings

Planetary rings (like those of Saturn) interfere with line of sight and movement. Count a ring hex as 2 hexes when determining targeting distance for an object. Moving into a Ring hex at a speed greater than 1 deals a 1 die attack on the moving ship for each speed beyond 1. Treat these as separate missile attacks (that automatically hit and are immune to ECM etc.). It is a separate action to dodge each of them. Each missile that hits deals one die of damage to the point of impact.

Microships do not take damage from Rings. Instead, they make a single survival check each phase

regardless of how many ring hexes they enter unless they enter by moving only one hex for movement.

Stars

Stars have a corona. At the end of each phase, a flare reaches out 1d6 hexes away from the star similar in some ways to a cannon shot with a strength equal to the MD.

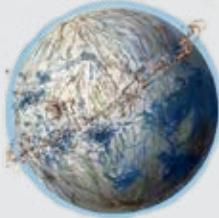
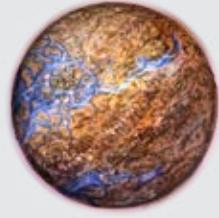
Ships apply shields. The highest die left after applying shields becomes a damage die that applies to each module on the side of the ship facing the star. If this die is a 1,2, or 3, the occupants all suffer 1 die of damage. If it is a 4, 5, or 6, occupants suffer 2 dice of damage, the ship suffers 1 OOC, and the modules are broken.

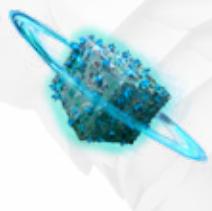
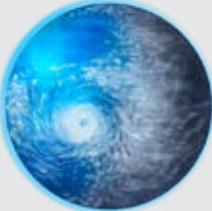
The strength of the corona may vary by mission or star system.



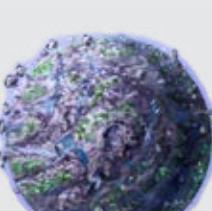
Sectors 7, 8, and 9

Since Freetrader published its guidebook of the Galaxy there has been much exploration “south” of the bottom border of the galactic map. Sectors 7, 8 and 9 have been officially added to the Galactic Map. Sector 8 is an extension of the Sector 4 rift that separates the spiral arms of the galaxy.

PLANET / LOCATION / FOUNDER	NOTES
GAIDASZGRAD 7.23 <i>David Gaidasz</i>	 <p>The sun here has an unusual energy signature, making it very good for energy processing. The bad news is - that same energy signature makes missiles VERY unreliable. Before the Galactic Civil War, a human energy corporation built a pair of large orbital facilities were installed to take advantage of the abundant energy resources. During the GCW, it became one of the secondary "battleground" systems, as both sides saw the readily available energy as valuable for the war effort. This system saw more than a half dozen indecisive space battles before the last battle ended with one of the stations destroyed and the other one heavily damaged. Post war, a small population salvaged the damaged station, turning it into a unaligned freehold nicknamed "SuperMart"; where they sell energy and salvaged weapons, and purchase bio. This system has the dubious honor of having the most remaining unexploded ordinance, per capita, left over from the Galactic Civil War.</p>
BENWILKIA 7.45 <i>Bryan Daniels</i>	 <p>This planet was barely habitable when a castaway botanist named Ben Wilkins landed on it in an escape pod. Wilkins languished here for decades using his farming skills to terraform the world. He modified crops to grow and spell out his name in letters that measured in kilometers as he grew the planet into a lush and verdant paradise.</p>
REISOM 7.6 <i>Damon Mosier</i>	 <p>An arid world with extensive mineral and metal resources, it is the home of the Reisom Nomads, a matriarchal society of merchants and diplomats. The Nomads are loosely governed by Nire (NEER-ee), the High Queen of Reisom whose badge of office is the ancient, mystical Astral Staff of Caduceus, which grants its wielder psionic powers. The females not engaged directly in commerce tend to gravitate toward intellectual pursuits, such as science and engineering, leaving the more physical occupations to the males. As they are known for their prowess in close combat, males of the species have been known from time to time to engage in freelance work as bodyguards and mercenaries in the galaxy at large, probably due to a rejection of the matriarchal norms of their society. But it can be assumed that any Nomads employed in such capacities are outcasts. Nomad language and naming is very secretive so for dealing with outsiders they usually adopt a human-like naming convention, though the names are almost always</p>
ACCIODORR 7.7 <i>Robert Biskin</i>	 <p>The verdant planet of Acciodorr looks serene and tranquil from space, heavy with various competing flora (useful for food). It is quite wet, with various threatening plants at low levels that strangle each other in competition to extract nutrients from larger plants. There is no native fauna due to high levels of CO₂ in the air, but some plants can migrate by floating in the air. The low gravity allows for some impossible looking landscapes with ferns stretching miles into the atmosphere.</p>

PLANET / LOCATION / FOUNDER	NOTES
GURARG 7.8 <i>Tim Burnett</i>	 Planet Gurarg was a tucked away minor planet with no natural flora or fauna. It had been biostripped in preparation for terraforming before the contractor went broke. For the last 75 years, it has been in use as a penal colony of final resort where the dregs of the galaxy are dropped. It is not forbidden to land on the planet but anything taking off from it is subject to destruction by the twin starbases orbiting. It is widely believed that the inhabitants enjoy more sustenance from the new prisoners than the occasional food dropships. There are a few wealthy criminals sentenced to the planet and rumor has it that if you rescued one, you'd be handsomely rewarded. Of course, they could be dead by now, or undead or anywhere else on the spectrum since the planet is overrun by mutant enemies.
ENSO 7.910 <i>Aldrete</i>	 The planet of Enso orbits a black hole at a precise distance measured in light minutes. It takes exactly one thousand years to make a complete orbit. Coincidentally? The planet experiences time loops that last exactly one thousand years. Until recently, this has only been of interest to geologists who study the past. However, "ghosts" from the future have been appearing with more regularity.
SLATER 7.112 <i>Benjamin Slater</i>	 The Silicoid resort planet "Slater" was entirely formed from scratch by dragging asteroids together near a sun. Other species find the planet a bit warm but many brave it anyway to dig because it is rumored that mythical alien artifacts were hidden in some of the asteroids that were slammed together. Of course there are also rumors that the planet's founder Slater planted those stories himself because Silicoids are notoriously poor tippers and his resort business was flagging.
VIXLE 8.234 <i>Brian McBarron</i>	 The planet of Vixle is bizarre in that not only is Vixle itself cubic but everything on it evolved in cube shapes. Some scientists theorize that the crystal structure of the planet's core caused niches to be square in the most literal sense. Others believe the cubic shapes were orchestrated intentionally but there is no trace of a creator if indeed there was one.
BOB 8.56 <i>Matt Cook</i>	 This world is entirely made of water. While awaiting the official naming designation, the first explorer named it "Bob" for the way the probe bobbed on the waves. It orbits just far enough from a dwarf star to keep half of it warm and the other half frozen. A hurricane/blizzard rolls around the equator frozen on the cold half and boiling on the warm half. The only denizens of this planet is a single species of aquatic creatures that are both photovoric and cannibalistic. They can draw power from the sun but when they stop swimming to outrun the hurricane and lay eggs, they fall into the darkness and turn to cannibalism. There is no physical reason why the research teams sent to observe the dark side migration don't return but we can't rule out psi effects.
SHAMIR 8.78 <i>Resa L. Oshiro</i>	 Situated somewhat off the beaten path of galactic trade, Shamir has gained a reputation for quiet reflection. The locals there have a custom of keeping the planetary population low by leaving as tourists arrive. Beneath the surface of this quiet planet is the deadliest martial training academy in the known galaxy.

PLANET / LOCATION / FOUNDER	NOTES
DHELMN 8.910 <i>Ryan Robinson</i>	 <p>Out at the edge of known space floats a ghostly sphere around a dying star. Called Dhelmnitych by those who have studied it, this world is both wasteland and wonderland; the sepulcher of an ancient race seemingly vanished from the galaxy. To walk along the empty streets of these abandoned metropolises under the dim and ruddy sun is to feel the whispers of ghosts and darker spirits gathering close. The streets are lined by titanic structures of stone whose incomprehensible angles form impossible contours. Despite their age, these structures endure, their faces covered by images and hieroglyphics unmarred by aeons which disturb the mind of those who study them. While these haunted places weave disquiet in the thoughts of those who explore them by day, to remain in a place after twilight turns to darkness is to risk worse fates. While no beast or bird has been seen upon this world in memory of the races now living in the galaxy, those who risk the darkness of the world find themselves set upon by *something*. The few survivors will not speak of these encounters; becoming either catatonic or violent if pressed. Investigations suggest horrifying possibilities.</p>
HOLLINGSWORTH 8.1112 <i>Mike Hollingworth</i>	 <p>This planet is an official archive planet terraformed to approximate Earth from the 18th century. It is a capital offense to bring anything to the planet that is not authentic to the period. It has 2 large space stations in orbit to keep away contaminants. The only way to the planet is via authorized shuttles to designated landing zones. Some of the inhabitants are third generation now and believe that space flight is a hoax.</p>
UNITY 9.23 <i>Richard Brown</i>	 <p>This research planet was founded on the principles of Unity. The citizens of the planet consider themselves citizens of the Republic first and work to promote research and unity within the galaxy. It goes without saying that they tend to need rescue from pirates, mercenaries, invaders, raiders and all around nogoodniks more often than most other planets in the sector.</p>
FOUST IV 9.4 <i>Autarch</i>	 <p>Foust IV is a harsh world, run by the military. It bears the dubious distinction of being terraformed to be less hospitable. The native flora and fauna were genetically re-engineered to be more aggressive. The training exercises on this world tend to end in a draw where both sides are devoured by the locals. Those few that survive the trainings wear the badge with silent pride.</p>
CHORONZON 9.5 <i>Heinrich Elbrecht</i>	 <p>When Captain Elbrecht first landed on this nearly solid gold planet he knew he was rich. Of course, he was wrong because the cost to synthesize gold is much lower than the cost to transport it across the galaxy but he did become wealthy by making the planet a gaudy tourist destination. Psionic gifted individuals remember strange dreams here. Most visitors feel compelled to return. Captain Elbrecht hasn't left for years.</p>

PLANET / LOCATION / FOUNDER	NOTES
STOCZY'S OUTPOST 9.6 <i>Eric Fialkowski</i>	 The Tentac explorer Stoccy couldn't help but put his name on planets. This small world is the last known place where Stoccy was seen.
SHEFFIELD PRIME 9.7 <i>Edward Boning</i>	 This planet was settled at a time when interstellar travel times measured in months rather than weeks and lawlessness ruled the galaxy. It had been called by many other names but the name that finally stuck was after the one lawman who could bring justice to that arm of the galaxy.
251 9.8 <i>Geoff Raye</i>	 "Planet 251", as it's known to outsiders, is the planet of the Gweeds. It's pretty much the culinary center of the UREF, where aspiring chefs go to study and affluent travelers go to dine. Among their native fauna is a species which looks remarkably like the mythical earth unicorn. Rumors of a secret society of computer hackers on the planet remain merely rumors.
Cornman 9.9 <i>Ari Cornman</i>	 Alone on an unnamed planet, lieutenant Cornman monitored signals and relayed data that was instrumental in the GCW. He was given a portable clone bank but the enemy attack destroyed that as well. In his honor, the planet was named for him and the UREF introduced a strict policy of keeping cloning vats outside of a combat zone.
PLANET PARKES 9.10 <i>Lillian Parkes</i>	 Before FTL travel, freighters took long long voyages that would last generations. They would play and gamble to while away the time in deep space. They'd gamble shares in the company, shifts, personal belongings and naming rights to the planets they found. One such planet was claimed by a long haul freighter and the rights several generations later were passed on to a Lillian Parkes. Various corporations tried to buy the rights but Parkes just liked the idea that her name was on something far away that she'd likely never see. Of course, the advent of FTL travel in the time it had taken her ancestors to return meant that it was a quick trip to Planet Parkes. It had in fact, been developed and was a thriving little colony that treated her like a conquering hero upon her "return". They are a chief exporter of insulin.
CRISTIFRATTI 9.1112 <i>Chris Williams</i>	 Cristifratti is known as the honeymoon planet. People come from all across the galaxy to swim up the low gravity waterfalls and renew their vows of love for one another. It goes without saying that there is a tremendous amount of goods imported to the planet. The locals are extremely generous and hospitable. They only ask that each visitor respect their local customs and pay their fair share. The extremely wealthy tend not to visit because the locals measure "fair share" by total wealth. Hence the poor come here to be treated like kings and the rich grumble about not wanting to overpay for some low-rent tourist trap.

The Galactic Expansion

Since the last publication of FreeTrader's guide to the galaxy three new sectors have been explored. Sector's 7, 8, and 9 add on to the bottom of the original map. The entire map is shown here at right.

Of course this makes random sector generation a little more difficult than throwing a single six-sided die but that is the price we pay for progress (along with the fact that the Xeloxians declared war on all three new sectors for religious reasons).

Note that the information contained herein has not yet been completely verified by UREF historians so take it with a planet sized grain of salt.

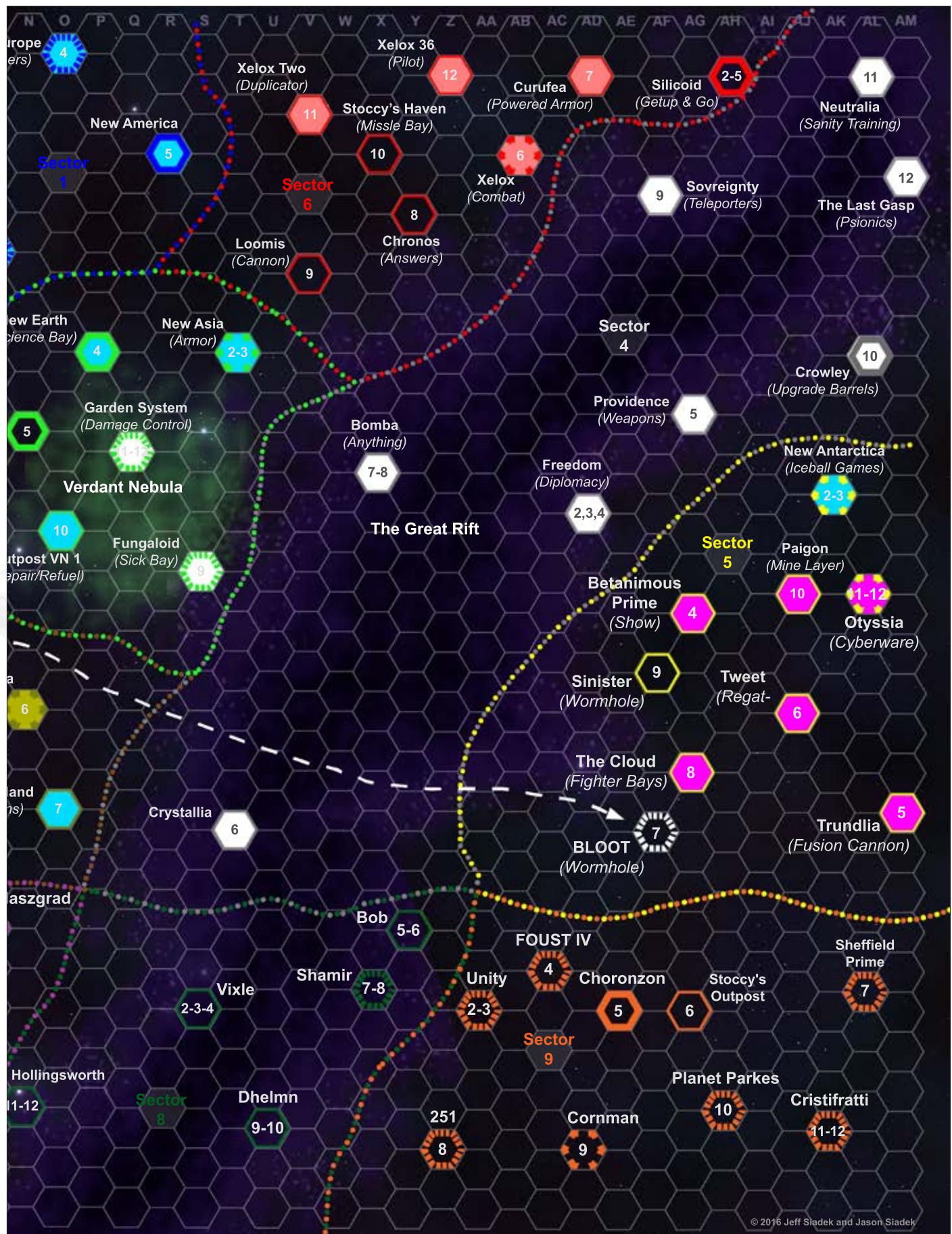
To randomly determine a sector roll a d66 and consult the following chart.

d66	SECTOR
11-14	1
15-22	2
23-26	3
31-34	4
35-42	5
43-46	6
51-54	7
55-62	8
63-66	9

After determining a random sector, you can determine which planet is indicated by rolling 2d6 and totaling the result.

Thus, a result on the first 2 dice of 5-3 would indicate sector 7 and a result of 4-2 would make planet 6 in sector 7 which happens to be "Reisom."





Planet-Specific Opportunities

SECTOR/SYSTEM	PLANET	OPPORTUNITY	NOTES
7.23	GAIDASZGRAD	<i>Missile Upgrades</i>	All ships leaving this system gain the benefit of a Missile Enhancement Device (page 115) for the next campaign turn.
7.45	BENWILKIA	<i>Bio Barrels</i>	Each hero that leaves this system is given a free barrel of BIO.
7.6	REISOM	<i>Psionics Training</i>	It costs half as much experience to increase Psionics skill here.
7.7	ACCIODORR	<i>Fireproofing</i>	Any armor purchased or upgraded here gives you a reroll against fire damage.
7.8	GURARG	<i>Rescue</i>	Leaving with a Criminal gives you 1d6x1d6x1d6x1d6x1d6x1d6 credits (luckable)
7.91	ENSO	<i>Staseostasis</i>	Heroes who spend a night on this planet automatically succeed on their next Stun check.
7.11	SLATER	<i>Treasure Maps</i>	Treasure maps are sold here for 100cr. Roll 5d6 (luckable) if all dice are 6, you get Treasure.
8.234	VIXLE	<i>Cubes</i>	Weapons purchased here stack more neatly so if you have 2 identical they each have 1 less mass (minimum mass of 1).
8.56	BOB	<i>Psi Drugs</i>	Reduce the difficulty of Psionics Skill checks by 1 but +1 difficulty on other skill checks.
8.78	SHAMIR	<i>Combat Training</i>	It costs 100 fewer points Experience to increase Combat skill here.
8.91	DHELMN	<i>Psionics Training</i>	It costs 100 fewer points Experience to increase Psionics skill here.
8.1112	HOLLINGSWORTH	<i>Rest</i>	Your pools (including luck) are 1 deeper for the next campaign turn.
9.23	UNITY	<i>Diplomacy Training</i>	It costs 100 fewer points Experience to increase Diplomacy skill here.
9.4	FOUST IV	<i>Combat Test</i>	Everybody who leaves this planet gets 3 free rerolls in Combat skill checks during the next campaign turn.
9.5	CHORONZON	<i>Dreams</i>	Those who leave here have their Psionics pools doubled for the next campaign turn.
9.6	STOCCY'S OUTPOST	<i>Stoccy's trail</i>	A clue to where Stoccy was headed can be found here. This is an entire minicampaign that hasn't yet been written up.
9.7	SHEFFIELD PRIME	<i>Focus</i>	Any character who leaves this planet succeeds in their next skill check.
9.8	251	<i>Great dining</i>	Everybody who leaves this planet gets 3 bonus hit points during the next campaign turn.
9.9	CORNMAN	<i>Silence</i>	Any character who leaves this planet succeeds in their next passive check.
9.1	PLANET PARKES	<i>Support</i>	Everybody who leaves this planet gives an additional +1 benefit when they assist during the next campaign turn.
9.1112	CRISTIFRATTI	<i>Shore Leave</i>	You may pay all of your credits to have 2 extra Luck during the next campaign turn. (No lending your credits to bypass

Starship Registry

Each ship registry provides a benefit based on the hull configuration.

