Introduction

Welcome to the Warble Way Galaxy solo RPG! This game book is designed to get you set up and playing with the core rules. If you have read any other RPG rulebooks you probably already know where you are in for. If not, don't worry! Like most RPG books these rules aren't meant to be hard and fast. If you think a different ruling makes sense for your story, feel free to ignore it. This is, as always, about having fun.

This game is driven by your character and other beings who can join your crew. Your character could be a loner who prefers to work jobs alone or you could build a character that is very charismatic and good at recruiting lots of crewmates. You'll just need a ship that can hold all of them.

Your character and crewmates have ability scores that will give you a bonus when you are trying to achieve a mission or avoid a hazard. While you could spread scores over a single character, having crewmates with complimentary skills will make things easier. Just like in real life!

Character Creation

Your character is who you want to be in this world. Character creation consists of these steps: Choose a race and name, choose your ability scores, name your ship, then document everything on your character sheet. Your name and race are merely to help you decide what your character looks like. It has no mechanical use in the game. Your ability scores and skills are how you will accomplish things so pay close attention to those.

Another optional aspect of character creation is choosing how brash or risk averse your character is. This can help make decisions when it is unclear what to do. If your character is more brash maybe they make choices without thinking very much. If they are risk averse maybe they are more likely to collect a lot of resources before going on a dangerous mission.

Races

The Galactic Alliance recognizes the following races as its members: Kralkin, Hexapod, Human and Grull. While the Kralkin will say they have been space faring the longest, for about the last 250 years, it is not known how long the Hexapods have been a multi planet species. Since Hexapods grow from airborne spores that can survive the vacuum of space for very long periods of time and Hexapods don't conceive of time the same as Kralkin, Humans or even Grull do. It is hard to say for just how long they have been around.

Since the Kralkin took to space flight early on in their evolution their home planet is not very densely populated. Most Kralkin prefer to live on space platforms scattered around their home solar system. Their home planet is seen more as a luxury destination than a place to stay and live.

The Kralkin quickly discovered and entered into a close alliance with the Hexapods. This was the first version of the Galactic Alliance. While Hexapods don't seem to care very much about allegiances they seem amicable to their arrangement with the Kralkin. Since the Kralkin have the largest space fleet of all the Galactic Alliance members they help Hexapods by transporting and protecting them wherever they go in the galaxy.

The second species to take to the stars were the humans. Due to planet wide pollution their homeworld of Earth became uninhabitable some 120 years ago. The surviving humans escaped Earth on massive city sized Mega Ships which is where most humans live today. The Mega ships are very slow moving and generally remain close to Earth's star known as Sun.

Humans have a tenuous relationship with the other members of the Galactic Alliance. They are a very aggressive and militaristic race, however their numbers and firepower are by far the weakest. The Kralkin are happy to trade and open their spaceports to Humans, but don't like the Humans working closely with the Hexapods. There is also a bit of a cultural stigma as a Kralkin delicacy is the testicles of a creature that closely resemble an evolutionary ancestor of the Human's called an Ape.

The most recent member of the Galactic Alliance are the Grull. Compared to other races Grull technology might be considered primitive. Since Grull can survive in the vacuum of space for extended periods of time Grull spacecraft are basically large rock formations that have been hurled into space.

Since Grull appear frightening to both Kralkin and Humans they often go to great lengths to make accommodations for the other Alliance members. Grull hospitality is second to none in the galaxy.

When the Kralkin first started to explore outside their solar system they discovered the ruins of old outposts and space platforms. The strangest thing about these places was that they appeared to be built by Kralkin. Later they found ruins that seemed Human built and even some advanced looking Grull structures. Even stranger still was when they attempted to carbon date the ruins. The results showed them to be much older than any known history. Dating back millions of years. Despite their age some ruins contain weapons and other technologies that still function. This equipment is often far more advanced than any known technology developed today. For this reason the ruins are a popular site for diggers. Since all of the most safe ruins

have been picked clean the ones left can often be extremely dangerous. Some still have lethal security systems and others have become infested with dangerous creatures.

Humans

Humans are bipedal creatures with two upper body appendages that can be used for grasping and climbing and two lower body appendages for ambulation. They require O2 for respiration and consume class 3 plant and animal matter for sustenance. An average human is smaller than most other Galactic Alliance members reaching about 5-6 feet tall with a similar wingspan (humans cannot fly). Humans communicate by pushing O2 through their esophagus while contracting muscles located at the end of their soft mouths.

Earth, the human homeworld, has been uninhabitable for over a century. All humans live on massive starships known as Megaships of which there are four. Each houses about a million humans.

Human society is plutocratic. A small set of wealthy individuals make most of the decisions that decide laws and governance on the Megaships. While they do have elected officials and a democratic structure this is primarily symbolic of human ideals.

Common human male names are: Zhang, Michael, Muhammad
Common human female names are: Wang, Katie, Aaliyah

Kralkin

Kralkin are bipedal creatures with two upper body appendages which can be used for flight and two lower body appendages for ambulation. They require a mixture of CO_2 and N for respiration and consume class 1 plant matter for sustenance. The average Kralkin is 7-8 feet tall with a wingspan of up to 15 feet. Kralkin communicate by pushing CO_2 through their esophagus and contracting muscles located inside their beaks.

Kralkin originate from the planet Arraak however they took to interplanetary travel very early. In addition to their homeworld they also maintain 3 very large space stations near large asteroid fields.

Kralkin society is an oligarchy. There is an Emperor or Empress and a small court that decides laws and governance for their homeworld and the space stations.

Common male Kralkin names are: Gronk, Kakaaw and Arrak
Common female Kralkin names are: Pii, Tweet and Chirp

Hexapods

Hexapods are six-limbed cephalopods. They require H20 and S for respiration and consume class 3 plant matter for sustenance. The average hexapod is 6 feet long however they have no bones so they can easily squeeze into very tight spaces. They communicate telepathically. Hexapods mostly travel in groups of 6 inside robotic platforms that allow them to easily traverse on land and in some cases in the air.

It is not known when or where Hexxapods originated. If asked a hexapod will respond they have always been everywhere. There is not enough evidence to confirm or deny this.

Hexapod society appears to be anarchy. There are no clear social structures beyond the bond of a group of six creatures. The group of six is called a pod. Little is known about individual hexapods. Pods usually refer to themselves as a single individual with one name.

Hexapods use hexadecimal numbers to identify themselves.
Example Names: F0C706, 7EE700, 080085

Grull

The Grull are large serpentine creatures with 4 upper body limbs. One larger set of limbs for grasping and climbing and one smaller set for digging and slashing. They also have horns and some have chitinous plating on parts of their body. They require O2 to respirate, however they can survive long periods of time without it. They consume class 1 animal matter for sustenance. Grull vary in size greatly. Some fully mature Grull only reach 4 feet tall. While others can grow to be as tall as 15 feet. Grull communicate through a complex system of body movement, teeth chattering, purring and claw scraping.

The Grull originate from a planet they call Grull Prime. Having only recently discovered space travel they are the newest members of the Galactic Alliance.

Grull society is hive-like. There are multiple queens which produce hundreds of offspring with a handful of males. Female Grull make up the majority of their population. Only about 5% of Grull are male and Grull queens are very protective of their male partners. Very few non-Grull have seen a male Grull. Grull females are bred for specific roles. Some are workers and soldiers while others may be diplomats or scientists. Relations between hives are mostly peaceful. While Grull appearances may seem aggressive they are mainly mild tempered. Any female Grull may become a queen if they join with a male, however most do not want to because queens have extremely limited mobility.

Most Grull names are unpronounceable to other races who communicate audibly.

Factions

The Royal Hegemony <<Eagle sound>>

The Kralkin Emperor <<Eagle sound>> and his court

FFFFFF
Anarchist scientists who are constantly trying to make sure all scientific discoveries are free to all. Primarily made up of hexapods this network of like minded scientists

UHM
United Human Military
Leader: General Barak Kennedy

Grull Queens
There are hundreds of Grull queens, but 4 of whom are noteworthy. Since their names are unpronounceable to non-Grull they have chosen the names of stones so humans have a way to distinguish them. The most high profile is Shale, the first queen to make contact with the Kralkin. Her brood devised the first catapults able to launch Grull into space at high speeds. If you meet a Grull not on the planet Grull Prime she is probably from Shale's brood. The second queen of note is Granite. Before Shale's rise to fame Granite was considered the high queen of Grull Prime. While all Grull queens are generally amicable towards each other it does appear Granite holds some contempt towards Shale. Most of the Grull on Grull Prime are from Granite's brood. Third to note is Pyrite, some Grull refer to her as "Queen of the Underworld." While most Grull dwellings are in caves, Pyrite's brood prefer to live much deeper underground in complex cave networks. Pyrite's brood has been known to trade in rare stones and minerals. Last but not least is the queen Pumice. She is known for being a troublemaker among the queens. Though she does not seem to have an ends to her actions beyond stirring the pot. She is the most mobile of the queens and is often directly involved in her schemes. Her brood is very small, but have very distinct features such as jet black skin and unusually shaped horns.

