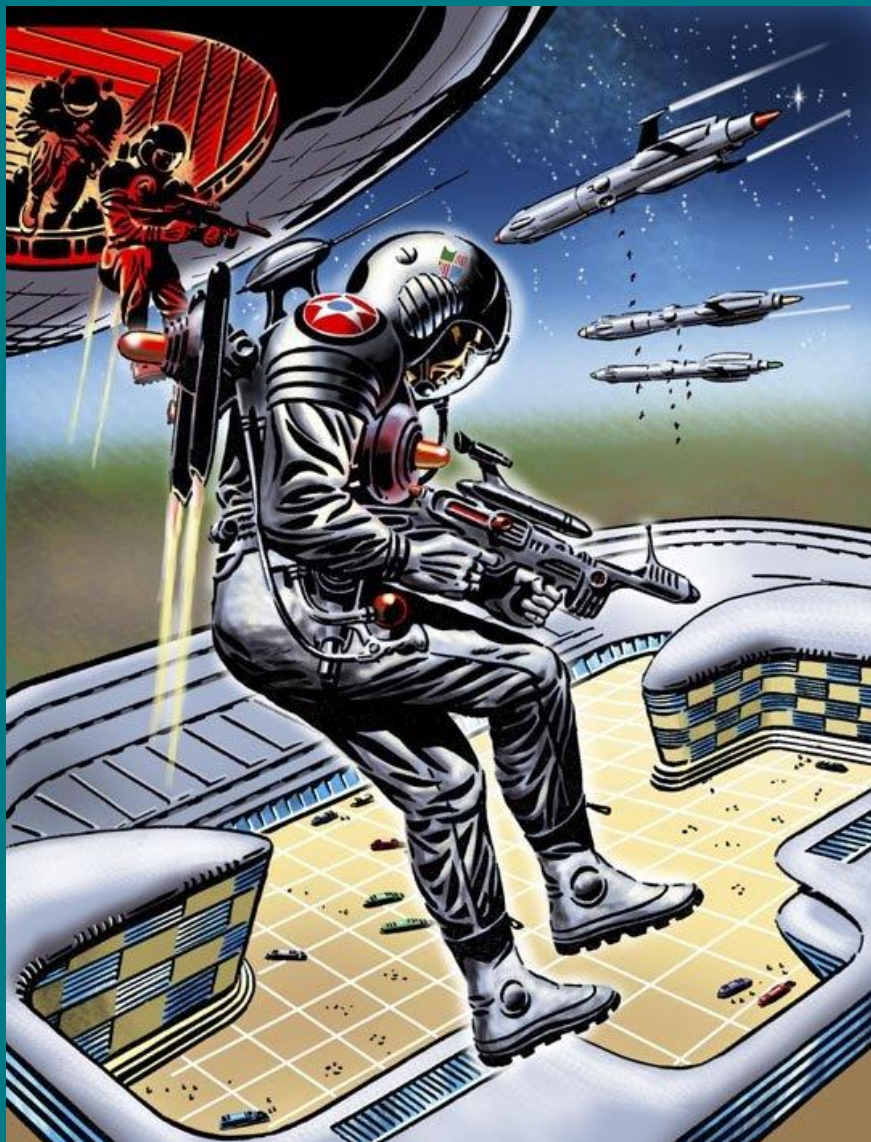# RAY GUNS & ROCKET SHIPS

A DUNGEONS IN OUTER SPACE SCIENCE FANTASY

BY GREG MACKENZIE

REFEREES GUIDE

Old School RPG Supplement

BX-Space Rules Version – *Alpha-Test*

OLD SCHOOL RPG **BX-Space** Supplement

Preface

These *alpha-test* rules are published at www.breeyark.org as the culmination of an all too brief series of *BX-Space* articles. As such they collate the text of those articles in what this author hopes is an enjoyable exploration of extending the scope of *known rules* into a Medieval Future. I would like to take this opportunity to thank Erin Smale for his many useful comments and suggestions. In keeping with an OSR spirit the text of this document is published under the auspices of the Open Game License Version 1.0a.

Purpose

The *purpose* of *BX-Space* is to set forth the basic tenets of Dungeons in Outer Space Science-Fantasy. The intent is to create additional rules which "bolt-on" to *classic rules* or *known rules* which emulate the RPG rules of the 1980s.

Stylistically the theme of *BX-Space* is necessarily one of a Medieval Futurism. Far from realistic, in our science fantasy almost any planet in orbit of a sun may be expected to be inhabited by strange alien monsters and on most planets the characters may come and go without using a Space Suit. For the most part Space Suits are only used – in the vacuum of space!

SCOPE

Setting

Known rules are emulations in the play style of games of the 1980s, principally fantasy rulesets, in which Player Classes explore wilderness and dungeons; characters advance in level by accumulating Experience points (XP) retrieving treasure and fighting Monsters.

BX-Space as *Science Fantasy* enables the application of the above concept within a broadly defined science fantasy genre.