REGISTRY	BENEFIT
Beastman	Built-in Boarding Plank. Ship can connect any external module to any other ship in the same hex. (see page 112)
Bot	Each Life Support allows for an additional Bot.
Bubbloid	Count remote penalties as 1 lower.
Canosian	Built in Shield Capacitor. If there is any power in Shields consider it one higher for purposes of attacks or Teleports in and one lower for Teleporting out.
Diploid	Ship can fire multi-cannons and operate Teleporters and Mine Layers twice in a Phase (still a maximum of 6 times in a Round.)
Fireling	All modules and Cargo Bay Items are immune to fire. All modules catch fire at the start of every Phase.
Fungaloid	Built-in Telechute. Connect any two squares on the ship. (see page 116)
Human	Reduce the difficulty of all maneuvers by 1.
Kerbite	The difficulty to pump Engines for power (page 127) is one lower.
Otyssian	Difficulty is +2 per additional speed to lose instead of +3 for advanced deceleration maneuvers.
Silicoid	Built-in Hull Stabilizer. The ship may reroll the lowest die in each failed Hull Check.
Tentac	The ship ignores facing restrictions for modules and has 360 arc of fire for all modules.
Trundlian	If there is any power in Guns, consider it one power higher.
Vomeg	Built-in Targeting Computer. Treat all objects as one hex closer for targeting.
Whistler	You may pump Engines or transfer power from any Battlestation at no remote penalty.
Xeloxian	Built-in Inertial Dampener. The ship reduces OOC by 2 at the end of each Phase instead of 1.
Zoallan	Built in Missile Enhancement Device. Missiles are 1 faster and reduce the difficulty of attack and survival checks by 1.

SHIP CONTROL SHEET

Ship Name	4	5	6	7	8	9	10	Size	
	DMG	HULL CHECK							
4	1	1		BOW					
5	3	2							
6	6	3							
7	10	4	PORT						
8	15	5							
9	21	6							
10	28	7							
	36	8							
	45	9							
	55	10							
	66	11							
	78	12							
	91	13							
	105	14							
	120	15							
	136	16							
	153	17							
	171	18							
	190	19							
	210	20							
	231	21							
	253	22							

CREW MANIFEST	CARGO	NOTES

Mark upgrades with a "+"

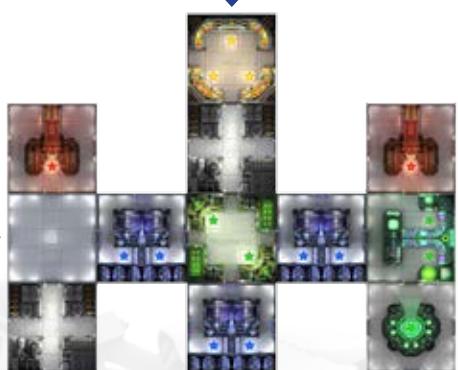
Battlestations 2nd Ed © 2017 Gorilla Games

Beastman

Built in Boarding Plank (page 112) may deploy from any external door.



Size 3: Scout



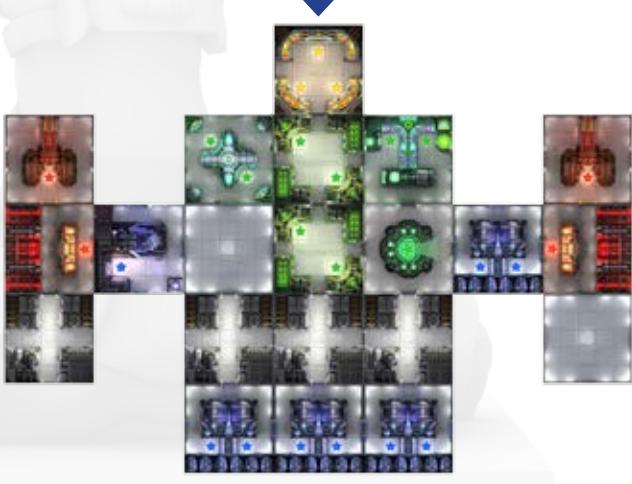
Size 4: Frigate



Size 5: Destroyer



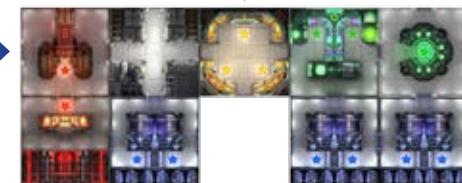
Size 6: Cruiser



Size 7: Dreadnought

Bot

Each Life Support allows an additional Bot.



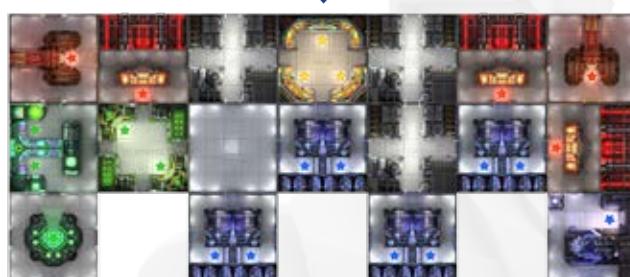
Size 3: Scout



Size 4: Frigate



Size 5: Destroyer



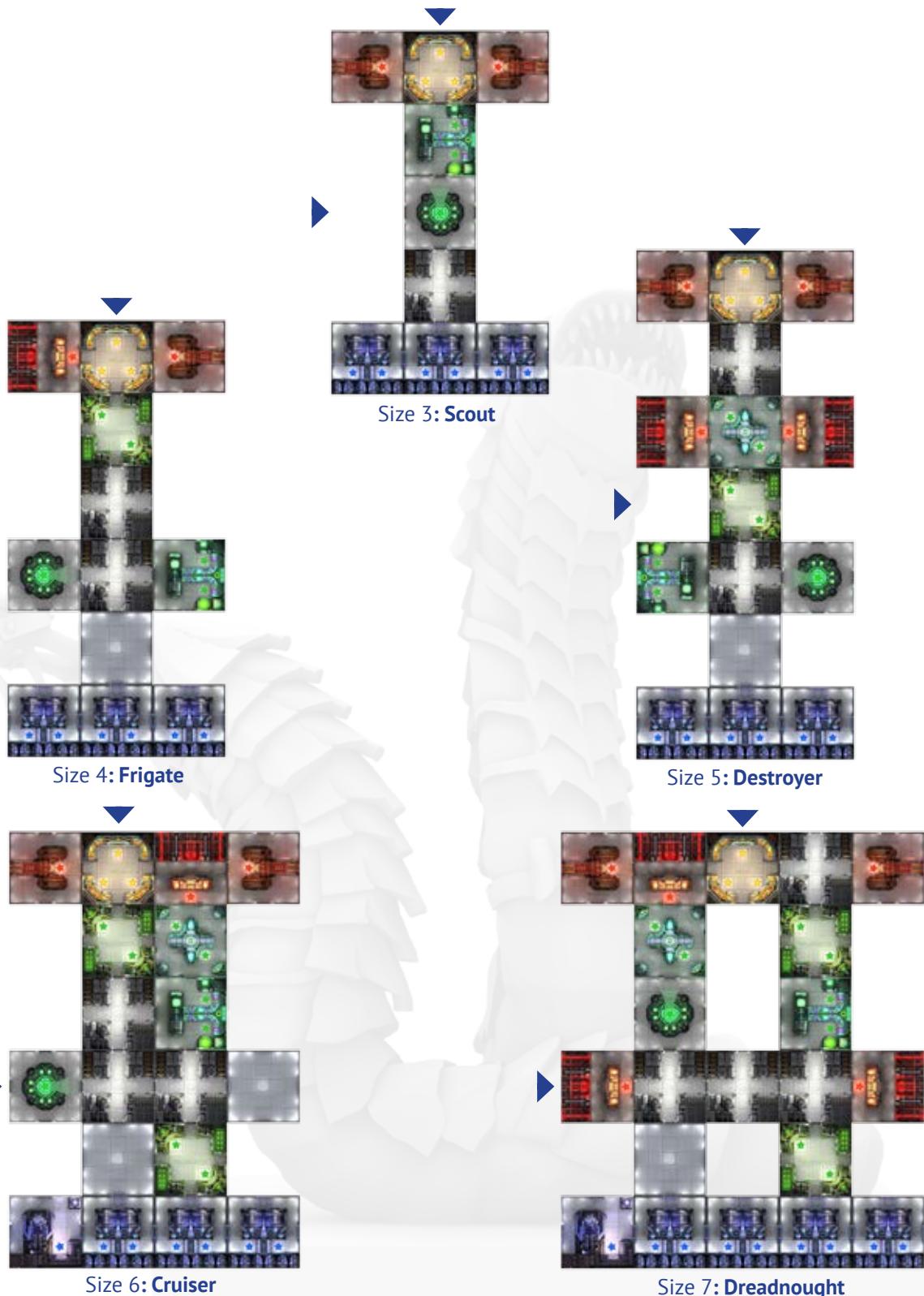
Size 6: Cruiser



Size 7: Dreadnought

Bubbloid

Count the penalties to use modules remotely as one lower.

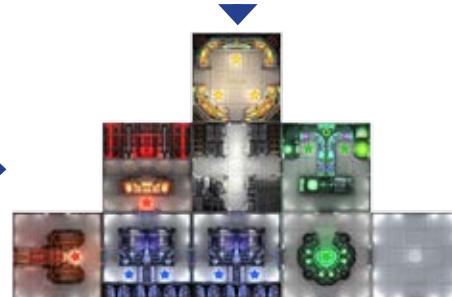


Canosian

If shields are powered, they count 1 higher for defense and 1 lower if you are Teleporting.



Size 2: **Skiff**



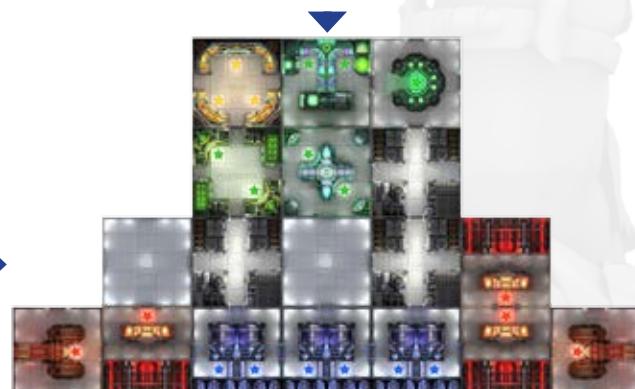
Size 3: **Scout**



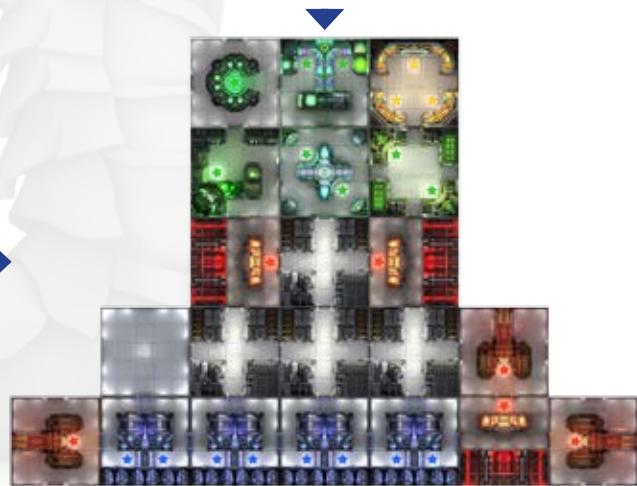
Size 4: **Frigate**



Size 5: **Destroyer**



Size 6: **Cruiser**



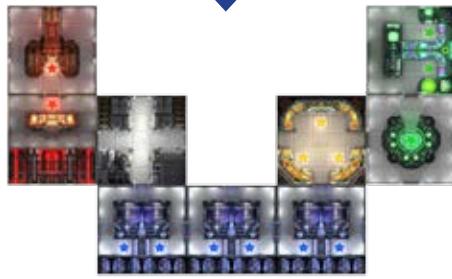
Size 7: **Dreadnought**

Diploid

You may use the Cannons, Teleporters, Mine Layers and Missile Bays twice in each phase but not more than 6 times per Round.



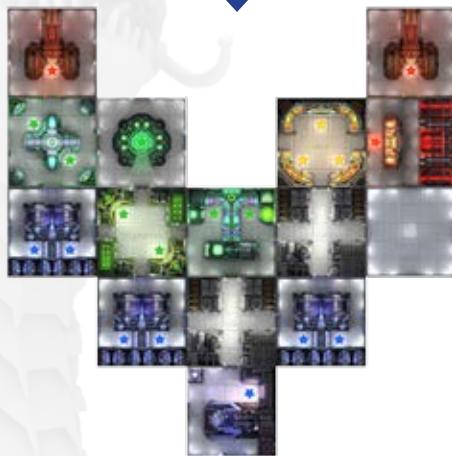
Size 2: Skiff



Size 3: Scout



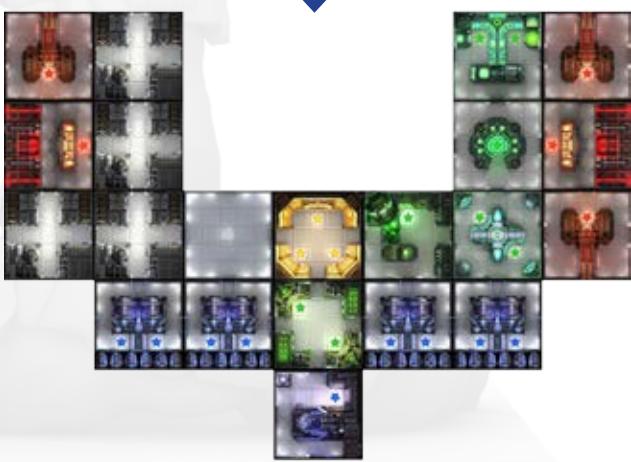
Size 4: Frigate



Size 5: Destroyer



Size 6: Cruiser



Size 7: Dreadnought

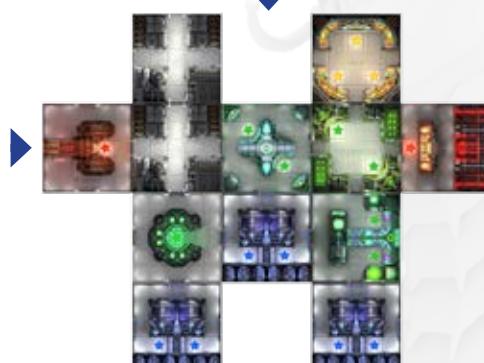
Fireling

All modules catch fire at the end of each phase.

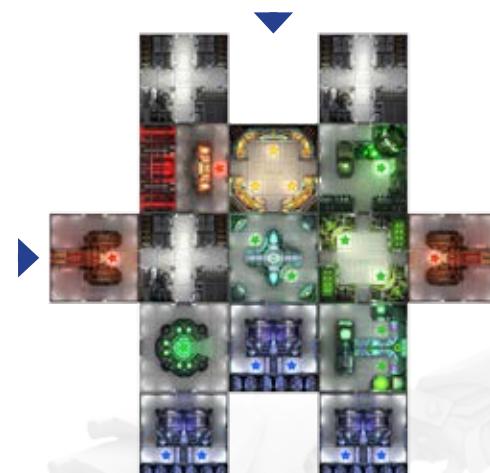
Modules, Cargo Bay Items and Hull immune to fire damage.



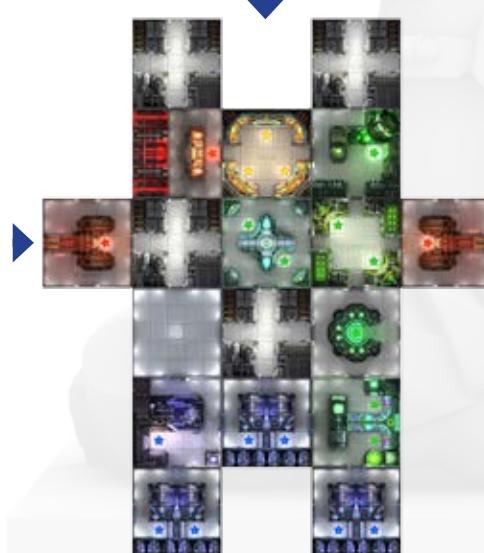
Size 3: Scout



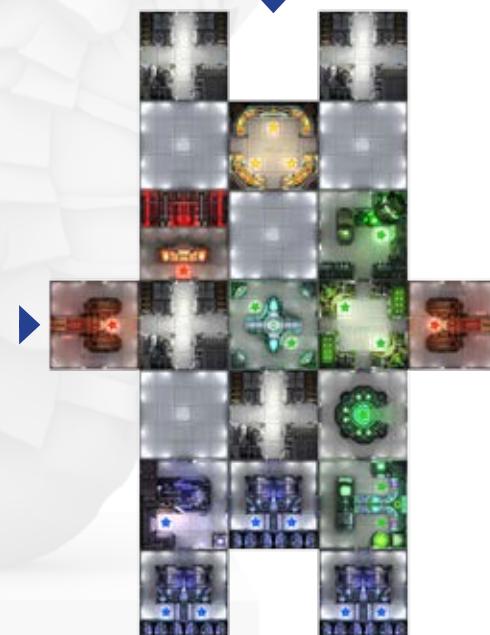
Size 4: Frigate



Size 5: Destroyer



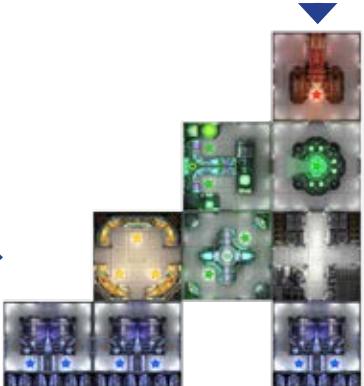
Size 6: Cruiser



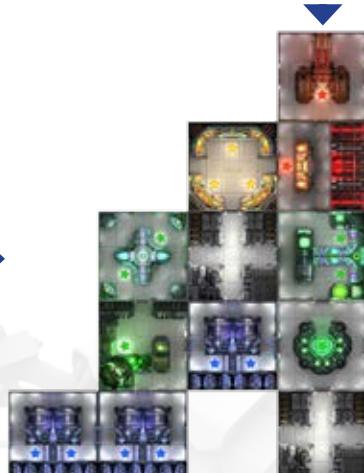
Size 7: Dreadnought

Fungaloid

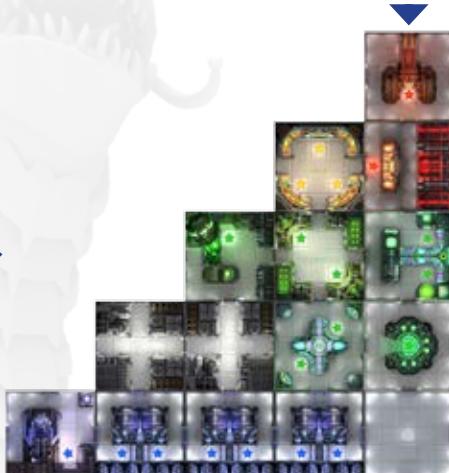
Built in Telechute (page 116). Select any 2 squares on the ship to be adjacent for movement purposes only.