Organizations

Aarak Pharmaceuticals and Subsidiaries (Everything)

WinchesterZhang (Weapons and Armor)

TanakaRodriguez (Demolitions)

Alhambra (Melee weapons)

800800 (Mobility, Scientific gear)

Stats

To accomplish tasks you roll dice and add ability scores. Each ability score has a stat that it corresponds to. You should see all of these on your character sheet.

Brawn

Brawn is how physically strong a being is. How heavy they can lift and how hard they can hit. Humans value brawn. Associated ability scores are Swashbuckling (SWA), Demolitions (DEM) and Armor (ARM).

Smarts

Smarts is how intelligent a being is. How knowledgeable or tech savvy they are. Hexapods consider smarts the most valuable stat. Associated ability scores are Hacking (HAK), Research (RES) and Mechanics (MEC).

Finesse

Finesse is how physically graceful a being is. Whether that is piloting a ship, firing a weapon from long distance or sneaking past guards. Grull take great pride in their finesse. Associated ability scores are Piloting (PIL), Gunslinging (GUN) and Sneaking (SNE).

Moxie

Moxie is a measure of a being's social grace. Can they convince an enemy to join their side? Or tell someone a convincing lie. Maybe they inspire others. Kralkin society values moxie most of all. Associated ability scores are Leadership (LEA), Diplomacy (DIP) and Acting (ACT).

Ability Scores

Ability scores are what you will add to dice roles to see if you succeed or fail a task. When the option to roll is presented you roll 3 d6 and add your ability score. Example: Roll DIP (Diplomacy) means roll 3 d6 and add your DIP score. To create your character choose one of two methods:

1. Recommended. Choose one score to be 3, then one to be 2 then one to be 1.

a. Example: SWA +3 HAK +2 SNE +1 (A swashbuckling hacker that is a little bit sneaky)
2. Distribute 6 points across as many ability scores as you want
    a. Be careful! Your score determines your skills (covered later)

Be aware when you level up you can add 1 to any ability score you already have points in. You can also acquire items that boost your ability scores.

Basic Skills

If you have at least 80% in a specific ability you get that basic skill. You can add these to your character sheet.

Swashbuckling (SWA)

You are exceptional at fighting with close range weapons. If you are adjacent to your target. Roll twice and take the higher number. If you are on the same tile as your target, but not adjacent, roll once.

Armor (ARM)

You are proficient at fighting with heavy combat armor. The inverse of this number becomes an attacker's CTF. 20% -> 80%, 40% -> 60%, 60% -> 40%, 80% -> 20%

Demolitions (DEM)

You are best at heavy ranged weapons. You can attack all attackers on your tile.

Hacking (HAK)

You know your way around computer networks. You can roll HAK to disable enemy ships.

Research (RES)

You are a highly skilled researcher who has learned the safest routes through space and even found some rough maps of ruins. When you start space travel look at the next RES cards and discard as many as you want. 60% -> 1 card, 40% -> 2 cards, 20% -> 3 cards.

Mechanics (MEC)

You are a skilled mechanic. Every time you land at a habitat you may roll MEC, on a success you repair your ship up 1 level.

Piloting (PIL)

You know how to fly a spaceship. In space combat, roll twice and take the higher number.

Sneaking (SNE)

You are very good at moving around without being seen. When exploring ruins you can move 2 tiles that have already been revealed.

Gunslinging (GUN)

You are skilled with long range weapons. Your range is 1 tile. You can attack targets on any adjacent tile with line of sight.

Leadership (LEA)

You have a magnetic personality and inspire others to be their best. When recruiting, roll twice and take the higher number.

Acting (ACT)

You are a famous actor who demands high prices for your services. Mission rewards increase in value based on your ACT level. 80% +100, 60% +200, 40% +300, 20% (see advanced skills)

Diplomacy (DIP)

You have experience in politics which have taught you how to turn situations in your favor. Every time you land at a habitat you may roll DIP, on a success you can remove one anger token from each member of your crew.
You can roll DIP during ground combat to convert one alliance race attacker to your crew. You must have room in your crew or they leave after the encounter is over.

Advanced Skills

If you have an ability score that is 20% or less you achieve an advanced skill which you can add to your character sheet. This applies to your crewmates as well. It does not apply if your score is boosted by an item.

Brawn

Expert Combat tactics (SWA)	Splash Damage (DEM)	Reinforced Armor (ARM)
You automatically succeed at ship takeover.	You can target every attacker on an adjacent tile.	Attackers roll twice and take the lower roll.

Smarts		
Ms/Mr Fix-it (MEC)	Hackers Delight (HAK)	Personal Teleporter (RES)
Every time you arrive at a habitat your ship automatically repairs to Pristine.	Every time you successfully hack a ship you earn 200c.	You can look ahead 5 tiles before entering a ruin. To succeed at a mission you must use a round to leave the starting tile.

Finesse		
Flying Ace (PIL)	Sniper (GUN)	Personal Cloaking (SNE)
You automatically succeed when you run away from space combat.	During ground combat you can roll twice and take the higher roll.	Attackers in ground combat cannot attack you unless you attack them.

Moxie		
Silver Tongue (DIP)	Je ne sais quoi (ACT)	Inspirational (LEA)
Crew anger resets when you land at a habitat.	Credits earned from missions are double (doesn't compound).	All crewmate ability rolls are at least 40%.

Habitats

Now that you have created your character you are ready to start exploring the world. A habitat is a location settled by beings. It could be a space station, a planet or other such inhabited space. You start the game in habitat #1. Here is a list of what you can do on a habitat:

1. Recruit new crew members
2. Buy items
3. Take missions
4. Repair your ship
5. Reduce crew unrest

Recruiting new crew members

You can recruit new crew members at a habitat's cantina. Crew members may have abilities you don't that you can use when traveling through space, completing missions or exploring ruins. To recruit a crew member you should first identify their race's idealized stat. Humans idealize brawn, Kralkin idealize moxie, Grull idealize finesse and Hexapods idealize smarts. Next pick the highest score you have associated with that stat (yours or another crew mate's). Then roll and check for success. On a success you recruit that being. If you have ACT you can roll twice and take the higher roll to recruit Hexapods or Kralkin.

Example 1: You see a human with 40% ACT. Humans idealize brawn. You don't have brawn so you roll with 80% CTF. If you succeed, the human joins your crew.

Example 2: You see a Grull with 20% HAK. Grull idealize finesse. You don't have finesse, but one of your crewmates has 40% PIL. PIL is a finesse ability. You can roll with 40% CTF. If you succeed they join your crew.

Example 3: You see a Hexapod with 60% DIP. Hexapods idealize smarts. You have a crewmate with 60% ACT. You can roll twice and take the higher roll with a CTF of 60%. If you succeed they join your crew.

If you fail recruiting at a habitat mark that crewmate. You can no longer attempt to recruit them.

Note: Your ship has a limited capacity (starting at 3). It can only fit that many beings at once, including you! If you are over capacity you will need to let one of your crewmates go.

Buying items

At a habitat you can use your hard earned credits to buy items. There are 4 types of items: Consumable, Weapons, Armor and Ship parts.

Consumable items can be used once and grant the user an ability. You may use them once for a specific roll. They can be used by you or a crewmate. Once used you cannot use them again. You must decide before a roll whether to use it or not.

Weapons boost your ability to attack in ground combat. This applies to boarding a ship or exploring ruins.

Armor boosts your defense in ground combat. This applies to boarding a ship or exploring ruins.

Ship parts improve your ship. They can increase capacity, add armor or make the ship faster to name a few things.

To buy items, subtract the amount of credits listed from the amount you have. If you don't have the amount you can't buy the item. Items at habitats can only be purchased once.
You start the game with 200 credits.

Taking Missions

Missions are how you earn credits and get you out into space. Habitat missions are listed on the habitat page. Each mission has a distance, an ability score, a minimum roll, a credit value and an XP value.

Distance

Distance is how far you have to travel through space to get to the mission destination. This is represented by cards. If a mission distance is 4 you would draw 4 cards for the trip to the destination and then draw 4 more for the return trip, placing them face down. We recommend you stack the return trip horizontally underneath the initial travel cards to indicate when you have reached your destination. Resolve space travel by drawing cards one at a time and referring to the Space Travel Tables.

Chance to Fail (CTF)

d6	d8	d10	d12	d20	d100
1 - 0% 2 - 20% 3 - 40% 4 - 60% 5 - 80% 6 - 100%	1,2 - 0% 3,4 - 20% 5 - 50% 6 - 60% 7 - 80% 8 - 100%	1 - 0 2 - 20% 3,4 - 40% 5 - 50% 6 - 60% 7,8,9 - 80% 10 - 100%	1,2 - 0% 3,4 - 20% 5 - 40% 6 - 50% 7,8 - 60% 9,10,11 - 80% 12 - 100%	1,2,3,4 - 0% 5,6,7,8 - 20% 9,10 - 40% 11 - 50% 12 - 55% 13,14,15,16 - 60% 17,18,19 - 80% 20 - 100%	<20 - 0% 20 - 39 - 20% 40 - 59 - 40% >50 - 50% 60 - 79 - 60% 80 - 99 - 80% 000 - 100%

The ability score is what ability you need to roll to accomplish the mission. When you arrive at your destination, roll your highest of that skill you or your crew have.