The intended scope of the setting is planetary or interstellar. PCs board a small Rocket Ship and journey from their home planet to asteroids, moons, and planets. Space is now "wilderness". A "dungeon" may now be found on a rogue moon under the ruin of an alien outpost; characters advance in level by accumulating XP "retrieving treasure" and fighting Monsters. A "dungeon" may also be a derelict ship floating in the wastes of space, etc.

Rules

At this initial state of the project the rules will augment *known rules* emulations of rules of the 1980s and covers only the first three character-levels. Existing *known rules* will not be replaced and will be considered to also be in force.

Magic & Science

Magic rules will still be in force. How "magic" works is not as important as the effect implemented. That is, we accept that how the effects are produced are not as important as the resulting effect.

BX-Space as Science Fantasy will implement the same magical effects through gadgets and machines. Science Fantasy gadgets and machines therefore will "work" in parallel with "magic". The reader may want to bear in mind that this Science Fantasy is not meant to be rigorous scientifically, broadly it is "rubber science".

Armour Class & Damage

The Armour Class of *known rules* will be used. These rules will not create any AC which is invulnerable to the existing attack rules. These rules will not create any form of damage, aside from blast damage, which exceeds the scope of d4 through d10 per the known rules of Variable Weapon Damage.

This author anticipates at least one argument, that AC should be irrelevant for a ray gun or firearm. This argument would likely be rooted in the idea that classic rules or known rules mechanics are an accurate medieval simulation. This is a sketchy notion at best as one may counter that AC is hardly a successful simulation for missiles, even arrows. The point is that a rule need not be at all realistic to be fun. The reader may content themselves with the idea that rules of this game need only be internally consistent with the known and accepted mechanics, so go with it. In the end the resulting game will not be any less enjoyable as it is after all a game of fantasy.

Mechanics

Test Table

The Test Table (**p33**) include an Escape Number, Gravity Number, Route Number, Ship's Armour Class, and Test Number.

A Test Number grants the Referee a tool for quantifying almost any adversarial task; a Test number of 11 represents the least difficult task and Test Number of 18 represents the most difficult. A Test Number of 16 requires a player whose character is 1st to 3rd level to roll 15 or better on d20 to succeed. Roll equal to or better than the Check Number to succeed.

Damage
Damage from weapons is listed on the following table.

Science Fantasy Weapon Damage

Damage	Weapon Type	Load
2d6[1]	Blast, Grenade	N/A
3d6[1]	Blast, Bomb	N/A
4d6[1]	Blast, Mine or, Ships Cannon (p17)	1
1d6	Firearm	1, 5, 10, or 20 Bullets
1d8	Ray Gun, Disintegrating, "Blaster"	20 Charges
Paralysis – see *Blasters and Stunners* below.	Ray Gun, Paralysing, "Stunner"	20 Charges
1d6	Robot Buzz Saw	
1d6	Robot Claw	
1-6	Robot Drill	
1-4	Robot Electrical Discharge	
1-4, 1-6, or 1-8 vs. Ship	Ship Cannon[2]	

Note 1: Damage may be halved with a successful **Saving Throw**.
Note 2: Space Cannons cause the same damage as their Ship Class Hit Dice Type which may be d4, d6, or d8.

Ray Gun & Firearm Ranges

Weapon Form	Short +1	Medium 0	Long -1
Personal	2-3m	4-10m	11-15m
Intermediate	2-20m	21-45m	46-70m
Extended	2-25m	26-50m	51-80m
Super Extended	2-70m	71-140m	141-210m

Missile Weapon Rate of Fire Rules
Rate of Fire grants a dice roll modifier **vs. a single target** based on the amount of ammo expended.

Ammo Expended	Dice Roll Modifier
Normal, single shot	0
Burst, 5 Charges or 5 Bullets	+1
Spray, 10 Charges or 10 Bullets	+2

Science Fantasy Equipment List
This author cannot possibly cover all the tropes of potential gadgetry in science fiction. The primitive and the futuristic are to be found in curious juxtaposition for our Medieval Future is a curious place indeed. Torches and lanterns are to be found side by side with more sophisticated forms of illumination. The following articles of equipment cover essentials that no space fantasy adventure should be without and the Referee is encouraged to develop their own gizmos!

Weapon Cost & Weight

Item	Cost	Weight
Bomb	N/A	2.5 kg
Bullet, Firearm (1)	1 gp	0.01 kg
Disintegrating Ray Gun, "Blaster" *	55 gp	0.5 kg
Firearm	45 gp	1.0 kg
Grenade, Damaging or Paralysing (1)	40 gp	0.5 kg
Magazine, Firearm	10 gp	0.04 kg
Paralysing Ray Gun, "Stunner" *	50 gp	0.5 kg

*These weapons may be used by a Cleric

Blasters & Stunners
Blasters and Stunners are pistols. A Character may choose to fire a **single shot, spray, or burst**. Disintegrating Ray Guns cause damage. Paralysing Ray Guns cause Paralysis with a successful attack paralyzing any creature of ogre-size or smaller (except Elves and Robots) unless the victim **saves vs. Paralysis**. The Paralysis lasts 2-8 turns unless removed by a Cure Light Wounds spell.