Size 3: Scout



Size 4: Frigate



Size 5: Destroyer



Size 6: Cruiser



Size 7: Dreadnought

Human

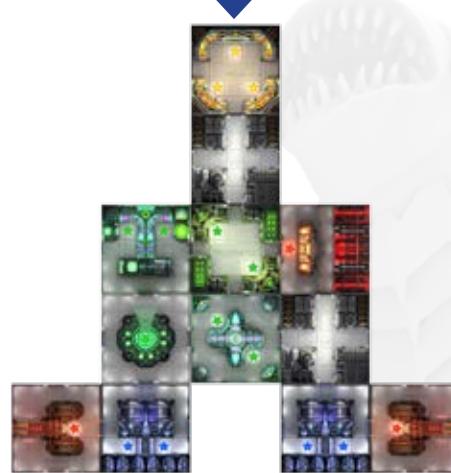
Reduce difficulty of Helm maneuvers by 1.



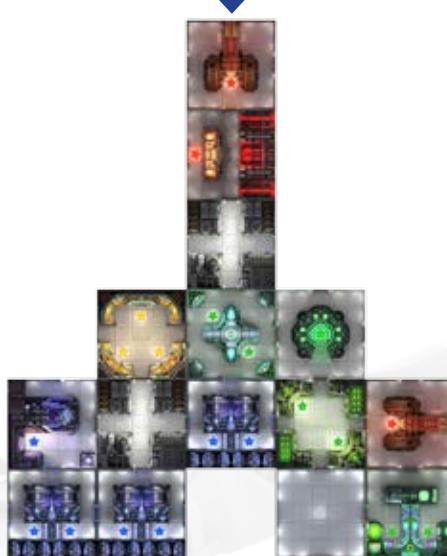
Size 2: **Skiff**



Size 3: **Scout**



Size 4: **Frigate**



Size 5: **Destroyer**



Size 6: **Cruiser**



Size 7: **Dreadnought**

Kerbite

Reduce the difficulty by 1 to pump for or transfer power.



Size 2: Skiff



Size 3: Scout



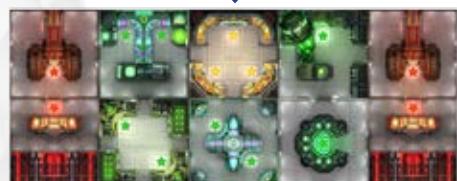
Size 4: Frigate



Size 5: Destroyer



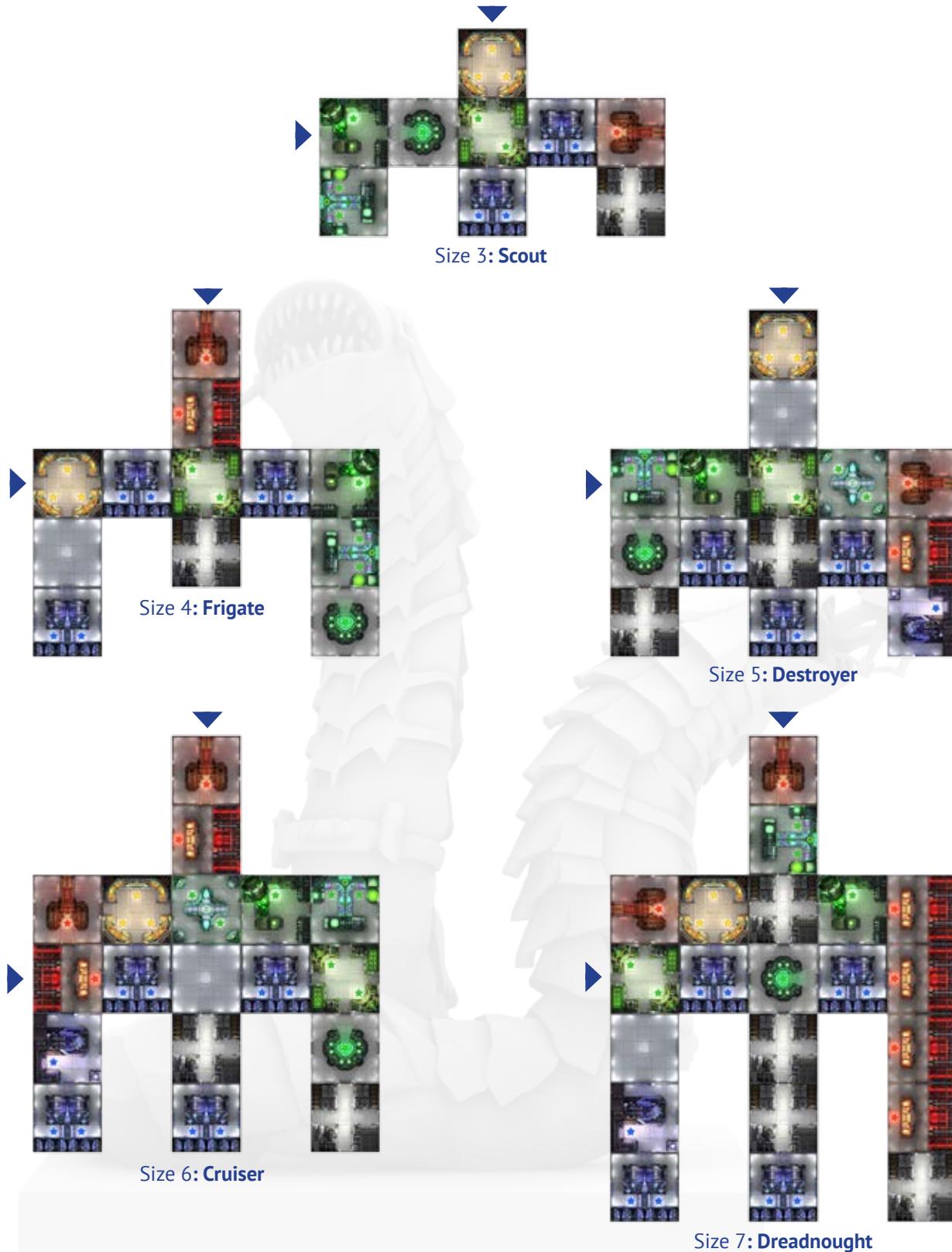
Size 6: Cruiser



Size 7: Dreadnought

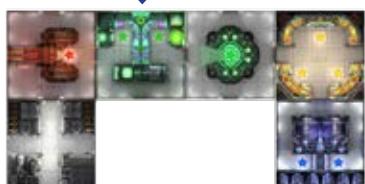
Otyssian

Difficulty is +2 per additional speed to lose instead of +3 for advanced deceleration maneuvers.

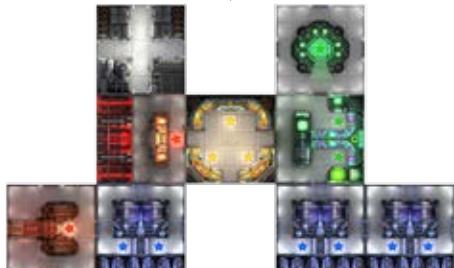


Silicoid

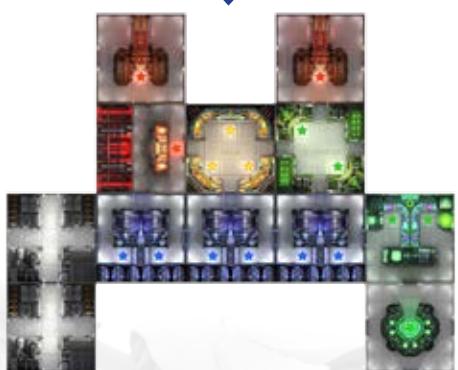
Built-in Hull Stabilizer. The ship may reroll the lowest die in each failed Hull Check.



Size 2: Skiff



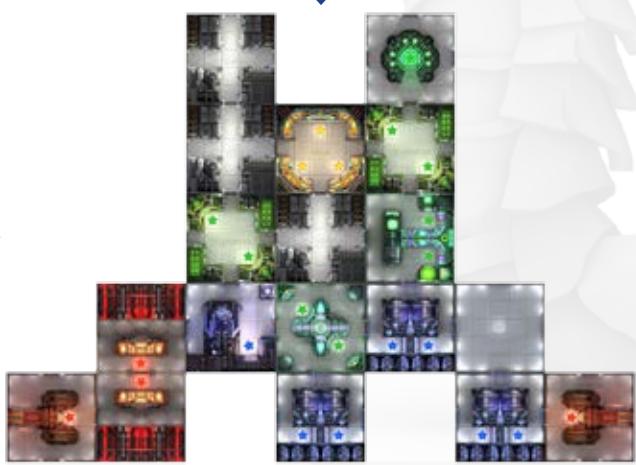
Size 3: Scout



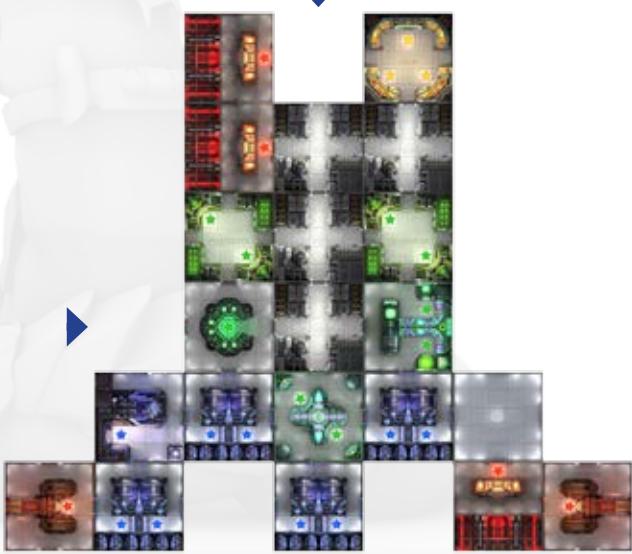
Size 4: Frigate



Size 5: Destroyer



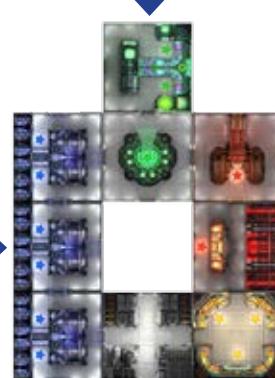
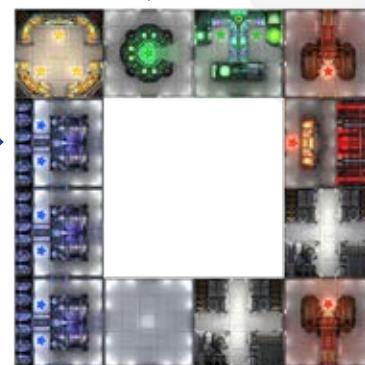
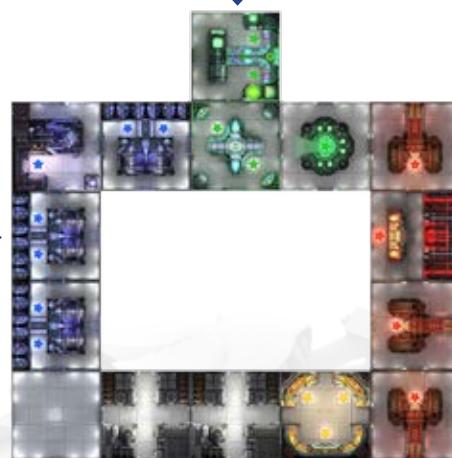
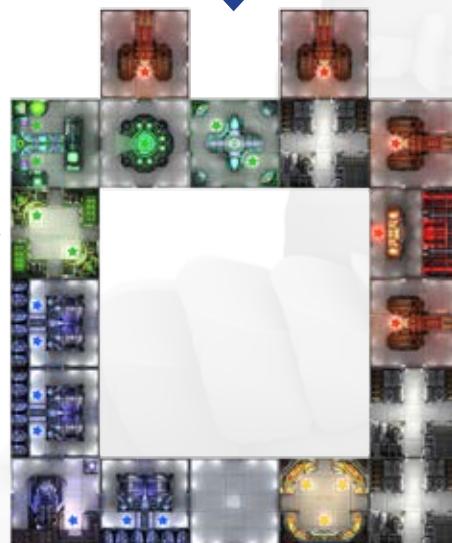
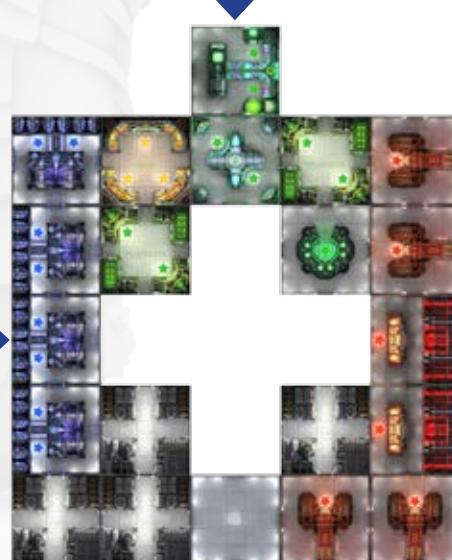
Size 6: Cruiser



Size 7: Dreadnought

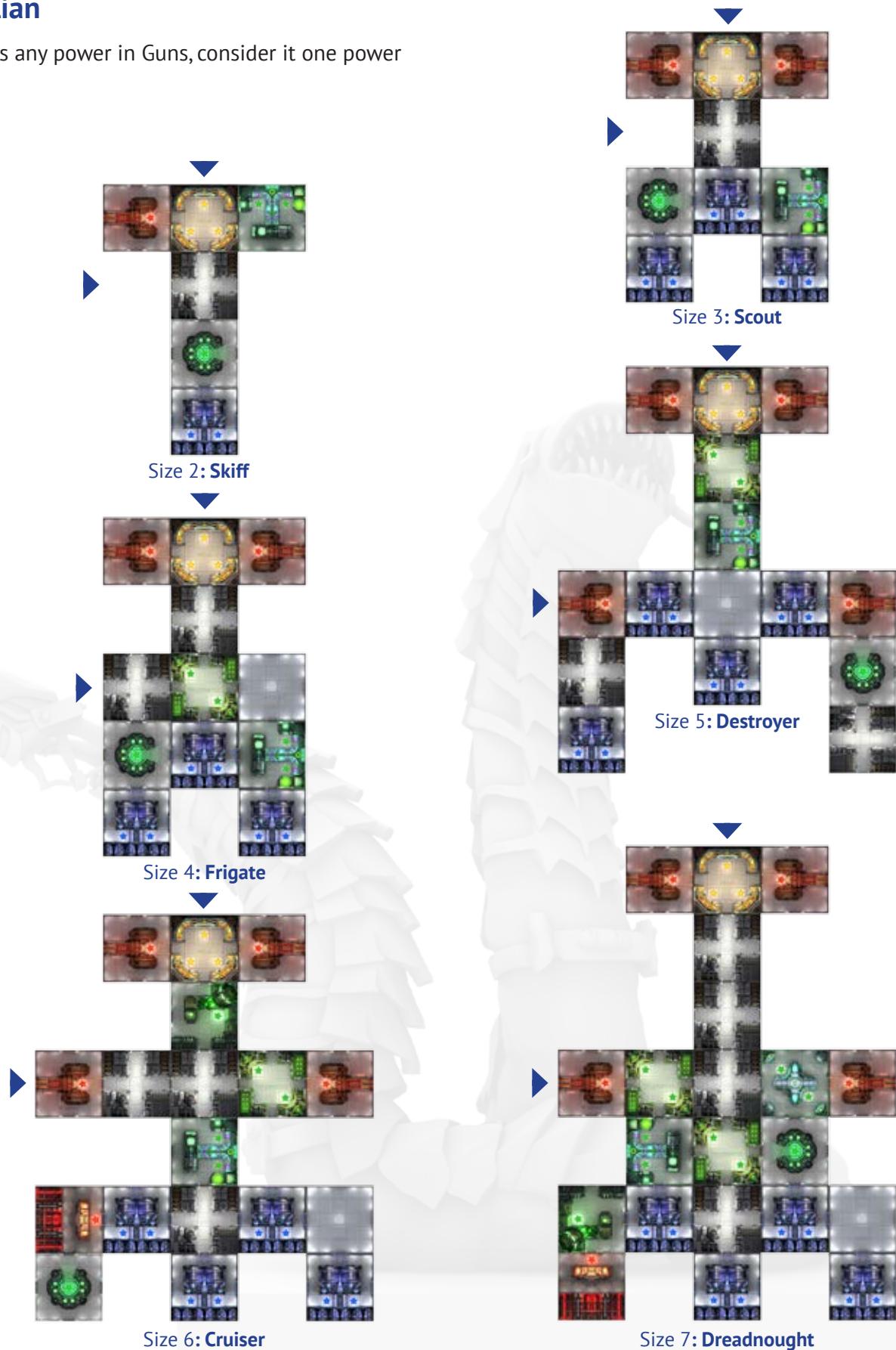
Tentac

External modules ignore facing restrictions and have 360 degree firing arc.

Size 2: **Skiff**Size 3: **Scout**Size 4: **Frigate**Size 5: **Destroyer**Size 6: **Cruiser**Size 7: **Dreadnought**

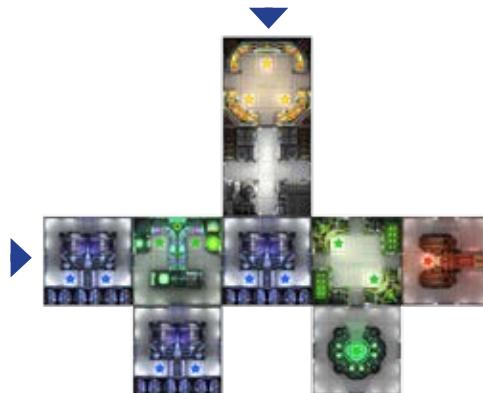
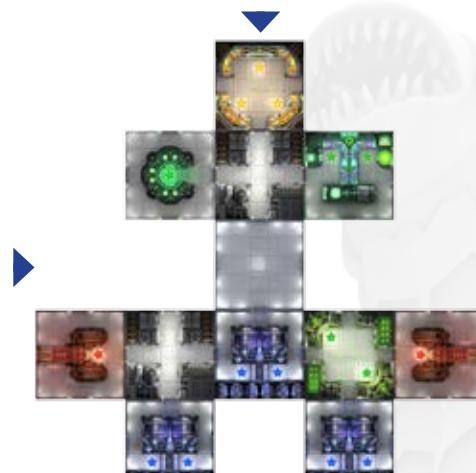
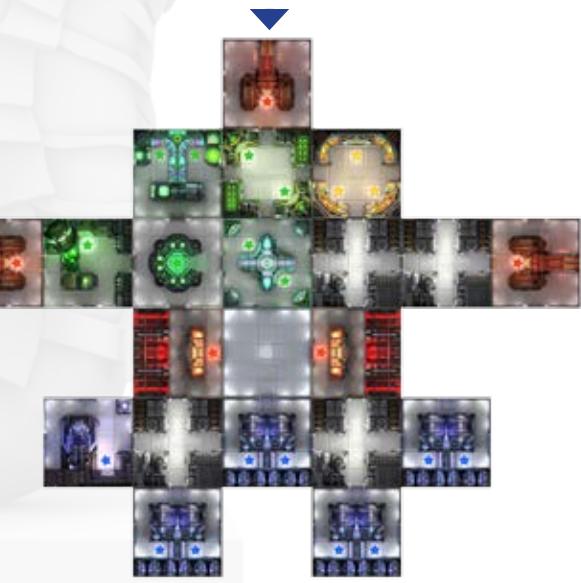
Trundlian

If there is any power in Guns, consider it one power higher.