Example: Your character has a 60% in HAK, but you have a crew member with 20% HAK. When you arrive at a HAK mission roll with a 20% CTF. If you succeed you claim the credits and XP.

Example 1: You take a DIP mission, but neither you nor your crew have DIP. You roll with an 80% CTF.

Space Travel
During space travel you will encounter hazards, find other potential crewmates, discover ruins or find other missions.

Ship speed
Your ship speed reduces the number of cards you draw on missions. If your ship has a speed of 2 and a mission is distance 6 then you only draw 4 cards per direction. Your ship speed starts at zero. If your ship speed would reduce the distance to zero or less, don't draw any cards.

Ship Damage
Your ship has 4 damage levels: Pristine (P), Used (U), Damaged (D) or Hobbled (H). While traveling through space you will encounter things that damage your ship. In that case your ship

damage level goes down 1 level. Your ship starts out Used. Having MEC will allow you to repair your ship. If your ship goes below Hobbled it is destroyed and the game is over.

Space Missions

If you find a mission while traveling through space you can choose to accept it or not. Space missions work just like habitat missions except you will often have a choice between two. You or a crewmate must have the ability score the mission lists or you must have an item that gives you the ability. Since space missions can be found while heading to or coming back from another mission you can simply stack the new mission on top of the remaining cards for the other mission still in progress. It is possible to sandwich multiple missions.

Hazards

Space is an extremely dangerous place. Hazards represent dangers you encounter in space. The only upside to hazards is if you survive you get 1XP. Otherwise you have a choice between two ability rolls. If you have both between you or your crew you can choose which one you want to roll. If you only have 1 ability score that matches an option you must choose that one. If you have neither you pick which one you fail. If you roll the minimum or higher you pass and nothing happens. If you fail the consequence depends on the stat the ability roll is associated with:

Death - Brawn (SWA, ARM, DEM)
If the ability score you added was yours you roll 3d6 if you get lower than a 9 you died and the game is over. If the score was from a crewmate they die and you remove them from your crew along with any weapons or armor they had on.

Lose Credits - Smarts (HAK, RES, MEC)
You lose 100c. If you don't have 100c your credits go to negative. When you owe more than 300c you lose and the game is over.

Ship Damage - Finesse (PIL, GUN, SNE)
Your ship goes down one damage level. If it was at Hobbled (H) it is destroyed and the game is over.

Crew Unrest - Moxie (LEA, DIP, ACT)
Your crew loses faith in you. Add 1 anger token to each crew member. If any have 3 they leave your crew and take any weapons or armor they had on them.

Space Recruiting

If you encounter another potential crewmat in space you may roll recruitment like you would at a habitat or you can simply discard it and move on.

Pirates / Space Combat

Many aggressive ships lurk on commonly used travel paths between locations. If you encounter an enemy ship you must engage in space combat. Don't worry you can always run away! Here are the steps to space combat:

1. If you want you can roll 3 d6 and add the ship's handling to run away, The minimum you must roll is 10 plus the pirates space combat attack bonus. You may add PIL if you or your crew have it. If you fail your ship gets damaged before you escape, if you survive you always get away
2. Roll 4 d6 and pair the highest and lowest number and the two middle numbers
3. If you have space combat advantage pick the higher number and add the highest PIL score on your crew
4. If not choose the lower number
5. Add the attackers bonus to the other number (higher if #4 lower if #3)
6. If your ship has armor subtract that from the attackers total
7. The one with the higher number wins, on a tie re-roll
8. If you lose, your ship takes damage, if your ship goes below hobbled (H) it is destroyed and the game is over
9. If you win the attacking ship is disabled
10. If neither #8 or #9 go back to #1
11. If the attacker is disabled you may attempt to board and take over the ship or move on
12. To board the ship roll like you would for ground combat. The enemy ship has a ground combat modifier as well so add that to their roll. If you win the ship is yours. You may choose to take it as your new ship or abandon it.

Ship repair

Every time you arrive at a habitat after space travel you can attempt to repair your ship. If you or your crew have any amount of MEC you can roll once to see if you raise your ship damage level by 1.

Reduce crew unrest

Every time you arrive at a habitat after space travel you can attempt to ease crew unrest. If your or your crew has any amount of DIP you can roll once. On a success you may remove one anger token from each crew member.

Ruins

When the Kralkin first started to explore outside their solar system they discovered the ruins of old outposts and space platforms. The strangest thing about these places was that they appeared to be built by Kralkin. Later they found ruins that seemed Human built and even some advanced looking Grull structures. Even stranger still was when they attempted to carbon date the ruins. The results showed them to be much older than any known history. Dating back

millions of years. Despite their age some ruins contain weapons and other technologies that still function. This equipment is often far more advanced than any known technology developed today. For this reason the ruins are a popular site for scavengers and treasure hunters. Since all of the most safe ruins have been picked clean the ones left can often be extremely dangerous. Some still have lethal security systems and others have become infested with dangerous creatures.

Ruins are extremely dangerous ancient structures filled with powerful items and even stronger crewmates. Some missions will have an R and a number (Ex. R3) instead of an ability name. These are ruins missions and they indicate you must enter a ruin to that number depth. Some space travel locations are just ruins. In that case the number indicates the depth, or how deep you can go into the ruin. You can always decide how deep you go, but a mission is not a success unless you make it to the goal at the depth indicated.

Setup
Ruins are multi level structures. You will always start at the R1 map and progress in order to R2 and R3 as you reach the goals (☡). When entering a ruin either discovered during space travel or while on a mission you will need to decide which crew you want to bring. You can bring all or only send one. Your character does not need to go. Next determine which starting location you want to begin at. On the maps they are indicated by ⚑. Place each of you and your crew on and around that location. Each token must occupy one space and cannot share a space with other tokens. Each token must also be as close to the starting location as possible. Next determine which level threat you want to take on. We recommend you start at 1. Next place attackers on the map at the ☠. You will notice there are more attacker spots (☠) than attackers. This is so you can choose which locations you want to adjust the difficulty. Starting attackers farther away or behind obstructions will make things easier.
Take note of where the goals (☡) are. This is where you will need to move if you want to go deeper into the ruins.

Attacker Types
Alliance Race
Non-Alliance Race
Robot
Creature

Rounds
Unless otherwise stated you and your crew go first. You decide what order you and your crew go. Each being can do 2 things on their turn: Move and Act. Once you and/or your crew have gone it is the attackers turn. The round ends when all tokens on the map have gone.

Movement

Each being has a move number. If they have SNE it is 3 plus their SNE score. Otherwise it is 3. Attackers have their move listed. This is how many spaces they can move on their turn. You can split your movement with an action. Meaning if you have enough movement you can move, do an action and then move again. You cannot move diagonally. You cannot move through attackers, walls or pits. Walls are indicated by black squares. Pits are indicated by grey squares. No two tokens should ever occupy the same space at the end of movement.

Actions
There are 4 main actions a being can do: Attack, collect an item, recruit a crewmember or escape.

Attacking

Attacking works similar to space combat. The major difference is you must be in range. Your range is determined by GUN or DEM. If you have neither of these your range is 1 and your target must be directly next to you. You also cannot attack through walls. Walls are indicated by black squares on the map. The basic rule of range is you can hit anything in range if you can move your range from where you are to the target with diagonal movement allowed. There must be no walls in your way. If you would need to round a corner to hit a target it is out of range. You may, however, attack over pits if you have the range.

When attacking roll 4d6 and pair the highest and lowest dice and then the two middle ones. For example you roll 6, 4, 4, 1. Pair the 6 and the 1 and the 4s. If you have combat advantage, from skill or an item, you pick the higher number. Otherwise pick the lower number. Now you add SWA, GUN or DEM if you have it. Add the attacker's attack bonus to the other roll. If your number is higher you defeat the attacker. You may remove it from the map and claim the XP listed for it. If you tie, re-roll.

Collect and item

If you move next to a 🎁 you can roll a d6 to see what item you get from the item list at the bottom of the Ruins map. It may be none. If you get something you may equip it immediately to you or one of your crewmates.

Recruit a crewmate

If you move next to a ♛ you can roll a d6 and look at the bottom of the Ruins map. Then roll recruitment like you would at a Habitat. Here is how to read the abbreviated crew stats. The first letter is the race, the letter in parenthesis is the idealized stat, the next number is the minimum roll and the end are the list of ability scores.

Example: H(B) 40% SWA 60% HAK. Human (Brawn) 40% SWA 60% HAK

If you succeed, add a token to the board for that crewmate where you recruited them. They will act on your next round. If you fail you may not recruit from that location again this encounter.

Escaping
You may decide this encounter is not going well and you want to run away. You must bring each crew member to the starting location (🍄). Once the crew member lands on the starting location you can remove them from the map. If all crew members and your character are removed from the board this way you have escaped.

Attackers turn
Attackers move and attack like you and your crew. Each individual attacker gets a turn. They do not collect items or recruit crewmates. They only move to get into attack range and attack you or your crewmates, whomever is closest. If they cannot see anyone to attack due to invisibility they stay where they are. For a bigger challenge have the enemies move to guard items or beings. When an attacker is in range they always attack. Just like when you attack, roll 4d6 and pair the highest and lowest numbers and then the middle numbers. Pick the higher or lower roll based on abilities. Then you may add ARM if you or the target crewmate has it. The attacker adds their Atk bonus. If the attacker is attacking a crewmate and they get the higher number the crewmate is dead. If they attack you, you must roll 3d6. If you get below a 9 you are dead and the game is over. If not, you continue fighting.