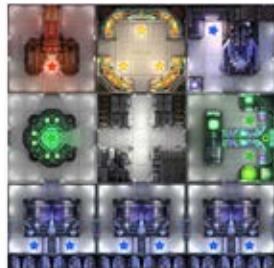
Vomeg

Built-in Targeting Computer Cargo Item (page 116) so it counts its targets as one hex closer.

Size 2: **Skiff**Size 3: **Scout**Size 4: **Frigate**Size 5: **Destroyer**Size 6: **Cruiser**Size 7: **Dreadnought**

Whistler

You may transfer or pump power from any battlestation at no remote penalty.



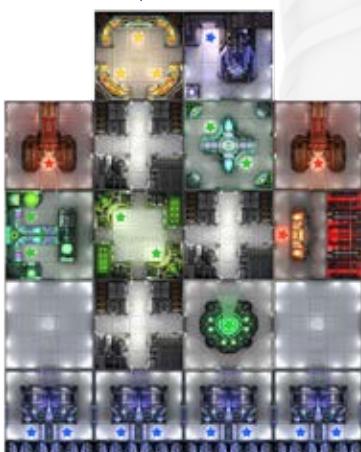
Size 3: Scout



Size 4: Frigate



Size 5: Destroyer



Size 6: Cruiser



Size 7: Dreadnought

Xeloxian

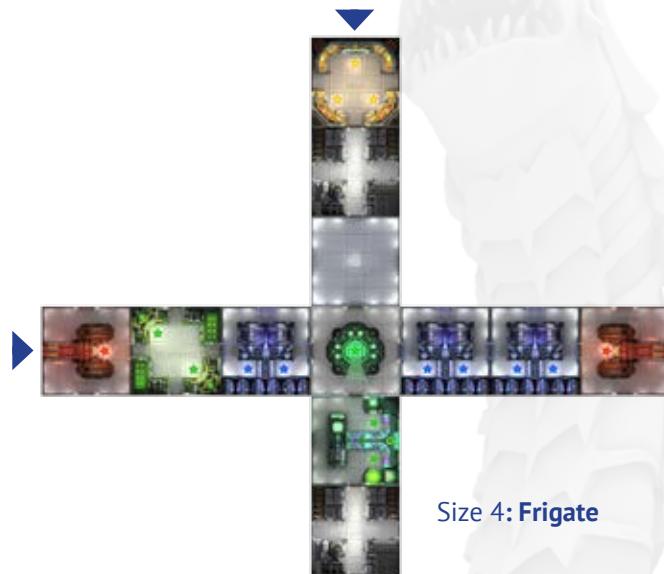
Built-in Inertial Dampener. Reduce OOC by 2 instead of 1 at end of phase.



Size 2: Skiff



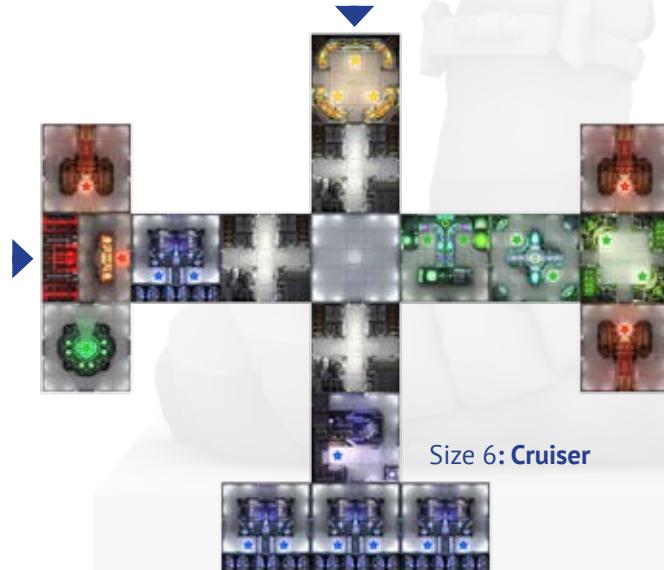
Size 3: Scout



Size 4: Frigate



Size 5: Destroyer



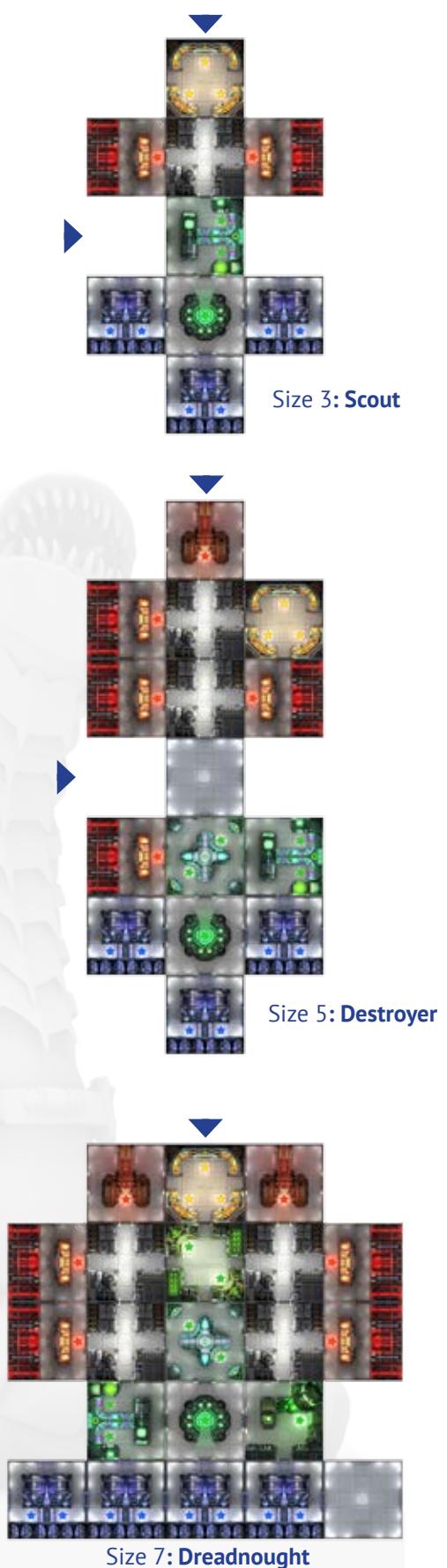
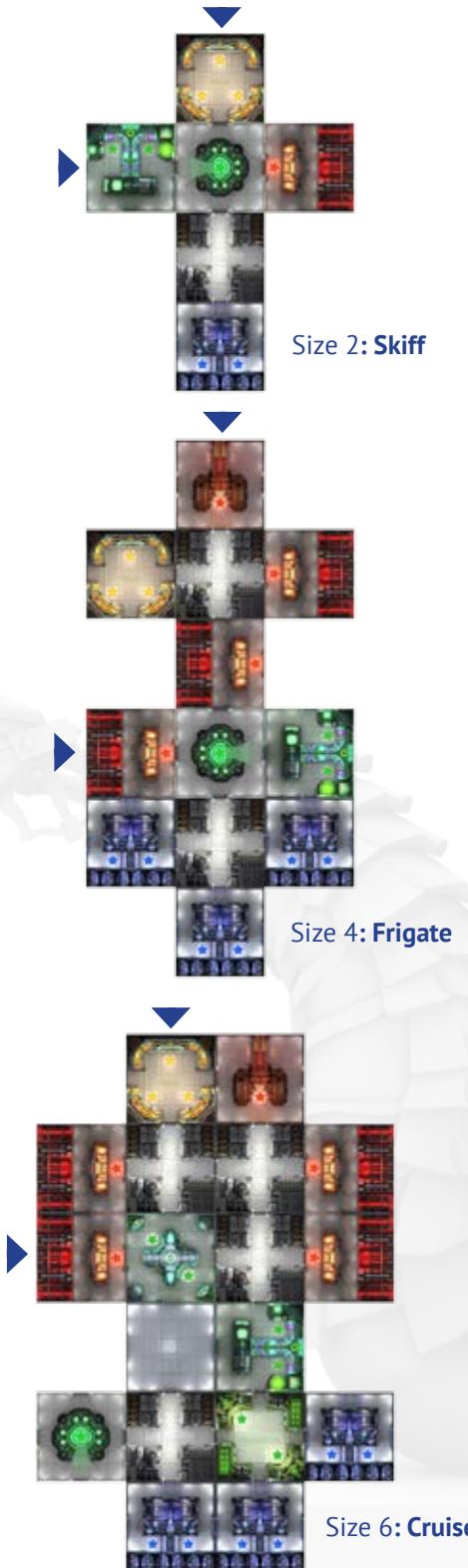
Size 6: Cruiser



Size 7: Dreadnought

Zoallan

Built-in Missile Enhancement. All missiles launched from this ship move 1 hex faster and reduce the difficulty of their attacks and survival checks by 1.



Bases

The class of objects that is basically stationary or orbiting ships (Starbases, Starlabs, and Outposts) is collectively referred to as “bases”. Starlabs are bases that exchange one weapon module for a second Science Bay. Outposts are bases that exchange their only Science Bay for a weapon module.

Bases do not track power levels but they do track OOC.

Count their effective Guns and Shields power levels equal to the number of functional Engines they have. They cannot transfer or pump power. Their power levels don't drop unless the Engines are taken offline.

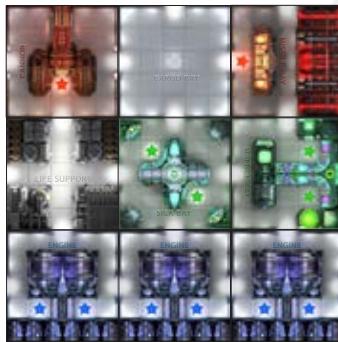
Shields power is considered zero if the base does not have at least one functional Science Bay. This could be due to it not having one in the first place (an Outpost) or having their Science Bay broken or slagged for a traditional starbase or both Science Bays broken or slagged for a Starlab.

The Speed of a base is zero unless it is orbiting in which case the Speed is 1.

OOC for a base drops to zero at the end of each Phase.

Bases have 360 facing with all external modules for targeting purposes but themselves can only be targeted from the front unless you are in the same hex with them.

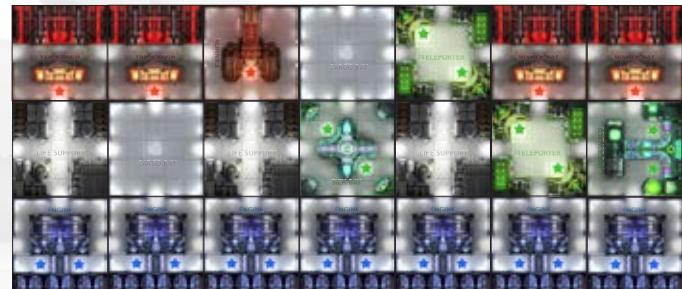
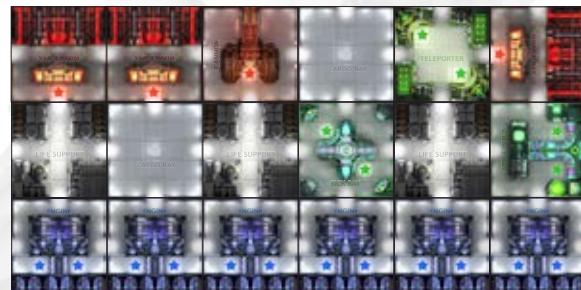
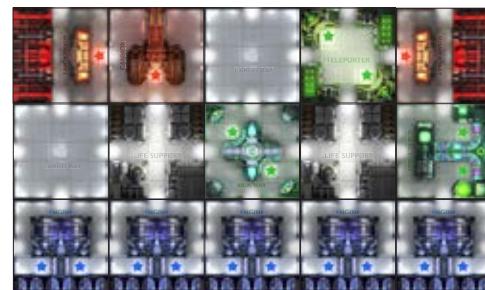
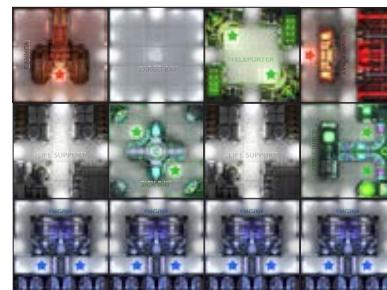
The size for a base is considered exactly as per a ship (size =1/3 modules). The back row of a base consists of Engines. The middle and top rows vary based on the type of base and its size.



Crew

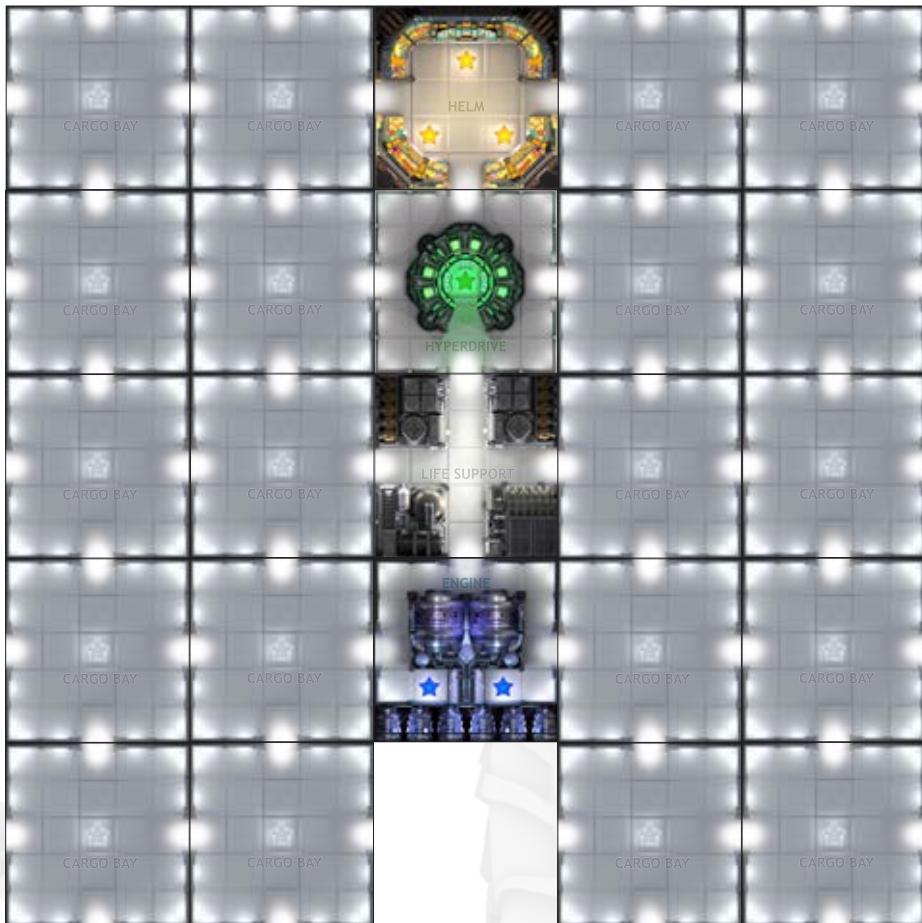
Bases have 1 character of each profession on them of a random species unless otherwise specified. If they have 2 or more Life Supports, add one set of bots regardless of how many additional Life Supports.

Sample Base Layouts



Freighters

Freighters are built to go long and slow. They handle differently from standard starships.



Freighter Modules

Only the 4 modules down the center line of a freighter have actual function. Use whatever modules you like for the other modules to represent that they are loaded up with stuff the Freighter is carrying but the modules do not function or have battlestations.

Freighter Power

Freighters do not generate power to Guns or Shields. Their Engines operate as normal.

Freighter Maneuvers

Freighter are automatically successful in one simple maneuver per Phase to accelerate to Speed 1, decelerate by 1 to Speed 0 or turn 1 hex facing.

Any attempt to maneuver the Freighter outside of these limited parameters (including landing) treats the Freighter as size 8.

Freighter Explosions

A Freighter makes hull checks as a size 0 ship but if it does explode, it detonates like a size 5 explosion.

Random Species Chart

Sometimes you want to determine a random species for whatever reason. The first column uses a d66 to select a species at random oblivious to the demographics of the galaxy as if whaloids and fungaloids were as common as humans. The second column uses a d666 to select a species at random taking into consideration the varying population sizes of the known species of the galaxy.

SPECIES	d66	d666 *
Bot (sentient)	11	111-116
Blootian	12	121-126
Canosian	13	131-156
Diploid	14	161-166
Fungaloid	15	211-226
Human	16	231-326
Kerbite	21	331-336
Silicoid	22	341-366
Tentac	23	411-436
Trundlian	24	441-456
Vomeg	25	461-516
Whistler	26	521-536
Xeloxian	31	541-566
Zoallan	32	611-636
Chronosian (Advanced)	33	641
Minutian (Advanced)	34	642

Note: this too is arbitrary as it relates more to the prevalence of spacefaring beings rather than sheer numbers. There are probably oceans with trillions of sentient shrimplings somewhere that might outnumber the humans but the humans get all the attention because they travel the stars (and most of my players are human).

* weighted randomly

SPECIES	d66	d666 *
Pyreltian (Advanced)	35	643
Whaloid (Advanced)	36	644-645
Avianoid	41	646
Cheetahoid	42	651
Crocodilian	43	652
Elephantoid	44	653
Felinoids (aka Meeks)	45	654-655
Gorilloids	46	656
Lupinoids, Caninoids	51	661
Lapinoid	52	662
Rhinoceroid	53	663
Reptilianoid (Snakoid)	54	664
Testudinoid (Turtloid)	55	665
Ursinoid	56	666
Empty or roll again or roll on the weighted chart	61-66	

SPECIES	NAMING CONVENTION	EXAMPLES
Beastmen	Grunts or sounds as the beast children name themselves	CaCaw, Howoo, Grrr
Bot(sentient)	Self-selected often reflecting moment of sentience	Unreal, Whispertech, Sourceror, Now, 00001, Freedom, Pew-Pew
Bloodian (Bubbleoid)	Lampoon of human naming schema recombining names	Billy rich bob, Liam Will Bill, TeddyEdNed, Betheliza,
Canosian	Binary clicks and clacks of their language	TKT, Ktkt, TkTkah,
Chronosian	Palindromic	NealeaN, BoB, CarolloraC, PartstraP, Emitime
Diploid	Two hyphenated monosyllabic names	Mack-Jack, Tom-Sue, Bo-Jeff
Fungaloid	Organic activities and sounds of mud	Leaf-poot, Kloorp, Sklush
Human	Given name followed by familial surname	Cyril Arnold, Shelby Calvert
Kerbite	Reminiscent of biological functions	Plop, Shloof, Fffrap, Uuurnp
Loomi	One initial preceding or following a brief clan marker	R. Den, Air L., Al X., Boor S., Sime N., Larr N.
Meeks (Beastmen)	Growls or purrs	Grawr, Fddddd, GROWG
Minutian	Color-names change based on who they are near.	Red, Orange, Yellow, Teal, Indigo, Taupe.
Otyssian	Unresolved	That guy, The dude, Somebody
Pyreltian (Phasoid)	Tri-syllabic stressing middle syllable capitalizing each	KolRahBee, MaGenTah, PahJenTree,
Silicoid	Mathematical terms	Scalene, Inceter, Radix
Tentac	Oxymorons, Puns, Plays on words	Half Unfull, Darkweight, Monolateral, Premortem,
Trundlian	Objectionable offensive terms	Yomama, 'K-Off, Sunshine-slot
Vomeg	Scent based terms	Meat-stink, offal, Sweet-Onion-pie
Whaloid	Low resonant bleats	Ahoomph, Eaoyyyt, Hawuuuump
Whistler	Musical sounds, whistles and chirps	Trechewp, Cthrptptp, Frewch
Xeloxian	Usually start with the letter X	Xven, Xorchek, Xolan
Zoallan	Consonants (especially B, G, and R) outnumber vowels	Brgbgr, Grbrb, Glrlb, PwrPwr,

BATTLESTATIONS CHARACTER SHEET			SKILLS	LEVEL	STATISTICS			
Name			ATH		Base	HP Base	Damage	+ Rank + Base
Profession			COMBAT		MOVE	Damage		
Species			ENG		LUCK = Rank + 5	Spent Luck		
Alien Ability			PILOT		TARGET	Rank		
			SCIENCE		HANDS	Carry	x10	
Prestige	Unspent	Experience		Unspent	Credits		Unspent	
SPECIAL ABILITIES				PERSONAL EQUIPMENT				
ABILITY	NOTES	POOL	USED	ITEM	NOTES	MASS	STATUS	
Rank 1								
Rank 2								
Rank 3								
Rank 4								
Rank 5								
Rank 6								
Rank 7								
Rank 8								
Rank 9								
Rank 10								
Rank 11								
Rank 12								
Rank 13								
Rank 14								
Rank 15								
Rank 16								
Rank 17								
Rank 18								
Rank 19								
Rank 20								
Rank 21								
Rank 22								
Rank 23								
Rank 24								
Rank 25								
Rank 26								
Rank 27								
Rank 28								
Rank 29								
Rank 30								
Rank 31								
Rank 32								

CIRCLE STARTING SKILL SET: {42000, 41110, 33100, 32210, 22221, 321111}

Battlestations 2nd Ed © 2017 Gorilla Games

BATTLESTATIONS CHARACTER SHEET				SKILLS	LEVEL	STATISTICS			
Name			ATH		HP Base			+ Rank + Base	
Profession			COMBAT		MOVE		Damage		
Species			ENG		LUCK = Rank + 5			Spent Luck	
Alien Ability			PILOT		TARGET				
			SCIENCE		HANDS			x10	
Prestige	Unspent	Experience		Unspent	Credits		Unspent		
SPECIAL ABILITIES				PERSONAL EQUIPMENT					
ABILITY	NOTES	POOL	USED	ITEM	NOTES			MASS	
Rank 1									
Rank 2									
Rank 3									
Rank 4									
Rank 5									
Rank 6									
Rank 7									
Rank 8									
Rank 9									
Rank 10									
CIRCLE STARTING SKILL SET: {42000, 41110, 33100, 32210, 22221, 321111}				Battlestations 2nd Ed © 2017 Gorilla Games					

BATTLESTATIONS CHARACTER SHEET				SKILLS	LEVEL	STATISTICS			
Name			ATH		HP Base			+ Rank + Base	
Profession			COMBAT		MOVE		Damage		
Species			ENG		LUCK = Rank + 5			Spent Luck	
Alien Ability			PILOT		TARGET				
			SCIENCE		HANDS			x10	
Prestige	Unspent	Experience		Unspent	Credits		Unspent		
SPECIAL ABILITIES				PERSONAL EQUIPMENT					
ABILITY	NOTES	POOL	USED	ITEM	NOTES			MASS	
Rank 1									
Rank 2									
Rank 3									
Rank 4									
Rank 5									
Rank 6									
Rank 7									
Rank 8									
Rank 9									
Rank 10									
CIRCLE STARTING SKILL SET: {42000, 41110, 33100, 32210, 22221, 321111}				Battlestations 2nd Ed © 2017 Gorilla Games					

1-2

1d6 – Roll a single die and count the pips on top.

251 – Newly discovered planet in Sector 9, 259

2d6 – Roll 2 dice and total up the pips on top.

2d6-1 – Roll 2 dice. Total the pips on top and subtract 1 from the total.

A

A Stitch in a Haystack – Mission, 218

Accelerate – Helm maneuver, 128

Accessport – Tentac Fighter Upgrade, 125

Acciodorr – Newly discovered planet in sector 7, 256

Accurate – Vormeg Fighter Upgrade, 125

Accurate Hyperdrive – Treasure, 165

Acrobatic – Sp. Ability, 54

Action – Thing you do during your turn in addition to movement, 28

Action List – Summary of things you can do, 300

Action, Automatic – Action that requires no skill check, 30

Action, Free – Action that doesn't use up your action for the turn, 30

Action, Move – Moving your character on the squares of the modules, 31

Acuna, Mario – Gracious Host, 246

Adaptable – Sp. Ability, 54

Additional Modifiers – Increasing the difficulty of a task by 3 to increase its effect, 28

Adjacent Corner Exception – You have line of sight on everything adjacent to your square, 39

Adkison, Peter – Revolutionized Gaming while remaining delightful, 213

Advanced Combat Expert – Sp. Ability, 54

Advancement – Spend Experience to increase skills and Prestige to Rank up, 10, 149

Aerodynamic – Human Fighter Upgrade, 125

Aggressive – Xeloxian Alien Ability, 22

Aggro – Combat Drug, 96

Agile – Enemy Morale Ability, 162

Alien Ability – Innate ability based on your creature type, 13

Alien Pill – Treasure, 170

AllEngineer – Enemy Morale Ability, 162

AllMarine – Enemy Morale Ability, 162

AllPilot – Enemy Morale Ability, 162

Allpro – Enemy Morale Ability, 162

AllScience – Enemy Morale Ability, 162

Anchor Mine – Decelerates ship by 2 and causes 2 OOC, 135

Ancillary skills – Diplomacy, Psionics, Sanity, 36

Anti-Quark – Mission specific phenomena, 195

Arc Laser – Ranged Area Effect Weapon, 82

Area Effect – Weapon damages all in an area rather than targeting an individual, 39, 74

Arming – Setting explosives to detonate, 90

Armor – Equipment that reduces incoming damage by 1 point, 92

Armored – Zoallan Fighter Upgrade, 125

Armored Module – Treasure, 166

Armory – Cargo Item, 112

Artifact – Mission, 226

Arya – Huyman senator's daughter, 229

Assault Lab – Mission, 179

Assault Mine – Mission, 180

Assault Outpost – Mission, 180

Assault Planet – Mission, 181

Assembly Line Worker – Sp. Ability, 54

Assist – Spending your action to reduce another's difficulty, 29

Assistant – Sp. Ability, 54

Asteroid – Rock that blocks line of sight, 254

Asteroid Armageddon – Mission, 234

Asteroid Field – Navigation Hazard, 155

Asteroid Investigation – Mission, 182

Astral Bodies – Stuff in space that can affect flying and shooting, 254

Athletics – Health, strength, quickness, 37

Athletics Skill Chip – Cyberware: Reduce Athletics skill check difficulties by 1, 98

Atmospherics – Cargo Item, 112

Attack with 2 weapons – Combat check with +6 difficulty, 41

Auto Lock – Fighter Upgrade, 125

Automated Weapons Testing Depot – Mission, 230

Automatic Action – Action that doesn't require a skill check, 30

AutoNurse – Cyberware: Increase healing you do by +1 point/die, 99

Avianoid – Alien Species (Beastmen), 16

Aydyu – Kerbite moon, 228

B

Backlashing – Treasure Effect, 167

Bad Apple Shakedown Cruise – Mission, 184

Barrel – Used to carry materials in various missions and campaigns, 92

Base – Helmless ships, 282

Base Hit Points – Hit Points you get because of your Species, 13

Basic Cargo Bay Items – Items issued free by UREF, 81

Battery – Cargo Item, 112

Battery – Bot upgrade: Bot has built-in EVA, 25

Batting Grenades – Deflecting an explosive in your square, 90

Battle Frenzied – Sp. Ability, 54

Battlestation – Starred square you use to operate a ship's module, 147

Bayonet clip – Attaches melee weapon to ranged weapon, 92

Behavior Overrides – Conditions affecting unmoderated Enemy actions, 249

Ben Wilkins – Castaway botanist founder of Benwilka, 256

Benwilka – Newly discovered planet in Sector 7, 256

Between a Rock and a Hard Place – Mission, 243

Bifurcation – Diploid Alien Ability, 18

Big Little Trouble – Mission, 210

Bio Barrels – Planetary opportunity at Benwilka, 262

Biolab Science Bay – Treasure, 166

Bipod – Increases accuracy and range band when setup, 92

Bite – Beastman Alien Ability, 16

Bizarreobject – Treasure, 171

Black Hole – Great sucking mass that destroys stuff, 254

Black Hole – Navigation Hazard, 155

Blanchett, Dan – Miracle Worker, 232

Blank Cargo Bay Items – Write in Cargo Items on these, 117

Blast Off – Helm maneuver to leave planet surface, 131

Blaze of Glory – Sp. Ability, 54

Bloodlusted – Treasure Effect, 167

Bloodlusted – Enemy Morale Ability, 162

Bloodlusted – Sp. Ability, 54

Blootian – Alien Species AKA Bubbloid, 17

Blue Pill – Treasure, 170

Board Fighter – Get into a Fighter as an automatic action, 122

Boarding Missile – Carries passengers, 139

Boarding Plank – Cargo Item, 112

Boarding Torpedo – Aka boarding missile, 136

Bob – Newly discovered planet in sector 8, 257

- Bonus Escort** – Mission specific Plot Twist, 201
- Bonus Luck** – Overwhelming Success Reward, 149
- Bosun** – Sp. Ability, 54
- Bot** – Alien Species, also, non-sentient crew, 24
- Bot Genius** – Sp. Ability, 55
- Bot, Sentient** – Hero or enemy character that uses standard damage and may have skills, 24
- Botrel, Norson** – Brazilian Wiz, 207
- Brace** – Action to reduce incoming damage, 29
- Braced** – Enemy Morale Ability, 162
- Braced** – Sp. Ability, 55
- Break Module** – Engineering check 11 to add broken marker (no hull damage), 42
- Breaking Out** – Stowaways climbing out of their hiding place., 43
- Briefing** – Mission synopsis, 178
- Brig** – Cargo Item, 112
- Broken Marker** – Indicates a module will not function. 2 broken markers slags it, 108
- Brutal** – Sp. Ability, 55
- Brutal Foes** – Enemy Morale Ability, 162
- Bubbloid** – Alien Species (Blootian), 17
- Bubbly** – Blootian Alien Ability, 17
- Bugs, Asteroid** – Mission specific enemies, 182
- Bugs, Infestation** – Mission specific enemies, 191
- Built-in** – Equipment bots have that don't require a hand or carry capacity, 24
- Burst** – Mine or Missile causes survival check in hex, 135, 138
- Bussard Ramjet Engine** – Treasure, 165
- Butt** – Melee Weapon, 88
- C**
- Calm** – Sp. Ability, 55
- Campaign Indicator** – Measure of strategic objective progress, 176
- Campaign Log** – Track Campaign missions and progress, 177
- Campaign Rules** – Ongoing interlinked Battlestations missions, 176
- Caninoids** – Alien Species (Beastmen), 16
- Cannon** – Module for shooting at enemy targets in space, 103
- Cannon Enhancement** – Cargo Item, 112
- Cannon Expert** – Sp. Ability, 55
- Cannon Hits** – Damage dealt to a ship along a row or column, 106
- Cannon Long** – Combat vs $\sim\Omega$ distance +2x Speed to deliver $\sim\Omega$ Guns hit, 103
- Cannon Multi** – Cannon mode 1 Guns power but don't add Used markers, 103
- Cannon Specialist** – Sp. Ability, 55
- Canosian** – Alien Species, 17
- Cantina** – Privately owned recreational base, 220
- Captain Tom Overlord** – Human explorer, 208
- Captain, I Shrank the Enemy!** – Mission, 207
- Capture** – Alive but in Enemy hands at end of mission, 148
- Carapace** – Zoallan Alien Ability, 23
- Cargo Bay** – Module allowing 4 slots for Cargo Bay Items, 109
- Cargo Bay Items** – Special functioning equipment installed in Cargo Bay, 100, 109
- Cargo Bay Items, Basic** – Items issued free by UREF, 81
- Cargo Netting** – Cargo Item, 113
- Cargo Pod** – Module-sized object, carries non-functioning material externally, 100
- Carry Capacity** – Athletics x10 is total mass of equipment you can have on you, 37
- Cash Reward** – Overwhelming Success Reward, 149
- Casting Pods** – Mission, 208
- Caught the Admiral's Eye** – Overwhelming Success Reward, 149
- CE** – Cannon Enhancement, 110
- Chaff Mine** – Makes targeting more difficult, 135
- Chaotic Behavior** – Actions for unmoderated Enemy characters, 249
- Character** – Any being in the game, 5
- Character Actions** – , 28
- Character Sheet** – Track your characters status, 286, 287
- Charger** – Sp. Ability, 55
- Charme** – Diplomacy Drug, 96
- Chasing Missile** – Missile missing target or hit allocation continues to attack from aft, 137
- Cheetahoid** – Alien Species (Beastmen), 16
- Chill** – Mission specific effect, 188
- Chip** – Cyberware, 98
- Choronzon** – Newly discovered planet in sector 9, 258
- Chronosian** – Alien Species (Advanced), 26
- Clamp Fighter** – Tie down docked Fighter so ship maneuver doesn't shake it loose, 123
- Claw** – Beastman ship, 188
- Claws** – Beastman Alien Ability, 16
- Clickster** – Canosian ship, 230
- Cloak** – Module for making ship stealthy, 126
- Clone-Micro-Updater** – Treasure, 170
- Clonesicles** – Treasure, 170
- Cloud** – Mission specific effect, 188
- Coach** – Sp. Ability, 55
- Cold Vacuum** – Mission, 224
- Cole, Stephen V** – Blustering Sweetheart, 223
- Collect Data** – Science Bay action used in some missions, 140
- Collisions** – Ships hitting one another or astral bodies, 147
- Colony Ship** – Mission specific ship, 213
- Combat** – Skill for attacking with ship's weapons or personal weapons, 38
- Combat Skill Chip** – Cyberware: Reduce Athletics skill check difficulties by 1, 98
- Combat Test** – Planetary opportunity at Foust IV, 262
- Combat Training** – Planetary opportunity at Shamir, 262
- Combination Arming** – Arming a grenade to detonate in 2 or more arming configurations, 90
- Comet** – Navigation Hazard, 155
- Comfortable** – Diploid Fighter Upgrade, 125
- Commandrix** – Zoallan ship, 193
- Confuse Enemy** – Use Diplomacy to reduce enemy effectiveness, 46
- Connected** – Sp. Ability, 55
- Contortionist** – Sp. Ability, 56
- Conveyer Cargo** – Treasure, 165
- Cooperative** – Kerbite Alien Ability, 19
- Cornman** – Newly discovered planet in Sector 9, 259
- Corona** – Stars flare out damaging nearby hexes, 255
- Cortex Overloader** – Sp. Ability, 56
- Counterscan** – Science Bay action vs $\frac{1}{2}$ distance to remove enemy scan markers, 140
- Coup de Grace** – Spend a preparation Phase then deal 2x damage to a helpless target, 40
- Courtier** – Sp. Ability, 56
- Cover** – Intervening characters increase shot difficulty, have a chance to get hit, 38
- CPR** – Attempt to give a dying character a chance to avoid further damage, 34
- cr** – Credits indicate the cost to purchase an item, 74
- Crafty** – Sp. Ability, 56
- Cramming** – Hiding people or objects in a module, 43
- Crash Land** – Expend Fighter as boarding missile, 123
- Credits** – Points earned through missions spent to acquire equipment, 148