Getting to the goal
As soon as you or one of your crew makes it to the goal (🌀) the encounter is over. If you have reached the depth of the Ruin you are done and can return to your ship. Otherwise turn the page to the next Ruin map and set up the next encounter.

Leveling up

You level up when you reach a minimum number of XP for your level. When you level up you subtract 20% from any ability score. You can not go below 20% on any skill. This may mean you get a new skill. After subtracting and checking for a new skill, subtract the Min XP from your current XP.

Level	Min XP
1	6
2	12
3	24
4	48

Space Travel Tables

♥ Recruits

Card	Race	Idealizes	Ability Scores
Ace	Hexapod	Smarts	40% PIL
2	Grull	Finesse	60% MEC 80% DIP
3	Grull	Finesse	40% HAK
4	Kralkin	Moxi	40% SWA
5	Kralkin	Moxi	60% DIP 80% ARM
6	Kralkin	Moxi	60% ARM 80% GUN
7	Human	Brawn	40% DEM
8	Hexapod	Smarts	40% SNE
9	Human	Brawn	40% ARM
10	Hexapod	Smarts	60% SNE 80% DIP
Jack	Kralkin	Moxi	40% MEC
Queen	Grull	Finesse	60% RES 80% MEC
King	Human	Brawn	60% ACT 80% SWA

Smarts
40% PIL

Finesse
60% MEC
80% DIP

Finesse
40% HAK

Moxie
40% SWA

Moxie
60% DIP
80% ARM

Moxie
60% ARM
80% GUN

Brawn
40% DEM

Smarts
40% SNE

Brawn
40% ARM

Smarts
60% SNE
80% DIP

Moxie
40% MEC

Finesse
60% RES
80% MEC

Brawn
60% ACT
80% SWA

Capacity: 3
Speed: 2

Capacity: 4

Capacity: 7
Speed: 2

Capacity: 3
Handling: 40%

Capacity: 5

Space Combat
Advantage
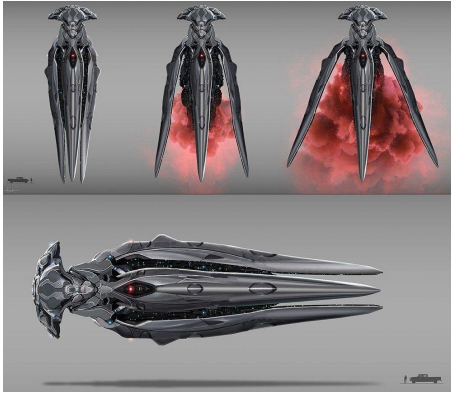
Capacity: 5
Speed: 2

Capacity: 4
Speed: 1

Capacity: 3
Handling: 40%

R18

R10

R12

R15

R20

PIL

HAK

GUN

MEC

PIL

DIP

RES

GUN

SNE

LEA

ARM

HAK

SNE

LEA

ARM

HAK

SWA

LEA

ACT

PIL

DIP DEM	MEC ACT	T4 DIP 200c 1XP T8 HAK 400c 2XP
SNE RES	RES SWA	ACT RES
T4 LEA 200c 1XP T8 SWA 400c 2XP	T4 ACT 200c 1XP T8 MEC 400c 2XP	T6 LEA 300c 1XP T12 RES 600c 2XP

✪ **T6** HAK 300c 1XP	✪ **T4** RES 250c 1XP	✪ **T4** PIL 250c 1XP
✪ **T12** GUN 600c 3XP	✪ **T8** PIL 400c 2XP	✪ **T8** RES 400c 2XP
✪ **T4** MEC 250c 1XP	✪ **T6** DIP 300c 1XP	✪ **T4** R5 700c 3XP
✪ **T8** ACT 400c 2XP	✪ **T12** LEA 700c 3XP	✪ **T8** R10 1400c 7XP
✪ **T6** R6 800c 4XP	✪ **T8** R7 900c 5XP	✪ **T5** R9 1000c 6XP
✪ **T12** R12 1600c 8XP	✪ **T16** R15 1800c 9XP	✪ **T10** R18 2000c 10XP

♦ Pirates!

Card	Capacity	Speed	Handling	Special
2	7	+2	0	
3	3	+0	40%	
4	5	+0	0	Space Combat Advantage
5	3	+2	0	
6	4	+0	0	
7	5	+2	0	
8	3	+0	40%	
9	4	+1	0	

♦ Ruins

Card	Depth
Ace	18
10	10
Jack	12
Queen	15
King	20
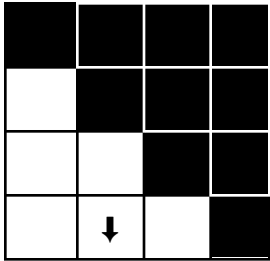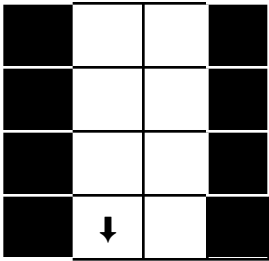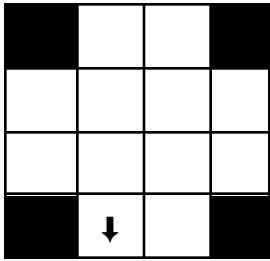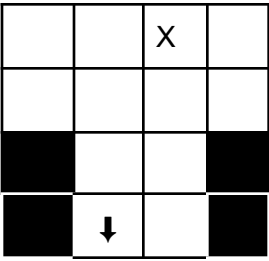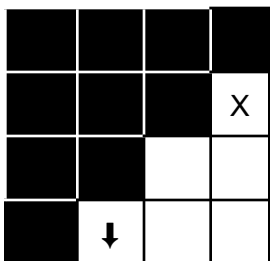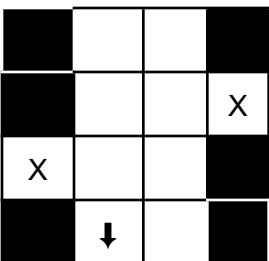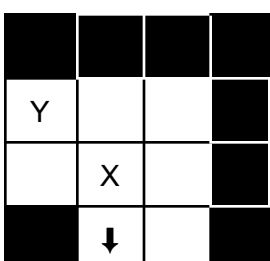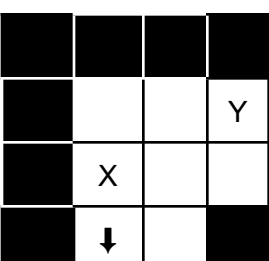
♠ Hazards
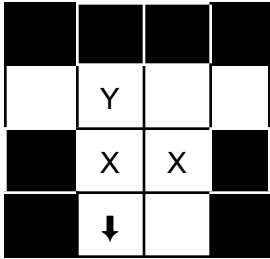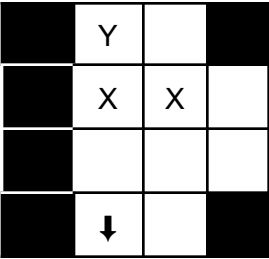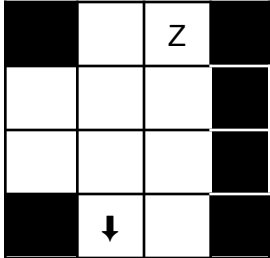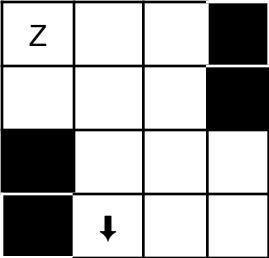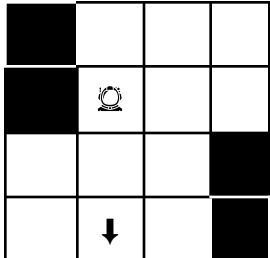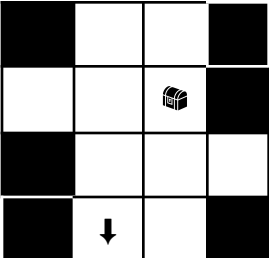
Card	Option 1	Option 2
Ace	PIL (Ship Damage)	HAK (-100c)
2	SNE (Ship Damage)	RES (-100c)
3	RES (-100c)	SWA (Death)
4	ACT (Crew Unrest)	RES (-100c)
5	GUN (Ship Damage)	MEC (-100c)
6	PIL (Ship Damage)	DIP (Crew Unrest)
7	RES (-100c)	GUN (Ship Damage)
8	SNE (Ship Damage)	LEA (Crew Unrest)
9	ARM (Death)	HAK (-100c)
10	SNE (Ship Damage)	LEA (Crew Unrest)
Jack	ACT (Crew Unrest)	PIL (Ship Damage)
Queen	DIP (Crew Unrest)	DEM (Death)
King	MEC (-100c)	ACT (Crew Unrest)