- Cristifratti** – Newly discovered planet in sector 9, 259
- Crystal Planet** – Mission, 185
- Cubes** – Planetary opportunity at Vixle, 262
- Curse Your Sudden But Inevitable Bar Fight** – Mission, 230
- Cutthroat** – Sp. Ability, 56
- Cutting** – Treasure Effect, 167
- Cyberfoot** – Cyberware: Add +1 to your Move, 99
- Cyberhand** – Cyberware: Add +1 to your Hands, 99
- Cyberhook** – Cyberware: Vibranknife or use as hand at +1 difficulty, 99
- Cybernurse Sick Bay** – Treasure, 166
- Cyberpatch** – Cyberware: Reduce remote penalties and hacking difficulty by 1, 99
- Cyberware** – Enhancements for non-bot characters, 98
- D**
- d66** – Roll 2 dice with one as the “10’s” digit and the other as the “1’s” digit
- d666** – Roll 3 dice. First is hundreds, second is tens, third die is ones
- Damage Control** – Cargo Item, 113
- Damage Reduction** – Armor, alien abilities, & special abilities that mitigate wounds, 34
- Damage, Personal** – Wounds suffered by characters, 34
- Damage/Effect** – What an item does, 74
- Dangerous** – Rolling doubles to use or quickdraw these weapons damages you., 39, 74
- Daniels, Bryan** – Genuine Friend, 215
- De-EMP** – Make all the EMPed equipment on a target functional, 45
- De-ionize** – Science or Engineering 11 to remove ionization markers, 42, 45
- Deadeye Cannon** – Treasure, 165
- Death** – Brought to dying with no hope of recovery, 148
- Death Marcher** – Sp. Ability, 56
- Death Marchers** – Enemy Morale Ability, 162
- Death Striker** – Sp. Ability, 57
- Death Toxin** – Athletics 8 or die, 97
- Decelerate** – Helm maneuver, 128
- Dedicated** – Bot upgrade: -1 to specific Skill check difficulty but +1 difficulty for all other skill checks, 25
- Defuse Missile or Mine** – Science 11 to render it harmless otherwise kaboom!, 121
- Demoralize** – Use Diplomacy to reduce enemy morale, 46
- Dervish** – Sp. Ability, 57
- Destroyed** – Equipment that has been doubly broken cannot be repaired, 34
- Destroyer** – Sp. Ability, 57
- Detach** – Engineering 11 to disconnect an item from a Cargo Bay, 109
- Detox** – Science vs 11 with MedKit or 8 with Sick bay to remove drugs and toxins, 141
- Detox** – Drug Cancels all drugs and toxins in your system, 96
- Dhelmn** – Newly discovered planet in sector 8, 258
- Dhelmnitych** – Planet Dhelmn, 258
- Diagnostics** – Science vs 0 to ask yes/no questions about objects in Sick Bay, 141
- Dictatorship** – Muddian ship, 186
- Difficulty Number** – The number you need to roll equal to or higher than in a skill check, 10
- Diploid** – Alien Species, 18
- Diplomacy** – Ancillary skill used to confuse/demoralize enemy, 46
- Diplomacy Skill Chip** – Cyberware: Reduce Athletics skill check difficulties by 1, 98
- Diplomacy Studio** – Cargo Item, 113
- Diplomacy Training** – Planetary opportunity at Unity, 262
- Diplomatic Approach** – Bluff or bluster your way closer to begin some scenarios, 46
- Diplomatic Immunity** – Mission, 186
- Directed Helm** – Treasure, 165
- Dirtside** – Preview of the next Battlestations project, 252
- Dirty** – Treasure Effect, 167
- Dirty Fighter** – Sp. Ability, 57
- Dirty Fighters** – Enemy Morale Ability, 162
- Dirty Weapons** – Deal 1 less point of damage but lowest die can't be healed, 39
- Disarm** – Attack equipment to cause target to Athletics check of 11 or drop it, 39
- Discipline Collar** – Cyberware: Bonus roll on active skill checks but damages you on failure, 99
- Disembark Fighter** – Exiting a Fighter is automatic action, 122
- Disintegrate** – Athletics 8 or be turned to dust, 82
- Disintegration Grenade** – Treasure, 171
- Disintegrator** – Ranged Weapon, 82
- Displaced** – Sp. Ability, 57
- Ditditdit** – Canosian ship, 185
- Dock Ship** – Helm maneuver, 129
- Dock Fighter** – Fighter maneuver, 123
- Docked Combat** – Shooting at a ship you are docked with, 120
- Doctor** – Sp. Ability, 57
- Dodge** – Helm maneuver, 130
- Dogfighter** – Sp. Ability, 57
- Dominator** – Human ship, 204
- Donor MedKit** – Treasure, 171
- Doors** – To enter, these must be hacked or broken if not authorized, 31
- Double Barreled** – Treasure Effect, 167
- Double Dirty** – Mission specific Plot Twist, 203
- Double Tap** – Treasure Effect, 167
- Double Vision** – Mission specific Plot Twist, 204
- Downgrade** – Mission specific Plot Twist, 204
- Downgrading a Module** – Removing bits from a module to create an upgrade barrel., 43
- Downsizer** – Automated Human ship, 235
- Dr. Derrick Winterer** – Human scientist, 208
- Dragonia** – Diploid ship, 229
- Dreams** – Planetary opportunity at Choronzon, 262
- Driven** – Enemy Morale Ability, 162
- Drone** – Cargo Item, 113
- Drone Pod** – Holds 2 drones, 100
- Droned Out** – Mission, 235
- Drop Mine** – Mine doesn’t activate until hex empty, 135
- Dropping Stuff** – Placing things that are in your hand in yours or an adjacent square, 37
- Drugs** – Expendables that go into your system, 96
- Dual Action Missile Bay** – Treasure, 166
- Dull** – Reduce damage -1/die, 96
- Dupuis, Ann, Paul** – Godparents of storytelling, 234
- Dust Cloud** – Navigation Hazard, 155
- DV8 from the Norm** – Mission, 228
- Dying** – Wound total 6 or more greater than your hit points, 34
- Dying and Life Support** – Dying characters suffer unsupported life support damage, 134
- E**
- e?** – Whether an item is energized (subject to EMP), 74
- ECM** – Science Bay action to spoof missiles, 140
- Economic** – Campaign Indicator, 176
- Efficient Enemies** – Enemy Morale Ability, 162
- Efficient Module** – Treasure, 166
- Eklund, Matthew** – Super nice guy with bright ideas, 231

- Eklund, Phil** – Gentle Genius, 226
- Electrocuffs** – Slags and ties up 2 hands of target (likely overburdened and hands full), 92
- Elephantoid** – Alien Species (Beastmen), 16
- Elusive** – Lapinoid Alien Ability, 16
- Emily's World** – Planet in the path of an asteroid, 234
- EMP** – Treasure Effect, 167
- EMP** – Effect that “breaks” energized equipment, 82
- EMP Baton** – Melee Weapon, 88
- EMP CE** – Cargo Item, 113
- EMP Field** – Nav Hazard, 155
- EMP Generator** – Cargo Item, 113
- EMP Grenade** – EMPS those in Line of Sight, 91
- EMP Pistol** – Ranged Weapon, 82
- Empathic** – Treasure Effect, 167
- EMPlosion Grenade** – Treasure, 170
- Empowered** – Sp. Ability, 57
- Empowered module** – Treasure, 166
- EMT** – Enemy Morale Ability, 163
- EMT** – Sp. Ability, 57
- Enemy** – Player controlling characters and forces outside the heroes’ control, 158
- Enemy** – Player who controls the game system and opposition forces, 24
- Enemy Equipment Chart** – Table for randomly determining enemy gear, 161
- Enemy Kit** – Enemy gear, 161
- Enemy Luck** – Rerolls enemy may use during the mission, 144
- Enemy Skills and Equipment** – Enemy character abilities and gear, 160
- Enemy Skills Chart** – Table for randomly determining enemy attributes, 160
- Enemy Victory Mission** – After Enemy gets a campaign indicator to a victory threshold, 177
- Enemy's Eyes Only** – Hidden information for the Enemy player only to see, 178
- Energized** – e? whether equipment is subject to EMP, 74
- Energized Hyperdrive** – Treasure, 165
- Energy Blade** – Melee Weapon, 88
- Energy Cutlass** – Melee Weapon, 88
- Energy Deflector** – Sp. Ability, 57
- Energy Grenade** – Explosive Expendable, 91
- Energy Vortex** – Navigation Hazard, 155
- Engine** – Module for generating and transferring power, 127
- Engine Overloader** – Sp. Ability, 59
- Engine Specialist** – Sp. Ability, 59
- Engineering** – Skill for repairing anything bot-sized or larger and pumping Engines, 42
- Engineering Skill Chip** – Cyberware: Reduce Athletics skill check difficulties by 1, 98
- Enhanced Module** – Treasure, 166
- Enraged** – Sp. Ability, 59
- Enso** – Newly discovered planet in Sector 7, 257
- Enter Atmosphere** – Helm maneuver, 131
- Epattcud** – Treasure, 171
- Equilout** – Ignore OOC, 96
- Equipment** – Items you can use, 74
- Ergonomic** – Kerbite Fighter Upgrade, 125
- Ernest, James** – Multi-talented Gem of a Guy, 225
- EVA** – Removes Life Support requirements, 92
- EVA Pill** – Treasure, 171
- Evasive Maneuvers** – Helm maneuver, 130
- Experience** – Points earned in missions spent to improve skills, 148
- Explosion Modulator** – Cargo Item, 114
- Explosives** – Grenades, satchel charges, 90
- External Facing** – The module is not blocked from an outside edge, 102
- Extinguish Fire** – Engineering 8 to put out a fire (+3/additional), 150
- Extra Hand** – Bot upgrade: Bot gets an extra hand, 25
- Extradimensional Handbag** – Treasure, 170
- Extreme Mass Ratio Inspiral** – Mission, 237
- F**
- Facing** – Side of a ship (forward, aft, starboard, port), 106
- Failed Mission** – Heroes were unable to achieve mission objective, 148
- Failsafe Missile Bay** – Treasure, 166
- Failure, Automatic** – A dice roll of 1,1 in a skill check fails regardless of difficulty, 211
- Falling on Grenades** – Coup de Grace yourself with a grenade passing through your square instead of trying to bat it., 90
- False Bottom Barrel** – Used to conceal contraband, 92
- False Cargo Item** – Cargo Item, 114
- Fanatics** – Enemy Morale Ability, 163
- Fast Enemies** – Enemy Morale Ability, 163
- Fast Healer** – Sp. Ability, 59
- Fast Healers** – Enemy Morale Ability, 163
- Fast Learner** – Sp. Ability, 59
- Fated** – Sp. Ability, 59
- Fearsome Predations of Everett Dingo** – Mission, 240
- Featherweight** – Minutian Alien Ability, 26
- Felinoids** – Alien Species (Beastmen) (AKA Meeks), 16
- Ferocious** – Meeks Alien Ability, 16
- FiberDerm** – Cyberware: +1 Hit Point, reduce Athletics difficulties by 1, 99
- Field Surgeon** – Sp. Ability, 59
- Fighter** – Microship with movement and firepower capabilities, 122
- Fighter** – Cargo Item, 114
- Fighter Actions** – Things you can do in a Fighter, 123
- Fighter Jock** – Sp. Ability, 59
- Fighter Mechanic** – Sp. Ability, 59
- Fighter Pod** – Holds a Fighter, 100
- Fighter Upgrades** – Fighter improvements, 124, 125
- Finegold** – Ancient earth exploratory vessel, 225
- Fire** – Flaming dmg state that can continue, spread or go out, 150
- Fire Starter** – Sp. Ability, 59
- Fireproofing** – Planetary opportunity at Acciodorr, 262
- First Contact** – Mission, 187
- First Mate** – Sp. Ability, 59
- Fist** – Melee Weapon, 89
- Fistwalk** – Xeloxian and Gorilloid Alien Ability, 16, 22
- Flanker** – Lupinoid Alien Ability, 16
- Flare** – Marks target, reduces difficulty to target by 3, 91
- Flobee Gabrisch** – Human Ambassador, 192
- Florentine Fighter** – Sp. Ability, 59
- Flyboy** – Piloting Drug, 96
- Flyntlock** – Ranged Weapon, 82
- Focus** – Planetary opportunity at Sheffield Prime, 262
- Foresighted** – Sp. Ability, 59
- Forethinker** – Sp. Ability, 60
- Fortunate** – Sp. Ability, 60
- Foust IV** – Newly discovered planet in sector 9, 258
- Free Action** – Action that doesn’t require spending an action, 30
- Free Attack** – Take a free melee combat action when others enter your square, 31, 54
- Freighter** – Lumbering cargo vessels, 283
- Fritzer Grenade** – Damages modules more than personnel, 91

- FrostBomb** – Puts out fires, generates frost effect, 91
- Froster** – Ranged Area Effect Weapon, 83
- Frozen Controls** – Mission specific Plot Twist, 199
- Ft. Wayne Planet** – Planetary home of a prestigious youth academy, 229
- Fume-Runner** – Sp. Ability, 60
- Fungaloid** – Alien Species, 18
- Fusion Cannon** – Combat vs. 3x distance to put a Guns sized explosion in space, 103
- Fusion Node CE** – Cargo Item, 113
- G**
- Gaidaszgrad** – Newly discovered planet in sector 7, 256
- Galactic Map** – Revised picture of known galaxy, 260
- Galley** – Cargo Item, 114
- Garfield, Richard** – Nicest Genius Ever, 218
- Gargantuan** – Whaloid Fighter Upgrade, 125
- Garrity, Sean** – Confidante and collaborator, 210
- Gas** – Cloud in a module that may affect occupants, 151
- Gas Generator** – Cargo Item, 114
- Gas Giant** – Planet that destroys anything that lands on them, 254
- Gas Grenade** – Puts a gas cloud in module, 91
- Gas Missile** – Delivers gas cloud, 136
- Generator Helm** – Treasure, 165
- GenexTank** – Treasure, 169
- Gerritson, Tim** – Generous Soul, 229
- Ghost 34-5** – Uncharted planet, 225
- Ghost in the Machine** – Sp. Ability, 60
- Ghost Ship** – Mission, 188
- Ghosts** – Mission specific enemies, 188
- Gimballed Module** – Treasure, 166
- Glossdex** – Index/Glossary you are looking at it, 288
- Goatee** – Signifier of evil, 192
- God of Peace** – Mission, 216
- Goof** – Reroll highest die in active skill checks, 97
- Gorilloid** – Alien Species (Beastmen), 16
- Grand Entrance Teleporter** – Treasure, 166
- Grappling** – Combat check to take, hinder, or throw, 40
- Grav Sled, Sentient** – Treasure, 171
- GravSled** – Lowers move but increases carry by 200, 92
- Grease Monkey** – Sp. Ability, 60
- Great Dining** – Planetary opportunity at 251, 262
- Grenade-minton** – Infinite batting back and forth of grenades (cleverly prevented herein), 90
- Grenades** – Expendables, 90
- Grenadier** – Sp. Ability, 60
- Guest Star Missions** – Missions inspired and/or designed by Jeff's friends, 206
- Gunner's Mate** – Sp. Ability, 60
- Gurarg** – Newly discovered planet in sector 7, 257
- Gweeds** – Inhabitants of planet 251, 259
- Gymnasium** – Cargo Item, 114
- Gyros** – Bot upgrade: Ignore 1 OOC, 25
- Gyroscopic Stabilizer** – Xeloxian Fighter Upgrade, 125
- Gyrostabilized** – Treasure Effect, 167
- H**
- Hacker** – Sp. Ability, 60
- Hands** – Number of limbs you can use to manipulate objects and battlestations, 13
- Hands Full** – =+3 penalty on actions that require a free hand, 13
- Hangar Cargo Bay** – Treasure, 165
- Hardened** – Sp. Ability, 60
- Hatching** – Bug generation in Infestation mission, 191
- HazMat Suit** – Bonus against hazardous effects -1 move, 93
- Heal** – Remove wounds, 94, 141
- Healer** – Sp. Ability, 60
- Heavy Blaster, Disruptor, Ion Bore, Laser, Slug** – Heavy Ranged Weapon, 86
- Heavy Mine** – Heavy Missile dmg. -3 difficulty to dodge, 135
- Heavy Missile** – Less accurate, greater payload, 138
- Heavy Object** – Melee Weapon, 89
- Heavy Particle Gun** – Heavy Ranged Weapon, 86
- Heavy Ranged** – Floor mounted weapon deals greater damage, requires Armory, 86
- Heavy Shield** – Increases your target number by 2, 95
- Heavy Shielded** – Treasure Effect, 167
- Heavy Slug Gun** – Heavy Ranged Weapon, 86
- Heavy Slug Machine Gun** – Heavy Ranged Area Effect Weapon, 86
- Helm** – Module for controlling ship speed and heading, 128
- Hero** – Each player's character is a hero, 121
- Hero's Choice** – Overwhelming Success Reward, 149
- High Capacity Cargo Bay** – Treasure, 165
- High Performance Hyperdrive** – Treasure, 165
- High Quality Numb** – Treasure, 170
- Hinder** – Grapple effect to increase difficulty of target's next action, 40
- Hit Allocation** – Method used to determine where a Missile, Teleporter, or Cannon hits, 107
- Hit Points** – Amount of damage you can sustain before going unconscious, 122
- Hollingsworth** – Newly discovered planet in sector 8, 258
- Homesick** – Mission, 211
- Homing Beacon** – Mission specific Plot Twist, 201
- Honeycutt, JR** – Gaming Media Mogul, 211
- Horn** – Rhinoceroid Alien Ability, 16
- Hostages** – Mission, 229
- Hot Dog** – Sp. Ability, 60
- Hot Pursuit** – Mission, 190
- HP** – Hit Points,
- Hull Check Chart** – Shows number needed to roll to survive based on hull damage, 108, 300
- Hull Damage** – Aggregate damage ship has sustained may cause hull check, 108
- Hull Stablizer** – Cargo Item, 114
- Hull Stress Empath** – Sp. Ability, 61
- Human** – Alien Species, 19
- Hunch Follower** – Sp. Ability, 61
- Hurl** – Use a melee weapon for a ranged attack, 40
- Hydraulics** – Bot upgrade: Double Carry Capacity, 25
- Hydroponics Module** – Mission specific experimental module, 222
- Hyper-Do Ultraviolet Belt** – Sp. Ability, 61
- Hyper-Physicist** – Sp. Ability, 61
- Hyperaggressive** – Whistler Fighter Upgrade, 125
- Hyperdrive** – Module for warping in and warping out of system, 132
- Hyperg Barrel** – Treasure, 171
- I**
- Imbalance of Terror** – Mission, 229
- Immediate Arming** – Instant detonation of an explosive, 90
- Immense** – Whaloid Alien Ability, 27
- In-Flight Repairs (Fighter)** – Engineering 11 to Remove a damage marker, 123

Indicator – Campaign indicator, 176

Indirect – Damages an area rather than targeting an individual, 74

Inertial Dampener – Cargo Item, 114

Infestation – Mission, 190

Innerspace – Condition within a specific mission, 195

Installation – Engineering 11 to attach an item to a Cargo Bay, 109

Intercepting Grenades – Deflecting an explosive that is hurled into your square, 90

Interstellar Movement – Movement on the galactic map isn't usually part of a game, 152

Into the Void – Mission, 246

Intuitive – Sp. Ability, 61

Ion Bore – Ranged Weapon, 83

Ion CE – Cargo Item, 112

Ion Grenade – Raises ionization level of those in L.O.S., 91

Ion Hammer – Melee Weapon, 89

Ion Storm – Navigation Hazard, 155

Ionizer – Cargo Item, 114

Ionizer Toxin – Raise target's ionization by 2, 97

Irrational – Silicoid marine, 194

J

J* – Evil genius, 196

Jack of All Trades – Sp. Ability, 62

Jet Juice – Treasure, 171

Jet Move – Using a JetPack or alien ability to turn one square of your movement into a 10 square line of movement, 33

JetPack – Piloting 8 to Jet-Move, 93

JetPack Jockey – Sp. Ability, 62

Johnson, Jonah – Jonah, Just Jonah, 216

Jump Action – Action taken to speed up interstellar movement, 152

Jump Seat – Bot Fighter Upgrade, 125

Jury Rigger – Sp. Ability, 62

Jury Riggers – Enemy Morale Ability, 163

K

Kayo – Athletics check of 8 or knocked out now and at end of Round, 97

Kerbite – Alien Species, 19

Kevric – Diploid diplomat, 220

Kharrggg – Troll planet, 227

Kidnap Dignitary – Mission, 192

Killer Instinct – Sp. Ability, 62

Kit – Enemy gear, 161

Klickit – Canosian ship, 201

Knife – Melee Weapon, 89

L

Land – Helm maneuver, 131

Lang, Eric – Cool Game Designer, 220

Lapinoid – Alien Species (Beastmen), 16

Laser – Ranged Weapon, 83

Laser Monocle – Ranged Weapon, 83

Launch Tube – Cargo Item, 114

Leave Atmosphere – Helm maneuver, 131

Lien, Dennis – Beacon of Joy, 228

Life Support – Module allowing crew to live aboard ship, 134

Light's Out – Mission, 193

Lightning Rod – Melee Wpn, 89

Line of Sight (Ships) – Whether a ship can target another and where it will hit, 106

Line Of Sight, (Personal) – Tracing an unobstructed path for personal weapons fire, 38

Link up – Joining hands as spacewalkers, 33

Little, Jason – Battlestations fan before he was famous, 243

Local Life Support – Cargo Item, 114

Long Cannon – Combat vs ½ distance +2x Speed to deliver ½ Guns hit, 103

Long Range Sensors – Cargo Item, 114

Loomis, Rick – Industry Legend, 212

Lost – Navigation Hazard, 155

Lost Children – Mission, 225

Luck – Rerolls you can use on your skill checks, damage you take and more, 10, 13

Luck, Enemy – Rerolls enemy may use during the mission, 144

Lucky – Sp. Ability, 62

Lucky Devils – Enemy Morale Ability, 163

Lupee – New senator from Mud, 186

Lupinoids – Alien Species (Beastmen), 16

M

Macroplastic Putty – Treasure, 171

MagBoots – -1 move but may walk outside ship at no penalty, 94

Magnum – Treasure Effect, 167

Maiden Voyage – Fiction, 172

Majesty – Zoallan ship, 181

Maneuver – Helm action to fly the ship with Piloting skill, 128

Mass – Amount of your carry capacity an item takes up, 74

Master Engine – Treasure, 165

MD – Mission Difficulty, 144

Mechanical – Bot Alien Ability, 24

Mechanical Empath – Sp. Ability, 62

MedJack – Cyberware: Stores Drugs, makes it easier to heal you, 99

MedKit – Science to Heal, Detoxify, De-ionize, 94

Meeks – Alien Species (Beastmen) (Felinoids), 16

Megafin – Cargo Item, 114

Megateleportometer – Functionality got folded into long range sensors Cargo Item, 114

Megatorpedo – Cargo Item, 115

Megatronic Helmet – Treasure, 170

Melee – Personal combat with adjacent targets, 38

Mentally Shielded – Sp. Ability, 63

Mentor Chip – Cyberware: Earn 10% bonus Experience, 98

Mephisto Incident – Mission, 232

Micro Blaster – Ranged Weapon, 83

Microship – Fighter, drone, relay station, mine, missile, boarding torpedoes, 122

Military – Campaign Indicator, 176

Mind Control – Ability to select another's action, 156

Mind Mender – Sp. Ability, 63

Mine Layer – Module for placing mines, 135

Minutian – Alien Species (Advanced), 26

Miracle Worker – Sp. Ability, 63

Mirror Universe – Mission, 192

Misses – Failed personal attacks might break modules, 38

Missile Bay – Module for launching missiles, probes and boarding torpedoes, 136

Missile Enhancement Device – Cargo Item, 115

Missile Pod – Launches 2 missiles, 100

Missile Upgrades – Planetary opportunity at Gaidaszgrad, 262

Missiles – Deliver troops or munitions, 136

Mission Difficulty – (AKA MD) Challenge difficulty based on the average hero Rank, 144

Mission Objective – Heroes goal for a mission, 178

Mission Selection – Choosing a mission in a campaign, 176

Mission to the Heart of the Ambassador – Mission, 215

Missions – Scenarios, 178

Mobile – Enemy Morale Ability, 163

Mobile – Sp. Ability, 63

- M**
- Mobile Battlestation** – *Treasure*, 171
 - Modifier Table** – *Skill Check*, 299
 - Module** – *Square tiles that make up ships*, 102
 - Module Upgrade Barrel** – *Needed in some campaigns where upgrades aren't free*, 94
 - Modules** – *5" Square tiles with specific functionality that collectively form a ship*, 102
 - Monomolecular Blade** – *Melee Weapon*, 89
 - Moon** – *Planet without atmosphere*, 254
 - Morale** – *Measure of an enemy's willingness to fight (optional)*, 46
 - Morale Ability** – *Enemy ability they can purchase with Plot Twist cards*, 162
 - Motivated** – *Enemy Morale Ability*, 163
 - Motivated** – *Bot upgrade: Upgrading hero may spend their luck to give this bot rerolls*, 25
 - Move Cargo Item** – *Tractor as automatic or Athletics 14 to move a Cargo Bay item*, 109
 - Move, Personal** – *Changing a figure's location on modules*, 31
 - Move, Ship** – *Ships move on starmap each Phase based on Speed*, 146
 - Movement Order** – *Order in which ships move*, 147
 - Mr. Fixit** – *Sp. Ability*, 63
 - Muddian** – *New civilization*, 186
 - Multi** – *Treasure Effect*, 167
 - Multi Cannon** – *Cannon mode 1 Guns power but don't add Used markers*, 103
 - Multi-Capacitor** – *Cargo Item*, 115
 - Multi-Missile Bay** – *Treasure*, 166
 - Multi-Shot Expert** – *Sp. Ability*, 63
 - Multitasker** – *Bot upgrade: Take an extra action during move*, 25
- N**
- Naming Conventions** – *Cultural explanations for selecting monikers*, 285
- Nannite Grenade** – *Treasure*, 170
- Navigation Hazard** – *Potential troubles with interstellar movement*, 154
- Nebula** – *Phenomena that blocks warping and line of sight*, 254
- Needler** – *Ranged Weapon*, 83
- Nerve Disruptor** – *Ranged Weapon*, 83
- Nervo** – *Athletics check of 11 or drop everything in hand*, 97
- Neutralize Drugs and Toxins** – *Science 11 (and MedKit) to remove all drugs and toxins from target*, 45
- Neutron Grenade** – *Ouchos those in L.O.S.*, 91
- Neworked Module** – *Treasure*, 166
- Nimble** – *Sp. Ability*, 63
- Nimble Engine** – *Treasure*, 165
- Nire** – *High queen of Reisom*, 256
- Noble** – *Sp. Ability*, 63
- NPC Bots** – *Bots that are not sentient*, 25
- Numb** – *Reroll highest die of damage and skill checks*, 96
- Numb Runner** – *Sp. Ability*, 63
- O**
- Obsessive** – *Sp. Ability*, 63
 - Omniscient** – *Sp. Ability*, 64
 - On/Off** – *Indicates whether a Cargo Item is activated*, 109
 - OOC** – *Out Of Control*, 7
 - OOC and movement** – *Penalty to move for ship being out of control applies only 1/Phase*, 31
 - Open Module** – *Broken modules allow you to stow people or contraband*, 43
 - Opportunity** – *Cruise liner*, 202
 - Order of Play** – *Step by step process of preparing and playing*, 146
 - Ouchifier** – *Cargo Item*, 115
 - Ocho** – *Suffer 1d6-1 at end of each Phase*, 97
 - Out Of Control** – *(AKA OOC) Penalty to movement and actions based on ship buffeting*, 7
- Overburdened** – *Exceeding carry capacity penalizes your Move by 1 and actions by +3*, 37
- Overloader** – *Sp. Ability*, 64
- Overloaders** – *Enemy Morale Ability*, 163
- Overstressed Life Support** – *Having too many people aboard long term*, 134
- Overwatch** – *Hold a specific action*, 29
- Overwhelming Success** – *Heroes were able to achieve secondary objective*, 148, 178
- Ovoid** – *Secret key to unmentionable power*, 244
- P**
- Pack** – *Objects inside have half mass but inaccessible*, 94
 - Pack Mule** – *Sp. Ability*, 64
 - Padded** – *Minutian Fighter Upgrade*, 125
 - Paino** – *Suffer +2 points per die of damage*, 97
 - Partial E-Grail** – *Treasure*, 171
 - Particle Gun** – *Ranged Weapon*, 84
 - Passive Skill Check** – *Out of turn skill check to resist Stun, etc. ignores most penalties*, 30
 - Patches** – *Drug is in hand for you without spending hand*, 96
 - Patient** – *Enemy Morale Ability*, 163
 - Patient** – *Sp. Ability*, 64
 - Patient** – *Crocodilian Alien Ability*, 16
 - Peek** – *Ending your move between 2 squares to get partial cover*, 31
 - Peeking** – *Ending your move between 2 squares gives you partial cover*, 31
 - Pegasus** – *Planet in sect 5*, 238
 - Penrose Process** – *Gathering accretion disk material*, 237
 - Pentaquarks** – *Mission*, 194
 - Perpetual Bots** – *Mission*, 196
 - Perpetual Mine Layer** – *Treasure*, 166
 - Perpetual Motion Helm** – *Treasure*, 165
- Persevering** – *Sp. Ability*, 64
- Personal Attacks** – *Combat unarmed or with personal weapons*, 39
- Personal Combat** – *Using Melee or Ranged attacks*, 38
- Personal Damage** – *Wounds taken onto a character*, 34
- Personal Equipment Upgrades** – *Overwhelming Success Reward*, 149
- Personal Upgrade Kit** – *Needed in some campaigns where upgrades aren't free*, 94
- Personal Wormhole Generator** – *Treasure*, 171
- Peterson, Paul** – *Approachable Legend*, 242
- Phase** – *Unit of time in which Ships move and characters act (6 per Round)*, 146
- Phase Delay** – *Arming a grenade to detonate at the end of 0-6 Phases*, 90
- Phase Die** – *Tracks the Phase you are on*, 146
- Phase Pick** – *Melee Weapon*, 89
- Phasing** – *Pyrelian Fighter Upgrade*, 125
- Phasing** – *Pyrelian Alien Ability*, 27
- Pick'em** – *Treasure*, 165
- Pickup Spacewalker (Fighter)** – *Piloting vs. smallest Target number +3/additional group*, 123
- Pickup Spacewalker (ship)** – *Helm maneuver*, 130
- Piercing Missile Enhancement Device** – *Treasure*, 168
- Piloting** – *Skill used to operate JetPacks, Fighters, or Helm*, 44
- Ping** – *Hyperdrive module action to look for cloaked objects*, 133
- Pinkerton** – *Independent security contractors*, 226
- Place Mine** – *Mine Layer action Engineering vs 2x distance*, 135
- Planet** – *Hunks of rock with atmosphere*, 254
- Planet Eater** – *Mission*, 238
- Planet of the Trolls** – *Mission*, 227

- Planet Parkes** – Newly discovered planet in sector 9, 259
- Planetary Defenses** – Mission specific Plot Twist, 199
- Planetary Shield** – Mission specific special rule, 181
- Planetfall** – Helm maneuver, 131
- Plasma Bolt** – Ranged Area Effect Weapon, 84
- Plasma CE** – Cargo Item, 113
- Plasma Dagger** – Melee Weapon, 89
- Plasma Fire Disaster** – Mission, 197
- Plasma Grenade** – Fire damage to those in L.O.S., 91
- Plasma Mine** – Starts fire, 135
- Plasma Missile** – Sets Fire, 138
- Plasma Pistol** – Ranged Weapon, 84
- Plasma Projector** – Ranged Area Effect Weapon, 84
- Plasma Wizard** – Sp. Ability, 64
- Playtester** – People who try to make my game better, 2
- Ploetz, Markus** – German Genius, 238
- Plot Twist** – Enemy cards or mission specific benefits Enemy can buy with cards, 162, 178
- Plot Twist Cards** – Enemy cards they play or surrender for abilities or Luck, 144
- Pods** – Jettisonable external module sized objects, 100
- Poisonous** – Treasure Effect, 167
- Poisonous bite** – Reptilianoid Alien Ability, 16
- Polarizer** – Sp. Ability, 64
- Political** – Campaign Indicator, 176
- Pop** – Move 1 square as part of an action, 30
- Porta-Ram** – Beastmen Fighter Upgrade, 125
- PortaRam** – Melee Weapon, 89
- Power Generation** – Ships go to minimum of 1 Power in each system on Phase 1, 146
- Power Grubber** – Mission specific monster, 224
- Power Slider** – Sp. Ability, 64
- Powered Armor** – Cargo Item mechanized fighting suit, 118
- Powered Armor** – Cargo Item, 115
- Powered Armor Expert** – Sp. Ability, 64
- Preconceived** – Sp. Ability, 65
- Prehensile** – Treasure Effect, 167
- Prepare** – Spending this Phase's action to reduce difficulty of action next Phase, 30
- Prepared** – Enemy Morale Ability, 163
- Prestidigitator** – Sp. Ability, 65
- Prestige** – Points earned through missions spent to increase Rank, 148
- Private Tutelage** – Overwhelming Success Reward, 149
- Privateer** – Mission specific Plot Twist, 199
- Probe** – Fungaloid Fighter Upgrade, 125
- Probe Mine** – Acts as Science Probe, 135
- Profession** – Skill checks you get a free reroll in, 10, 36
- Proton Ray** – Mission specific phenomena, 239
- Proximity** – Arming a grenade to detonate when approached, 90
- Psi Drugs** – Planetary opportunity at Bob, 262
- Psionic** – Treasure Effect, 167
- Psionic Ability** – An ability that stretches beyond realism, 49
- Psionics** – Skill used to manipulate the universe with your mind (optional), 48
- Psionics Skill Chip** – Cyberware:Reduce Athletics skill check difficulties by 1, 98
- Psionics Training** – Planetary opportunity at Dhelmn, 262
- Psionics Training** – Planetary opportunity at Reisom, 262
- Psychic Blaster** – Sp. Ability, 65
- Psychic Shifter** – Sp. Ability, 65
- Psychic Stunner** – Sp. Ability, 65
- Puff** – Whistler Alien Ability, 22
- Pulsar** – Dangerous phenomena, 254
- Pulsar** – Mission specific phenomena, 195
- Pump Engine** – Engineering 8 to get 1 Power, 11 for 2 etc., 127
- Punisher Cannon** – Treasure, 165
- Puppeteer** – Sp. Ability, 65
- PvP** – Playing heroes against heroes, 248
- Pyreltian** – Alien Species (Advanced), 27
- Q**
- Quadrinary** – Silicoid Cruiser, 197
- Quartermaster** – Sp. Ability, 65
- Quasar** – Black Hole combined with Pulsar, 255
- Queen, Infestation** – Mission specific enemy, 191
- Quick on the Stick** – Sp. Ability, 65
- Quick-Minded** – Sp. Ability, 65
- Quickdraw, give, holster** – Attempting to ready or stow an object without expending your action, 37
- Quiet!** – Tentac ship, 185
- R**
- Radiation Storm** – Navigation Hazard, 155
- Radium CE** – Cargo Item, 113
- Rally** – Use Diplomacy to increase your crew's morale, 47
- Ram** – Helm maneuver, 129
- Random Mission Table** – List of scenarios, 299
- Random Module Chart** – List of modules, 166
- Random Species Chart** – Use to generate foe/vessel registries, 284
- Range Band** – Distance at which range penalty is imposed, 38
- Range Penalty** – Increased difficulty to hit a target based on distance, 38
- Ranged Combat** – Personal combat, 38
- Reach** – Vomeg Alien Ability, 21
- Reckless** – Sp. Ability, 65
- Reckless Foes** – Mission specific Plot Twist, 203
- Reconfigure Cannon** – Engineering 8 to put cannon into Standard, Long Range, Multi, or Fusion mode, 103
- Recycling Life Support** – Treasure, 165
- Redundant** – Blootian Fighter Upgrade, 125
- Redundant Module** – Treasure, 166
- Reflection** – Mission, 210
- Reflexive** – Enemy Morale Ability, 163
- Reflexive** – Sp. Ability, 66
- Regenerate** – Fungaloid Alien Ability, 18
- Reinforced** – Silicoid Fighter Upgrade, 125
- Reisom** – Newly discovered planet in sector 7, 256
- Relay Station** – Cargo Item, 115
- Relevant skill** – Skill used in a task, 28
- Remote** – Arming a grenade to be detonated with a WristComp or Science Bay, 90
- Remote Penalty** – Operating a battlestation in a different module from yours, 9
- Repair Equipment** – Science skill vs 11 to fix broken objects, 34
- Repair Fighter** – Engineering 11 to Remove a damage marker, 123
- Repair Module** – Engineering 11 to remove a broken marker from a module, 42
- Reptilianoid** – Alien Species (Beastmen), 16
- Requisitions** – Rank check to get free gear at end of mission, 149
- Rescue** – Planetary opportunity at Gurarg, 262
- Rescue Pod** – Navigation Hazard, 155
- Rescue Pod** – Pickup spacewalker, 139
- Rescue the Envoy** – Mission, 235

- Research** – Science Bay action vs distance to ask a yes or no question, 140
- Research Specialist** – Sp. Ability, 66
- Resilient** – Tentac Alien Ability, 20
- Resonant Matrix** – Trundlian Fighter Upgrade, 125
- Resourceful** – Sp. Ability, 66
- Rest** – Planetary opportunity at Hollingsworth, 262
- Retarget Missile** – Combat vs distance action to select new target for missile, 137
- Retraining** – Spend a mission without a special ability or profession to change them, 49
- Reversi-Juice** – Treasure, 170
- Revive the Dying** – Sick Bay action to bring the dying to -5 hit points, 141
- Rhinoceroid** – Alien Species (Beastmen), 16
- Ring** – Surrounds some planets interferes with movement and visibility, 255
- Risk Levels** – Decision making tool for unmoderated Enemies, 250
- Rock'em Cannon** – Treasure, 165
- Rocket Booster** – Cargo Item, 115
- Rocket Launcher** – Powered Armor weapon, 119
- Rocket Pistol** – Ranged Weapon, 84
- Rocket Refuel** – Cargo Item, 115
- Rocky** – Silicoid Alien Ability, 20
- Roid** – Athletics Drug, 96
- Roll Twice** – Enemy Morale Ability, 163
- Rolls With It** – Sp. Ability, 66
- Round** – (6 Phases) Unit of time, 146
- Rowe, Tony** – Gaming Scholar, 236
- rq#** – (AKA Requisition Number) Difficulty to requisition an item, 74
- Ruby Slippers** – Treasure, 171
- Run** – Athletics check of 11 to move an extra square, 33
- Run Mission** – Follow the Sequence of Play until success or failure, 146
- Running Silent** – Ship invisible if Cloak level exceeds power levels and OOC, 126
- S**
- Saboteur** – Sp. Ability, 66
- Safe** – Treasure Effect, 167
- Safe** – Weapon does not harm modules, 74
- Safety Chamber** – Cargo Item, 115
- Sample Character Sheet** – Example of Theo Retica's special ability list, 49
- Sanity** – Skill used to keep your head together in horror games (optional), 48
- Sanity Skill Chip** – Cyberware: Reduce Athletics skill check difficulties by 1, 98
- Satchel Charge** – Heavy Explosive damages module, occupants, 91
- Saw Gun** – Treasure, 170
- Scan** – Science Bay action vs ½ distance to get information about a target, 140
- Science** – Skill used to operate green modules, and use MedKits, 45
- Science Bay** – Module allows Shields, Research, Scans, ECM, 140
- Science Probe** – Count distance to probe for research, 138
- Science Skill Chip** – Cyberware: Reduce Athletics skill check difficulties by 1, 98
- Scientific** – Campaign Indicator, 176
- Scope** – Count range to target as half, 94
- Second Helping** – Overwhelming Success Reward, 149
- Secret Goals** – Mission specific modifier, 208
- Secret of the Ovoid** – Mission, 244
- Seeker Missile** – More accurate, less payload, 138
- Seer** – Sp. Ability, 66
- Self Destruct** – Cargo Item, 115
- Semi-moderated** – Playing with an Enemy player as part of your crew, 248
- Sentient Engine** – Treasure, 165
- Sentient Module** – Treasure, 166
- Sequence of Play** – Comprehensive list of order of operations, 300
- Setup** – Prep before play, 144
- Shamir** – Newly discovered planet in sector 8, 257
- Sharp-shooters** – Enemy Morale Ability, 163
- Sharpsniper** – Sp. Ability, 66
- Sheffield Prime** – Newly discovered planet in sector 9, 259
- Shell** – Testudinoid Alien Ability, 16
- Shield** – Increases your target number by 1, 94
- Shield Capacitor** – Cargo Item, 116
- Shield Harmonizer** – Sp. Ability, 66
- Shield, Heavy** – Increases your target number by 2, 95
- Shieldcutter** – Cargo Item, 116
- Shielded** – Treasure Effect, 167
- Shielded Engine** – Treasure, 165
- Shielded Module** – Treasure, 166
- Shields** – Power level that retards incoming cannon shot damage, 140
- Shifty Cloak** – Treasure, 170
- Ship** – Starship, 6, 265
- Ship Control Sheet** – Used to track ship data, 264
- Ship Explosion** – Ships failing hull checks send out a blast based on size, 108
- Ship to Ship Combat** – The art of delivering damage to targets in space, 104
- Ship Upgrades** – Overwhelming Success Reward, 149
- Shknorkleblorp** – Rosetta stone word for new life form, 187
- Shock Trooper** – Sp. Ability, 66
- Shock Troopers** – Mission specific Plot Twist, 203
- Shock Troopers** – Enemy Morale Ability, 163
- Shooting Spacewalkers** – Combat check vs. distance to deal 3 dice personal damage, 103
- Shore Leave** – Planetary opportunity at Cristifratti, 262
- Short Fuse** – Arming a grenade to detonate at the end of your turn, 90
- Showdown** – Mission, 198
- Sick Bay** – Module used to heal, diagnose and revive the dying, 141
- Sideslip** – Helm maneuver, 128
- Silence** – Planetary opportunity at Cornman, 262
- Silicoid** – Alien Species, 20
- Silverback** – Canosian destroyer ship, 224
- Skeletal Enhancement** – Cyberware: Increase carry by 10, 99
- Skill** – Athletics, Combat, Engineering, Piloting, Science, Sanity, Diplomacy, 10
- Skill Check** – Roll 2 dice. If equal to or higher than difficulty, succeed, 10
- Skill Chip** – Cyberware: Reduce difficulty of skill checks within a specific skill, 98
- Skill, basic** – Athletics, Combat, Engineering, Piloting, Science, 36
- Sklortch** – Vomeg crime lord, 210
- Slagged** – Modules with 2 broken markers. Actions and movement impaired, 108
- Slagged Movement** – Costs 2 squares of movement to enter a slugged square., 31
- Slater** – Newly discovered planet in sector 7, 257
- Sleeper Cannon** – Treasure, 165
- Slipster** – Sp. Ability, 66
- Slowgo** – Move attribute reduced to 1, 97
- Slug Machine Gun** – Ranged Area Effect Weapon, 84
- Slug Pistol** – Ranged Weapon, 84
- Smart Cannon** – Treasure, 165
- Smoke Grenade** – Blocks vision and Life Support in Module, 91