♣ Missions

Card	Option 1				Option 2			
	Distance	Ability	Credits	XP	Distance	Ability	Credits	XP
2	4	DIP	200	1	8	HAK	400	2
3	4	LEA	200	1	8	SWA	400	2
4	4	ACT	200	1	8	MEC	400	2
5	6	LEA	300	1	12	RES	600	3
6	6	HAK	300	1	12	GUN	600	3
7	4	RES	250	1	8	PIL	400	2
8	4	PIL	250	1	8	RES	400	2
9	4	MEC	250	1	8	ACT	400	2
10	6	DIP	300	1	12	LEA	700	3
Jack	4	R5	700	3	8	R10	1400	7
Queen	6	R6	800	4	12	R12	1600	8
King	8	R7	900	5	16	R15	1800	9
Ace	5	R9	1000	6	10	R18	2000	10

Ruin Tiles

Card	Red	Black
2-4	4×4 grid with arrow (↓) in bottom row	4×4 grid with arrow (↓) in bottom row
5-7	4×4 grid with arrow (↓) in bottom row	4×4 grid with X in top row, arrow (↓) in bottom row
8-10	4×4 grid with X in second row, arrow (↓) in bottom row	4×4 grid with X in second row, X in third row, arrow (↓) in bottom row
J	4×4 grid with Y in second row, X in third row, arrow (↓) in bottom row	4×4 grid with Y in second row, X in third row, arrow (↓) in bottom row

Q

■	■	■	■
	Y		
■	X	X	■
■	↓		■

■	Y		■
■	X	X	
■			
■	↓		■

K

■		Z	■
			■
			■
■	↓		■

Z			■
			■
■			
■	↓		

A

■			
■	⊙		
			■
	↓		■

■			■
		▣	■
■			
■	↓		■

Habitat #1 - Xaxalon 4

Missions

Distance	Ability	Credits	XP	Success/Fail
3	RES	300	1	
3	DIP	300	1	
3	MEC	300	1	
4	R5	600	1	
4	LEA	300	1	
4	ARM	300	1	
5	ACT	400	1	

Shop

Type	Ability	Credits	Purchased
Consumable	80% Any Ability	200	
Weapon	80% GUN	300	
Armor	Combat Advantage	400	
Ship part	+1 Speed	600	
Ship part	+2 Capacity	700	

Cantina

Race	Idealized	Abilities	Recruited
Human	Brawn	80% PIL	
Kralkin	Moxie	80% PIL	
Hexapod	Smarts	80% HAK	
Grull	Finesse	80% DIP	
Human	Brawn	80% ACT	

To next habitat:
Complete 3 missions (success or failure) then travel 6 one way (You only need to draw 6 for one direction)

Ruins

Attacker X		Attacker Y	Attacker Z
Armor	60%	60%	80%
Weapon	40% SWA	40% GUN	60% GUN
Range	1 square	1 tile	2 tiles
XP	1	2	3
Abilities	None	None	None

Beings:

<20% Decoy
20%   K(M) 60% SWA 60% ACT
40%   H(B) 40% DEM 60% LEA
60%   H(S) 40% DIP 60% HAK
80%   G(F) 40% GUN 60% LEA
90%   K(M) 60% GUN 60% SWA

Items:

<20% Empty
20%   Consumable 60% SWA
40%   Consumable 60% PIL
60%   Ship Part Speed +2
80%   Armor 60% ARM
90%   Weapon 60% GUN
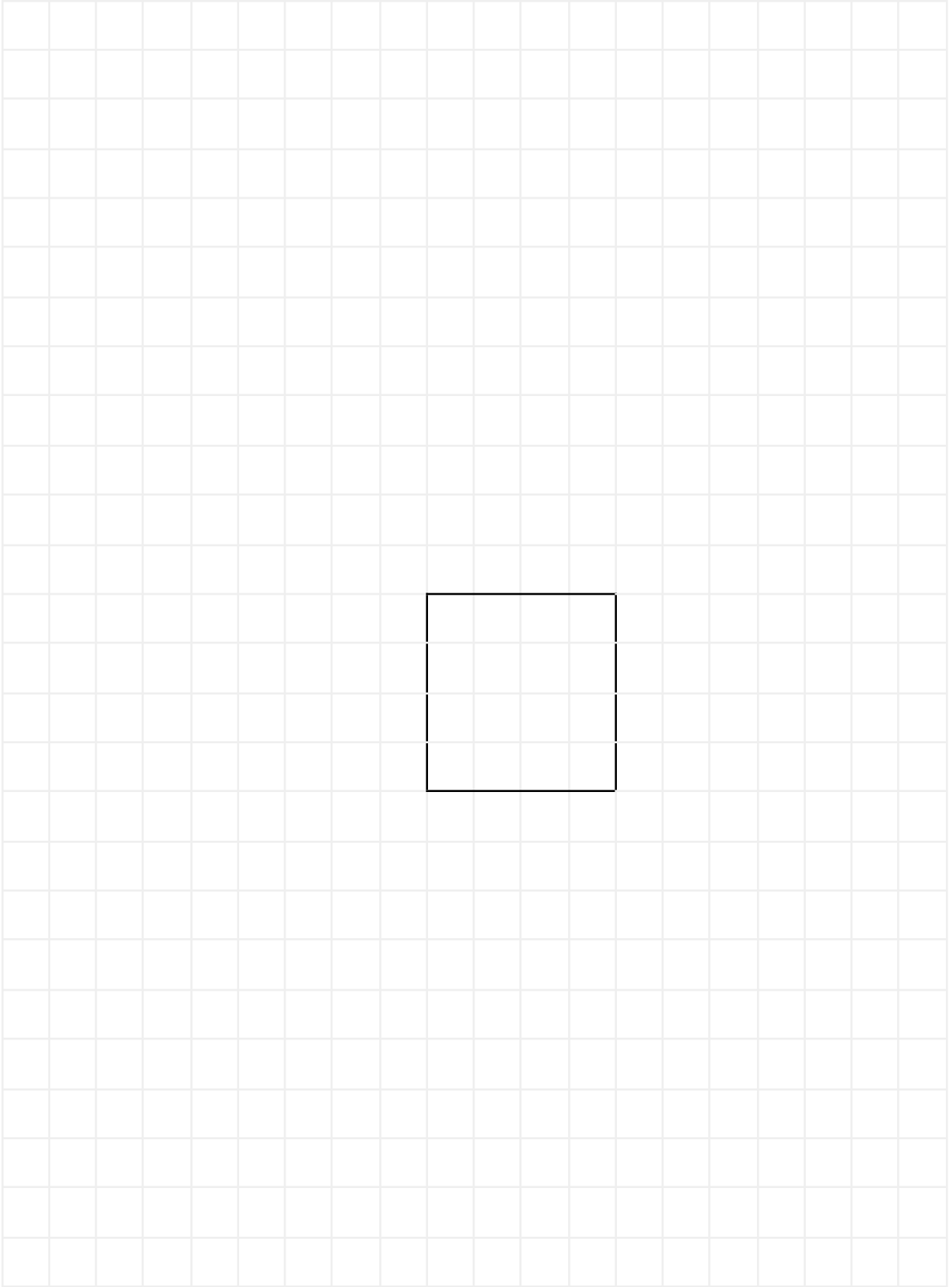
Habitat #2 - Kookookachaa

Missions

Distance	Ability	Credits	XP	Success/Fail
5	PIL	400	2	
5	GUN	500	2	
5	SNE	400	2	
6	HAK	500	2	
6	LEA	500	2	
7	R2	1000	4	

Shop

Type	Ability	Credits	Purchased
Ship part	+3 Capacity	1200	
Ship part	60% Handling	600	
Ship part	Space Combat Advantage	600	
Ship part	+2 Speed	800	
Weapon	60% GUN	600	
Armor	60% SNE	400	

Cantina

Race	Idealized	Abilities	Recruited
Kralkin	Moxie	60% HAK	
Grull	Finesse	40% PIL	
Human	Brawn	60% SWA 60% DIP	
Kralkin	Moxie	40% HAK	
Kralkin	Moxie	60% GUN	

To Next Habitat:

Travel 12 one way (You only need to draw 12 for one direction)

Ruins

	Attacker X	Attacker Y	Attacker Z	Attacker W	Attacker V
Armor	40%	60%			
Weapon			60% SWA	60% GUN	60% DEM
Range	Doesn't attack	Doesn't attack	1 square	1 tile	1 square
XP	1	2	3	4	5
Abilities	Moves toward closest crew. After 1 round grows into attacker Z.	Moves 1 tile away from crew. After 1 round grows into attacker W.	After 1 round grows into attacker V.	None	Dies after it attacks

Items:

<20%	Empty
20%	Consumable DEM 40%
40%	Consumable DIP 40%
60%	Ship Part Capacity +2
80%	Weapon DEM 40%
90%	Armor SNE 40%

Beings:

<20%	Decoy
20%	G(F) 40% LEA 60% ACT
40%	K(M) 40% HAK 60% LEA
60%	H(S) 40% DIP 60% LEA
80%	G(F) 40% SNE 60% LEA
90%	H(B) 40% LEA
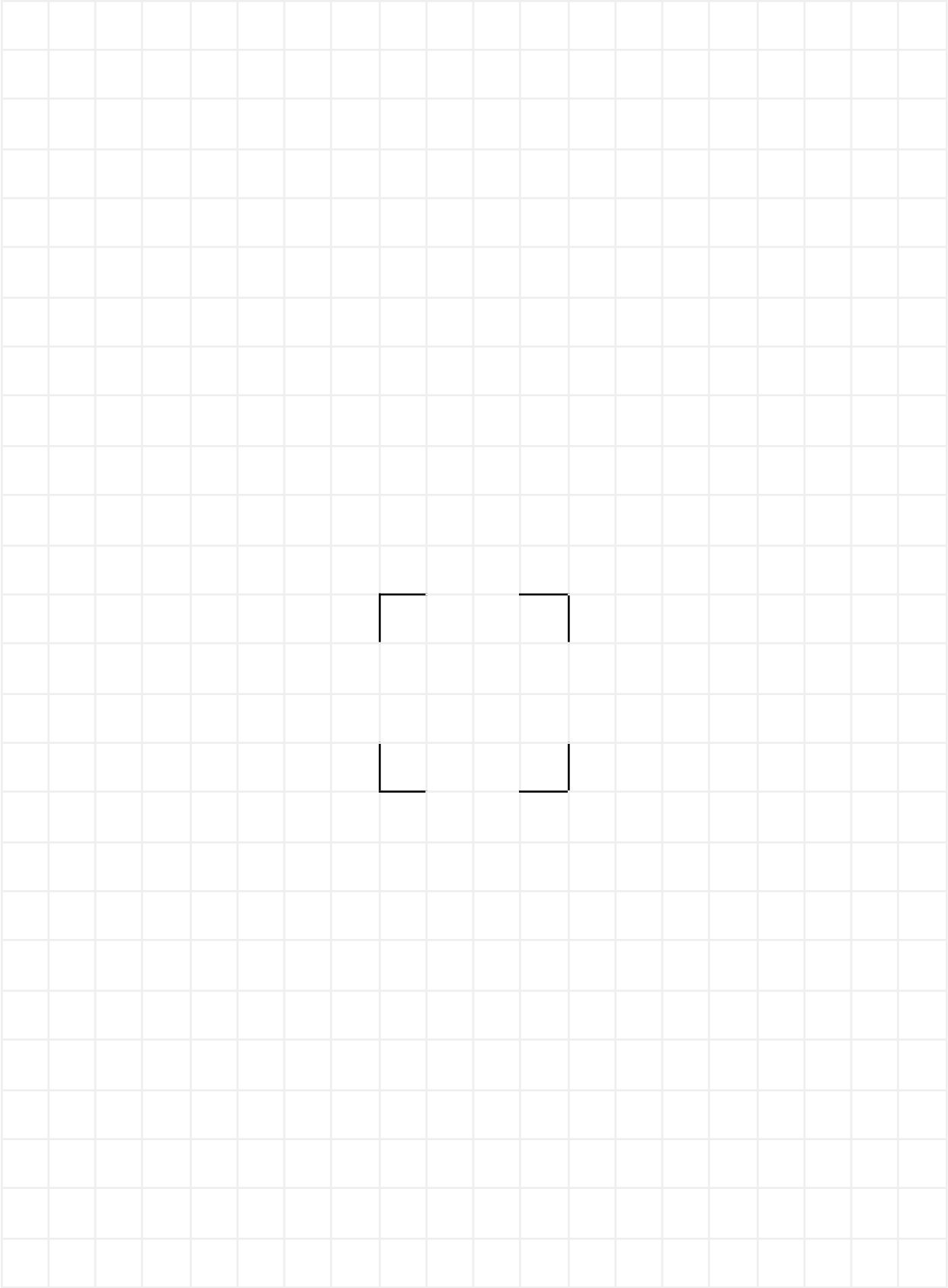
Habitat #3 - FFD700 Base

Missions

Distance	Ability	Credits	XP	Success/Fail
7	RES	600	3	
7	DIP	700	4	
8	MEC	700	4	
8	SNE	700	4	
8	ARM	750	4	
9	PIL	1500	5	

Shop

Type	Ability	Credits	Purchased
Consumable	40% SWA	600	
Consumable	40% RES	600	
Armor	40% ARM	800	
Weapon	40% GUN	800	
Ship part	Handling 40%	1000	
Ship part	Capacity +3	1500	

Cantina

Race	Idealized	Abilities	Recruited
Grull	Finesse	40% SNE 80% PIL	
Kralkin	Moxie	40% DIP 80% ARM	
Hexapod	Smarts	40% HAK	
Human	Brawn	40% SWA 80% GUN	
Hexapod	Smarts	40% MEC	
Human	Brawn	40% LEA 80% DEM	

To Next Habitat:
R20

Ruins

	Attacker X	Attacker Y	Attacker Z
Armor			
Weapon	60% SWA	60% SWA	60% SWA
Range	1 square	1 square	1 square
XP	1	1 each	1 each
Abilities		Spawn 2	Spawn 4

Items:
<20%   Empty
20%   Consumable DEM 40%
40%   Consumable DIP 40%
60%   Ship Part Capacity +2
80%   Weapon DEM 40%
90%   Armor SNE 40%

Beings:
<20%   Decoy
20%   G(F) 40% LEA 60% ACT
40%   K(M) 40% HAK 60% LEA
60%   H(S) 40% DIP 60% LEA
80%   G(F) 40% SNE 60% LEA
90%   H(B) 40% LEA