- Smooth** – Sp. Ability, 66
- Smuggle** – Mission, 199
- Smuggler** – Sp. Ability, 67
- Smuggler Cargo Bay** – Treasure, 165
- Smuggler's hatch** – Cargo Item, 116
- Snakoid** – Alien Species (*Beastmen*), 16
- Sneaker Cloaking Device** – Treasure, 165
- Sneaky Mine Layer** – Treasure, 166
- Sniper** – Sp. Ability, 67
- Sofge, Neal** – Joyful Curmudgeon, 237
- Solar Sails** – Cargo Item, 116
- Solo Play** – Playing without an Enemy player, 248
- Sonic Beam** – Ranged Area Effect Weapon, 84
- Space Maps** – Hexagonal gridded boards for starships to move on, 146
- Space Slug** – Mission specific monster, 211
- Spacelegs** – Sp. Ability, 67
- Spacer** – Sp. Ability, 67
- Special Abilities** – You can have 1 amazing trick per Rank, 49
- Sp. Ability Chart** – List of Special Abilities, 50
- Special Delivery** – Mission, 212
- Special Rules** – Features that may be unique to this mission, 178
- Specialized Tutor** – Overwhelming Success Reward, 149
- Species** – Your type of creature affects your abilities, 13
- Speed Demon** – Sp. Ability, 67
- Spiteful Devils** – Enemy Morale Ability, 163
- Spoils** – Heroes may claim one personal item of captured gear, 149
- Sprint** – Cheetahoid Alien Ability, 16
- St Andre, Ken** – Delightful Icon, 227
- Stackpole, Mike** – Author, Dancer, Raconteur, 230
- Stall** – Helm maneuver, 128
- Standard Cannon** – Combat vs distance +2x Speed to deliver Guns hit, 103
- Standoff** – Convert a Coup de Grace opportunity to overwatch, 41
- Star** – Suns dangerous coronas lash out into nearby hexes, 255
- Star Fortress** – Mission, 236
- Star Generator** – Treasure, 170
- Star-Crossed** – Enemy Morale Ability, 163
- Starship** – Modular object you fly around the galaxy, 62
- Starship Registry** – Benefit for ships produced by a certain shipyard, 263
- Staseostasis** – Planetary opportunity at Enso, 262
- Stasis Grenade** – Treasure, 171
- Stasis Rifle** – Treasure, 171
- Stasisville** – Mission, 200
- Stationary Battlestations Station** – Mission, 214
- Steady** – Helm maneuver, 129
- Steady Handed** – Sp. Ability, 67
- Steady Helm** – Treasure, 165
- Stealth Tech** – Otyssian Fighter Upgrade, 125
- Stim** – Movement Drug (even for dying), 96
- Stoccy's Outpost** – Newly discovered planet in sector 9, 259
- Stoccy's Trail** – Planetary opportunity at Stoccy's Outpost, 262
- Stowing Away** – Hiding inside a module, 43
- Strafing CE** – Cargo Item, 113
- Strong** – Silicoid Alien Ability, 20
- Stun** – Athletics 11 or incapacitated, 85
- Stun CE** – Cargo Item, 113
- Stun Generator** – Cargo Item, 116
- Stun Grenade** – Creates Stun effect in L.O.S., 91
- Stun Stick** – Melee Weapon, 89
- Stun toxin** – Athletics 11 or stunned, 97
- StunGone** – Stun resistance Drug, 96
- Stunner** – Sp. Ability, 68
- Sturdy** – Enemy Morale Ability, 163
- Sturdy** – Bot upgrade -1 on Athletics Skill check difficulty, 25
- Success, Overwhelming** – Heroes were able to achieve overwhelming objective, 148
- Successful Mission** – Heroes achieve mission objective, 148
- Super** – Treasure Effect, 167
- Super EMP** – Mission specific phenomena, 239
- Superheavy Shielded** – Treasure Effect, 167
- Superlucky** – Enemy Morale Ability, 163
- SuperMart** – Planet Gaidaszgrad, 256
- Supernova Jump** – Mission, 234
- Supply Ship** – Overwhelming Success Reward, 149
- Support** – Planetary opportunity at Planet Parkes, 262
- SupSci** – Science Drug, 96
- Sure Handed** – Sp. Ability, 68
- Suscepto** – Reroll highest die in successful Athletics check, 97
- Swashbuckler** – Sp. Ability, 68
- Switcher Cannon** – Treasure, 165
- Sword** – Melee Weapon, 89
- Symbiont** – Mission specific monster, 224
- Symbiote** – Treasure, 170
- Sympathetic** – Sp. Ability, 68
- Synchronized** – Chronosian Fighter Upgrade, 125
- T**
- Tables Turned** – Mission, 242
- Tactical Doctrine Flowchart** – Unmoderated play system aid, 251
- Tailgunner** – Sp. Ability, 68
- Take** – Grapple effect to grab opponent's equipment, 40
- Tanker Freighter Convoy** – Mission, 201
- Target Number** – Difficulty for others to hit you with personal attacks, 13
- Targeting Computer** – Cargo Item, 116
- Targeting Modules** – Attacking the ship from the inside, 34
- Targeting Personal Equipment** – Attacking objects, 34
- Techlab Science Bay** – Treasure, 166
- TecKnow** – Engineering Drug, 96
- Teflon Cloaking Device** – Treasure, 165
- TeleChute** – Cargo Item, 116
- Telekinetic** – Sp. Ability, 68
- Teleoptic** – Treasure Effect, 167
- Teleporter** – Module used to deliver people or bombs to other ships, 142
- Teleporter Specialist** – Sp. Ability, 68
- Tempora** – Star lab, 200
- Tentac** – Alien Species, 20
- Tentac Corner Gun** – Treasure, 170
- Terrorist Cruise Liner** – Mission, 202
- Testudinoid** – Alien Species (*Beastmen*), 16
- Thick Hide** – Beastman Alien Ability, 16
- Throw** – Grapple effect to move target, 40
- Throwing Grenades** – Combat difficulty 3+distance, 90
- Throwing Satchel Charge** – Combat difficulty 3+ 2x distance, 90
- Tidball, Jeff** – Arguably the better Jeff, 240
- Timehop** – Chronosian Alien Ability, 26
- Tinkerer** – Sp. Ability, 68
- Tiny** – Minutian Alien Ability, 26
- TKTK** – Canosian scientist, 194
- ToolKit** – Reduces Engineering difficulties to Upgrade, Repair or put out Fires by 1, 95

- Tough** – Sp. Ability, 68
- Tough** – Gorilloid Alien Ability, 16
- Tough Cargo Bay** – Treasure, 165
- Tough Silicoid** – Sp. Ability, 69
- Toward Ice** – Human scout ship, 208
- Toxin** – Poisons delivered by Needler, or gas grenade, 97
- Tractor** – Cargo Item for grabbing things, 120
- Tractor Dock** – Holding a docked ship fast with Tractor, 120
- Tractored Fighters** – Holding a Fighter penalizes its actions and move, 121
- Trampler** – Sp. Ability, 69
- Tramplers** – Enemy Morale Ability, 163
- Transcendence** – Mission, 231
- Transfer Power** – Engineering 8 to move 1 Power, 11 for 2 etc., 127
- Trauma Center Sick Bay** – Treasure, 166
- Treasure** – Special Items, 164
- Treasure Maps** – Planetary opportunity at Slater, 262
- Triage Medic** – Sp. Ability, 69
- Trick Shot** – Sp. Ability, 69
- Tricky** – Sp. Ability, 70
- Trolls** – Mission specific monsters, 227
- Trundlian** – Alien Species, 21
- Tumble** – Canosian Alien Ability, 17
- Turn** – Helm maneuver, 128
- Turn Specialist** – Sp. Ability, 70
- Turtloid** – Alien Species (Beastmen), 16
- Tusks** – Elephantoid Alien Ability, 16
- U**
- Uber Cannon** – Treasure, 165
- Ulisses** – Human Dreadnought, 238
- Ultralight** – Treasure Effect, 167, 169
- Unbreakable** – Treasure Effect, 167
- Uncanny Intelligence** – Enemy Morale Ability, 163
- Unclamp Fighter** – Allow Fighter to fly away from ship, 123
- Unconscious** – Wound total equal to or greater than your hit points by up to 6 you may not act, 34
- Unconventional** – Sp. Ability, 70
- Unflappable** – Sp. Ability, 70
- Uniminded** – Sp. Ability, 71
- Unity** – Newly discovered planet in sector 9, 258
- Unlimited** – Sp. Ability, 71
- Unpredictable** – Sp. Ability, 71
- Unsinkable** – Enemy Morale Ability, 163
- Unsinkable** – Sp. Ability, 71
- Unsupported Life Support** – Spacewalking or broken Life Support on Phase 6, 134
- Upgrades** – Improving personal gear with Science or modules with Engineering, 145
- Upquark Missile** – Mission specific phenomena, 195
- Ursinoid** – Alien Species (Beastmen), 16
- Used Marker** – Most modules increase difficulty to operate them by 3 for each of these, 127
- V**
- Vampiric** – Treasure Effect, 167
- Vasel, Tom** – Honest reviewer, 208
- Vaughn, Peter** – True Gamer, 210
- Vectored** – Canosian Fighter Upgrade, 125
- Verdant Toadstool** – Treasure, 171
- Versatile** – Trundlian Alien Ability, 21
- Versatile Science Bay** – Treasure, 166
- Vibraknife** – Melee Weapon, 89
- Victory Mission** – After bringing a campaign indicator to a victory threshold, 177
- Vigour, Joey** – Awesome Pal, 244
- Vixle** – Newly discovered planet in sector 8, 257
- Void Brute** – Canosian ship, 246
- Voltrex** – Ranged Weapon, 84
- Vomeg** – Alien Species, 21
- W**
- Waggle** – Helm maneuver, 128
- Wake Rider** – Sp. Ability, 71
- Warhead Mine** – Like a missile, 135
- Warp Driven Mine Layer** – Treasure, 166
- Warp Inhibitor** – Cargo Item, 116
- Warp Optimizer** – Cargo Item, 116
- Warping In** – Hyperdrive module action at start of mission, 132
- Warping Out** – Hyperdrive module action to leave system, 132
- Waste Management Failure** – Mission specific Plot Twist, 204
- Watts, Darren** – Who I want to be if I grow up, 224
- Weapons Officer** – Sp. Ability, 71
- Whaloid** – Alien Species (Advanced), 27
- Wheels** – Bot upgrade: +2 Move, 25
- Whistler** – Alien Species, 22
- Whitacre, Bryce** – Scored 40+ pts in Lifeboat, 214
- Whole E-Grail** – Treasure, 171
- Wierdling** – Pacifist colony, 213
- Wild Dog** – Human frigate ship, 240
- Wild Flyer** – Sp. Ability, 71
- Wildcard** – Treasure, 165
- Williams, Chris** – Man I'd gladly lead into a supernova, 234
- Williams, Kenneth R** – Fanatical friend, 235
- Willpower** – Human Alien Ability, 19
- Wilson, Kevin** – Awesome Game Designer, 220
- Wingman** – Sp. Ability, 71
- Wings** – Avianoid Alien Ability, 16
- Wipeout Cannon** – Treasure, 165
- With Your Shield or On it** – Mission, 204
- Wormhole Nest** – Mission, 205
- Wrestler** – Sp. Ability, 71
- WristComp** – Ask yes/no questions and reduces Science difficulties to Upgrade or Repair by 1, 95
- Wrong Way** – Mission, 213
- X**
- Xeloxian** – Alien Species, 22
- Xenobiologist** – Sp. Ability, 71
- Xxx** – Page reference to be changed later that escaped our scrutiny.
- Y**
- Young, Kirby** – Great Guy, 229
- Z**
- Zoallan** – Alien Species, 23
- Zone Controller** – Sp. Ability, 71
- Zone Controllers** – Enemy Morale Ability, 163

Random Mission Chart

To randomly determine a mission, roll a d66 and consult the following:

d66	MISSION	PAGE
11	Assault Lab	179
12	Assault Outpost	180
13	Assault Mine	180
14	Assault Planet	181
15	Asteroid Investigation	182
16	Bad Apple Shakedown Cruise	184
21	Crystal Planet	185
22	Diplomatic Immunity	186
23	First Contact	187
24	Ghost Ship	188
25	Hot Pursuit	190
26	Infestation	190
31	Kidnap Dignitary	192
32	Mirror Universe	192
33	Lights Out	193
34	Pentaquarks	194
35	Perpetual Bots	196
36	Plasma Fire Disaster	197
41	Showdown	198
42	Smuggle	199
43	Stasisville	200
44	Tanker Freighter Convoy	201
45	Terrorist Cruise Liner	202
46	With Your Shield or on it	204
51	Wormhole Nest	205
52-66	Add another treasure item (the enemy will be using it!) and roll again each time you get this result.	164

Modifiers for Skill Checks

The following chart shows the difficulty modifier for each Skill Check:

SKILL CHECK MODIFIER	DIFFICULTY	PAGE
Skill	- skill	10
Prepare	-1	30
Assist	-1	29
Drug	=+/-1	96
Equipment (relevant)	-1	74
Upgraded Module or	-1	145
Special Abilities	*	49
Overburdened	3	37
OOC	=+1/	7
USED Marker	=+3/	127
Slagged	3	108
Remote	3	9
You are Peeking	-	31
Target is Peeking	3	31
Friendly occupied square	=+1 (and +1 for pop)	31
Popping (you or target)	1	30
Overwatch	-	29
Range	=+1 per increment	38
Attacking with 2 weapons	6	41
Hands Full	3	13
Quickdrawn this Phase	3	37
Diplomatically Confused	*	46
Grapple Hindered	*	40

Sequence of Play / Hull Checks / Actions

SEQUENCE OF PLAY	PAGE
BEFORE THE MISSION	
Select an Enemy	12
Select Characters	12
Determine Mission Difficulty	144
Select Mission	144
Heroes Build Ship	144
Place Characters on Ship	144
Determine Enemy Skills and Equipment	160
Enemy Draws Plot Twist Cards	144
Enemy Morale Ability (Optional)	162
Enemy Determines Treasure (Optional)	164
Mission Setup	146
Upgrades	145
Navigation Hazard (Optional)	154
BEGIN MISSION	
Warp In	132
PHASE 1	
Adjust the Phase Die	146
Power Generation (Phase 1 only)	146
Ship Movement	146
Collisions	129, 147
Missile Movement	137
Missile Resolution	137
Hero Actions	147
Enemy Actions	147
END OF PHASE	
Fire	150
Gas	151
Life Support	134, 151
Paino Damage	97
Fungaloid Regeneration	18
Character Recovery	151
Reduce OOC	151
Reduce Power and Speed (Phase 6 only)	147
Remove Used Markers (Phase 6 only)	147
Begin New Phase	147
MISSION AFTERMATH (any order except replenish)	
Award Experience, Prestige, Credits	148
Overwhelming Success Reward (optional)	149
Spoils	148
Requisition	149
Adjust Campaign Indicators	149
Heal Damage to Characters and Ships	149
Replenish Luck and Pools (Must be last)	149

Hull Checks

Damage and Hull Check chart:

DAMAGE	HULL CHECK	DAMAGE	HULL CHECK
1	1	78	12
3	2	91	13
6	3	105	14
10	4	120	15
15	5	136	16
21	6	153	17
28	7	171	18
36	8	190	19
45	9	210	20
55	10	231	21
66	11	253	22

Action Reference

Commonly used actions and difficulty parameters.

ACTION	SKILL	MOD	DIFFICULTY
Shoot Cannon	🔫	Cannon	Distance + 2x Speed
Launch Missile	💣	Missile	11
Personal Attack	🗡️	-	Target's Target #
Pump Engine	🔧	Engine	8 +3 per additional
Transfer 1 Power	🔧	Engine	8 +3 per additional
Repair Module	🔧	-	11
Extinguish Fire	🔧	-	8
Reconfig Cannon	🔧	Cannon	8
Maneuver	👉	Helm	2x Size + 2x Speed
Atmo. Maneuver	👉	Helm	3x Size
JetPack	👉	-	8 +3 per additional
Teleport	🛸	Teleporter	Distance+Shields+Shields
Warp In	🛸	Hyperdrive	Ship Size
Program Hyperdrive	🛸	Hyperdrive	8+3 per additional
Warp Out	🛸	Hyperdrive	8 (if programmed)
ECM missile	🌟	Science Bay	Distance +3 per additional
Scan	🌟	Science Bay	1/2 Distance +3 per additional
Ask Yes/No	🌟	Science Bay	Distance +3 per additional
Cloak	🌟	Science Bay	Size +3 per additional
Sick Bay	🌟	Sick Bay	8+3 per additional
Use MedKit	🌟	-	11+3 per additional
Hack Battlestation	🌟	-	11