Tiles

Y							Y
	X				X		
		↓				↓	
					Y		
	Y				X	X	
	X	X					
		↓				↓	
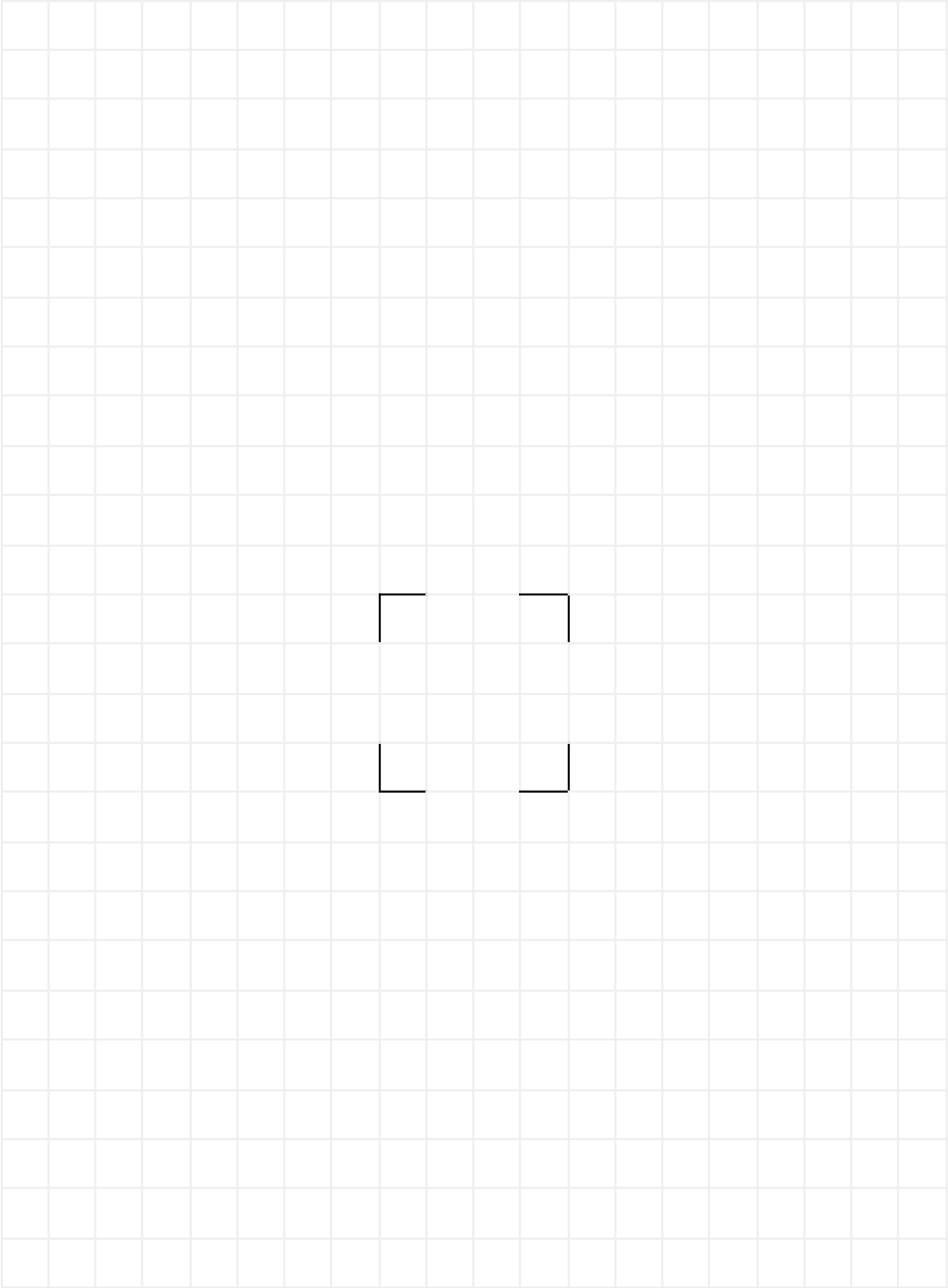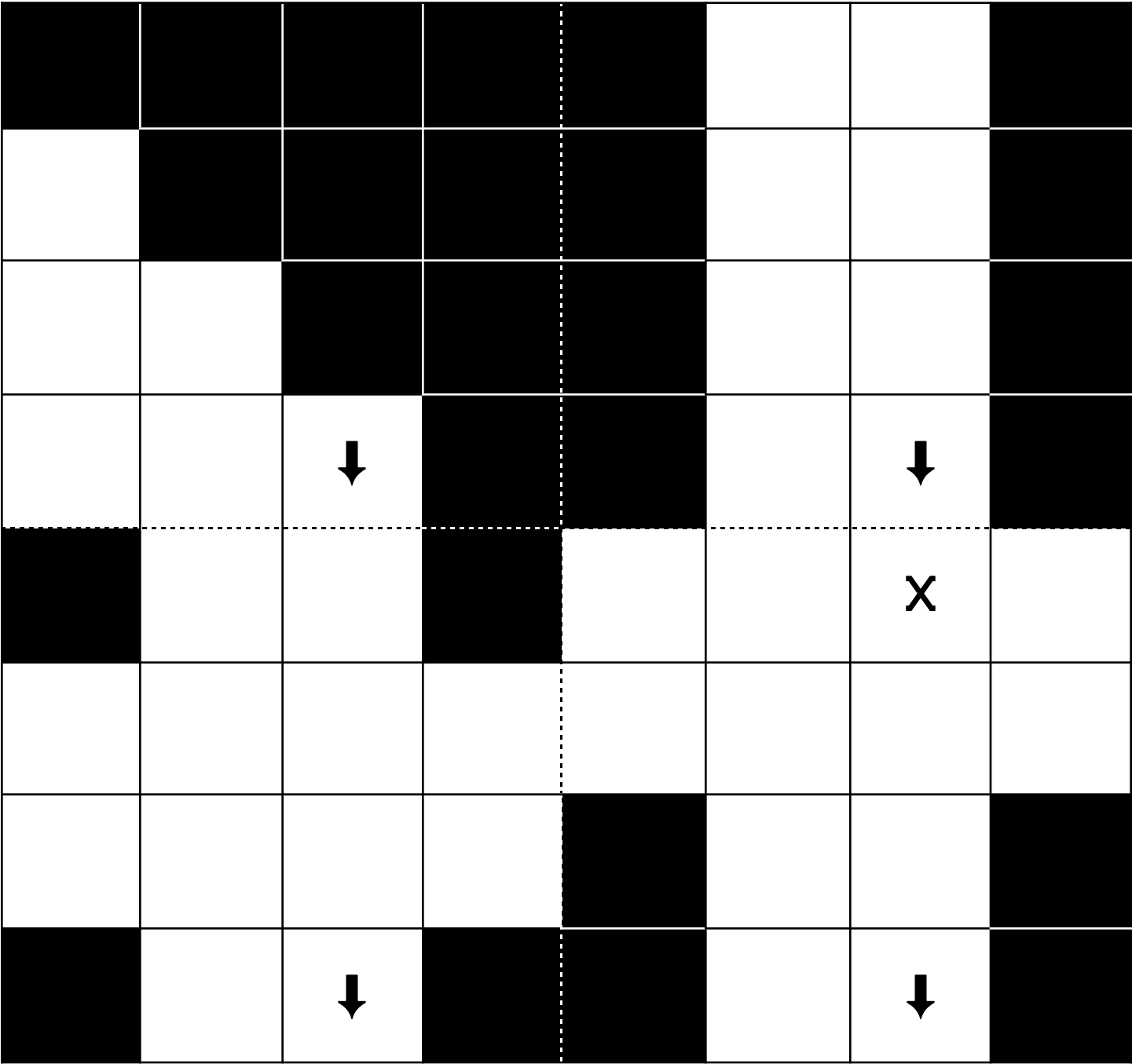
Hazard Examples

ACT(10) RES(10)

You arrive at a refueling station to realize it is being robbed. The robbers are extremely well armed. Roll SNE (10) to sneak up on the robbers and subdue them. Roll RES (13) to see if there is someone else nearby who can help.
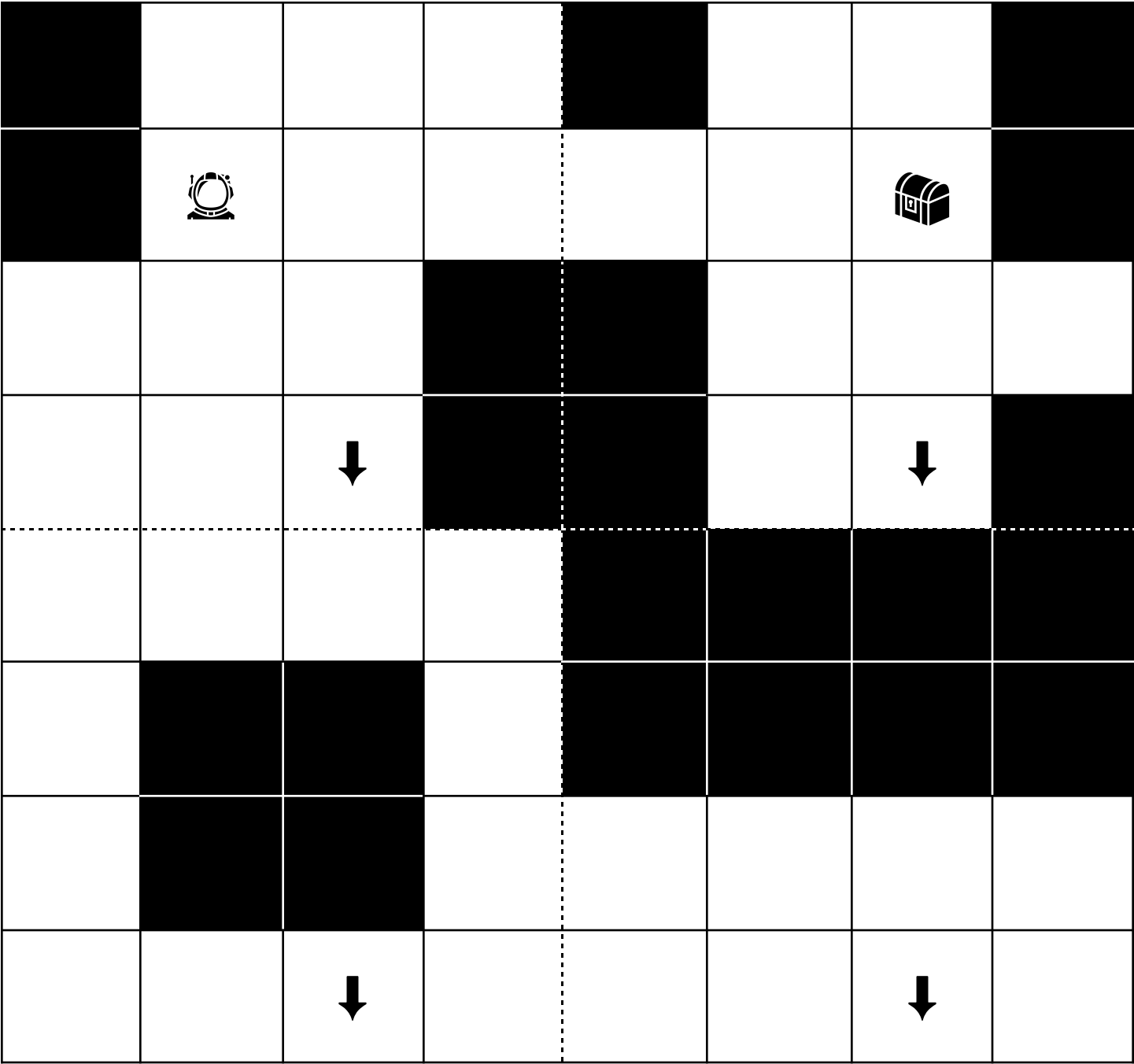
A strange extremely resilient mold has started growing in the ship. All traditional attempts to eradicate it have proven fruitless. Roll RES (10) to develop a chemical that kills the mold. Roll SWA (13) to painstakingly scrape it off every surface.

While stopped at a sustenance vendor a gun fight breaks out. The other patrons don't seem too surprised this must be a fairly regular occurrence. Roll GUN (10) to fight your way back to your ship. Roll MEC (13) to tell your robot companion to construct a mobile barrier you can use to escape.

The ship has entered a particularly dense asteroid field. It must be from a recent collision between two very large asteroids that are now much smaller pieces. Roll PIL (10) to navigate safely. Roll MEC (13) to boost your shields so the damage isn't so bad.

Your ship tracks down a distress beacon only to find a ship which seems to be deserted. All attempts to hail are met with no response. Roll RES (10) to scan the ship for any life forms. Roll GUN (13) to board the ship and kill whatever killed the crew of this ship.

You discover a stowaway on your ship! They appear scared and starving. Shortly after authorities stop you and demand to search your ship for a fugitive. Roll SNE (10) to hide the fugitive. Roll LEA (13) to convince your crew the fugitive isn't worth it.

An attempt to sell some old sustenance cubes has gone wrong as the buyer discovers the cubes are not as fresh as you claimed. Rather than call the deal off like a rational being they pull out a pistol and immediately open fire. Roll ARM (10) to block the damage. Roll DIP (13) to smooth talk your way out of the situation before the shot.

You are hailed by a strange spacecraft. The being on screen is not like any you have ever seen. After a brief conversation it is clear this being is hostile and looking for a fight. Roll ACT (10) to convince them you are unarmed. Roll PIL (13) to run away.

Scenario: The Planetary Siege

Your crew comes across a distress signal from a small mining colony on a remote planet. As you approach, you find the colony under siege by a group of heavily armed space pirates. They

have taken over the mining equipment and are using it to extract valuable minerals for their own profit. The colonists are trapped and unable to fight back against the pirates' superior weaponry. You have two choices to resolve this conflict:

Option 1: Gunslinging (GUN)
Determined to save the colonists and put an end to the pirates' tyranny, you prepare your crew for a daring assault on the pirate encampment. Roll GUN (10) to expertly pick off key targets from a distance, sowing chaos among the pirates and creating an opening for your crew to advance. As you eliminate the pirate threats, the colonists regain their courage and join the fight to reclaim their home.

Option 2: Mechanics (MEC)
You decide to take a more subtle approach and sabotage the pirates' operation from within. Roll MEC (13) to instruct your crew on how to disable the mining equipment, causing it to malfunction and halt the pirates' extraction efforts. With the equipment in disarray, the pirates become vulnerable, allowing

Scenario: Diplomatic Standoff at Outpost 7

You and your crew arrive at Outpost 7, a neutral trading hub located on the edge of the Warble Way Galaxy. As you disembark from your ship, you notice a tense atmosphere in the bustling marketplace. A diplomatic standoff is taking place between the Kralkin and Grull ambassadors, each accusing the other of stealing valuable resources from their respective territories.

The situation is escalating quickly, and it's only a matter of time before it turns violent. As a member of the Galactic Alliance, you realize that you must intervene to resolve this conflict before it spirals out of control.

Option 1: Use SWA (Swashbuckling) to Intervene
Roll SWA (13) to step between the two ambassadors and use your physical prowess to demonstrate the strength of unity within the Galactic Alliance. By showcasing your impressive combat skills, you can remind the Kralkin and Grull representatives that infighting only weakens the Alliance and that cooperation is key to maintaining peace and prosperity.

Option 2: Use DIP (Diplomacy) to Mediate
Roll DIP (10) to approach the ambassadors and offer your services as a mediator. By using your diplomatic experience and understanding

Scenario: Space Pirate Standoff

While navigating through a treacherous asteroid field, your ship unexpectedly encounters a group of space pirates. Their leader, a notorious Kralkin outlaw named Krazz, hails your ship and demands a hefty sum of credits in exchange for safe passage. If you refuse, Krazz threatens to bombard your ship with their powerful weapons. You must now decide how to resolve this perilous situation.

Option 1: Use LEA (Leadership) to negotiate with Krazz
Your character's natural charisma and leadership skills might be enough to persuade Krazz to change his mind. Roll LEA (10) to try and convince Krazz that you can offer valuable information or assistance in exchange for safe passage. If successful, Krazz will begrudgingly agree and allow your ship to pass unharmed.

Option 2: Use ARM (Armor) to withstand the pirate attack
If negotiation is not your strong suit or you prefer a more direct approach, you can rely on your character's ARM (Armor) ability to protect your ship from the pirates' attack. Roll ARM (13) to activate your ship's advanced defensive systems, which should deflect most of the incoming damage. If successful, Krazz and his pirates will be impressed by your resilience and decide that further attacks would be a waste of resources, allowing you to continue on your journey.

Regardless of the chosen option, this encounter will test your character's abilities and potentially alter the course of your journey through the Warble Way Galaxy. Remember, there is no right or wrong choice here – only the path that best suits your character's skills and story.

Scenario: A Diplomatic Gala Gone Wrong

While attending a diplomatic gala aboard an elaborate space station, tensions begin to rise between the various races present. A heated argument quickly escalates, and it's clear that a disastrous conflict may break out at any moment. It's up to you to diffuse the situation and prevent an interstellar incident.

Option 1: Roll ACT (10) - Using your acting skills, you can put on a performance that captures the attention of the entire room. Pretending to be a renowned peacekeeper, you deliver a passionate monologue about unity and understanding, drawing on your knowledge of each race's culture and history. Your performance is so convincing that the room falls silent, and the hostile parties reconsider their actions. The gala continues peacefully, and you are praised for your diplomatic efforts.

Option 2: Roll RES (13) - Quickly assessing the situation, you recall a piece of historical information that could resolve the conflict. You step forward and propose a temporary truce based on an ancient treaty that once brought peace between the races. This catches the attention of the attendees, and they begin to debate the merits of your suggestion. The

conversation diverts their attention from the initial conflict, allowing cooler heads to prevail and the gala to continue without violence.

Adventure: The STOLI virus

Habitat

This situations should randomly happen at habitats
Roll d6

1-2	If you don't have any crew reshuffle back into the Habitat deck. Roll Research DC12 if you have. On a fail, randomly choose a crew member to be turned into an Atk: 3 Attacker. Start ground command against it.
3-4	Item Research +2 200c
5	You find a strange Kralkin corps in an alley. It looks very old, but how could it possibly have been here for so long?
6	Being Kralkin (M) +2 Research

Space Travel

This situations should randomly happen during space travel.

Roll a d6

1-2	A spaceship with 7 capacity, 3 speed, 4 handling, 0 atk, GCDC 15. It is disabled, but if you successfully board it becomes hobbled
3-4	Mission T12 Research 15	Item Weapon +5 GC
5	You find what appears to be a research station, but it is mysteriously empty
6	Being K(M) Research +4

Ruins

These situations should randomly happen when exploring ruins.

Roll a d6

1-2	Attacker +5
3-4	You see a group of dead eyed Kralkin. They seem to be moving around aimlessly. A closer look reveals some are missing limbs and other body parts. They should be dead...
5	Item C Research +3
6	Item C Research +5

Final Challenge

Hazard Research DC12 or Ground Combat Atk: +9

Story prompts
Pod-Cloister of the Centipede Head
Find and arrest the Archivist (births and deaths)

Xaxalon 4 - outpost
Welcome to the humble Xaxalon 4, a small but bustling outpost on the fringes of the Warble Way Galaxy! While it may not be the grandest of destinations, this tight-knit community of mostly human settlers has managed to carve out a thriving existence amidst the vastness of space.

Founded by a group of intrepid explorers who dared to venture beyond the safety of their Megaships, Xaxalon 4 has since become a beacon for those seeking a simpler life, away from the rigid hierarchies aboard their overcrowded vessels. Here, the human settlers have cultivated a spirit of camaraderie and cooperation, often playing host to travelers from all corners of the galaxy.

The outpost itself is a charming mishmash of architectural styles, with buildings constructed from salvaged materials that harken back to Earth's diverse cultural history. The central hub of Xaxalon 4 is the Cantina, a lively establishment where locals and visitors alike can share a drink, swap stories, and perhaps even recruit a new crew member for their next adventure.

While the population of Xaxalon 4 is predominantly human, the outpost's open-armed policy has attracted a sprinkling of Kralkin, Hexapod, and Grull settlers as well

Another outpost intro
Welcome, traveler, to the remote outpost of Starfall Haven. As a small and sparsely populated spaceport, you'll find that our humble abode represents a unique blend of cultures and species from across the Galactic Alliance. While our population may be small, we pride ourselves on our diversity and the rich exchange of ideas that occurs here.

Situated on the outer rim of the Kralkin's home solar system, Starfall Haven is a waypoint for weary explorers and traders alike. Our spaceport is equipped to accommodate ships of various sizes, from the massive city-sized human Mega Ships to the more modest rock formations launched by our Grull friends. Here, you'll have the opportunity to mingle with the elegant Kralkin, the enigmatic Hexapods, and the mysterious Grull, as well as your fellow humans.

The outpost itself is a vibrant hub of activity, featuring a lively marketplace where traders offer wares from the farthest reaches of the galaxy. You'll find merchants specializing in rare and exotic goods, such as Aarak Pharmaceuticals' latest concoctions, WinchesterZhang's high-tech weaponry and armor, and TanakaRodriguez's precision demolition equipment. For those partial to the art of close combat, Alhambra offers an array of finely crafted melee weapons. And for the scientifically inclined, be sure to visit 800800's shop for cutting-edge mobility gear and research equipment.

While you're here, don't miss the chance to explore the local cantina, where you can sample Kralkin delicacies and listen to tales of ancient ruins filled with advanced technologies waiting to be discovered. The cantina is also a prime spot for meeting fellow adventurers, mercenaries, and researchers, who might just have need of your unique skills.

Starfall Haven may be small, but it's a place where alliances are forged, and destinies are shaped. So, take a moment to breathe in the cosmic air and immerse yourself in the rich tapestry of life on the edge of the galaxy. Who knows what adventures await you here in the far reaches of space?