Recharging a Blaster or Stunner requires 1 Turn per 5 Charges. The recharging station is located at the cannon in a Rocket Ship and a functioning Rocket Motor is required on a Rocket Ship. Up to six weapons in total may be recharged at a time per cannon.

Recharge time is doubled, and the number of weapons that may be recharged halved, when a Rocket Motor is Damaged. Blasters and Stunners may not be recharged when a Rocket Motor is inoperative.

Firearms
Firearms in this Space Fantasy theme are meant as primitive weapons which are fashioned on worlds incapable of creating ray guns. A harmful projectile is propelled which causes damage when it strikes a Character or item. A Character may choose to fire a single shot, spray, or burst depending upon the description of the weapon. These weapons are of a scale portable by a single Man-sized Character.

Firearms Examples

Firearm Mechanical Description	Firing Mode Descriptions[1]
Single	Single
Repeating	Single, Burst
Automatic	Single, Burst and Spray, or Burst and Spray, or Spray

Note 1: The modes of firing, Burst and Spray, *may not be used to target multiple Characters. The mode of firing must be declared by the player before rolling attack dice.*

Shotguns & Snipers (Optional)
Rifle, Sniper
Single shot per round, 5 round magazine. Super extended range.

Without sighting, treat as basic firearm	1d6.
1 round sighting, fire on the 2nd round	+1 H&D, 2d4
2 rounds sighting, fire on the 3rd round	+2 H&D, 2d4

Shotgun, Single Barrel
Single shot per round, 2 round magazine. Personal weapon range, ineffective at long range).

Short range	+2 H&D, 2d4
Medium range	1d4

Can fire two consecutive rounds, then requires 2 rounds to reload.

Reloading Firearms
No attack may be made while reloading a firearm. An empty magazine may be replaced with a pre-loaded full one in 1 round. Five bullets may be individually loaded in a magazine in 1 round. Some Firearms may permit direct loading from a clip of 5 bullets in 1 round.

Use of Firearms in a Vacuum
Firearms may be used in a vacuum, but they cannot be used to damage a Rocket Ship, Space Mine, etc.

Bombs & Grenades
Bombs have a timer which may be set in Days, Turns, or Rounds. When the timer elapses, the bomb detonates. Bombs cannot be thrown very far.

Grenades are a small bomb which may be thrown by hand in the same manner as a flask of oil. A Grenade must be activated, and then released, to detonate.

Item	Short +1	Medium 0	Long -1	Blast Radius
Bomb	0.5-1	2-3	4-5	5m^3
Grenade	2-3	4-10	11-15	3m^3

Bombs and Grenades typically cause Blast damage; a character must **save vs. Blast**. Systems must **save vs. Blast** or they become inoperative.

Paralysing Grenades cause Paralysis with a successful attack on any creature of ogre-size or smaller (except Elves and Robots) unless the victim **saves vs. Paralysis**. The Paralysis lasts 2-8 turns unless removed by a Cure Light Wounds spell.

Bombs may not be purchased but they may be found as Treasure during the game.

Armour Cost & Weight

Item	AC	Cost	Weight
AC Force Field[1]	15	60 gp	0.5 kg
Space Suit 13[2]	13	40 gp	10 kg
Space Suit 15[3]	15	80 gp	20 kg
Space Suit 17[3]	17	120 gp	25 kg

Note 1: The AC Force Field is usable by all Classes.
Note 2: Space Suit 13 is usable by all Characters.
Note 3: Space Suits 15 and 17 are not usable by Magic-users and Thieves.

AC Force Field
AC Force Fields are a device created by the Ancients in such numbers they are commonly found. The exact principles which make them work have not been discovered but this does not make them any less useful. They never need to be recharged. The Armour Class Force Field creates a moderately protective barrier of force which surrounds a Character when it is worn and activated.

Ship Cost

Item	Cost
Player Rocket Ship	20,000 gp
Merchant Rocket Ship	40,000 gp

Other forms of Rocket Ships are not available to PCs for purchase.

Equipment Cost

Item	Cost	Weight
Beamtorch	20 gp	0.1 kg
Goggles, Infravision	65 gp	0.1 kg
Jump Harness	60 gp	0.1 kg
Lung, Artificial	300 gp	1.0 kg
Packet, Extinguisher	10 gp	0.1 kg
Packet, Firestart	10 gp	0.1 kg
Perimeter Ward (1)	20 gp	0.1 kg
Rocket Pack	60 gp	5.0 kg
Rocket Pack Fuel	30 gp	1.5 kg
Stasis Chamber	500 gp	12.5 kg
Tele-Radio, Personal	60 gp	0.05 kg
Tele-Radio, Station	500 gp	5.0 kg
Timepiece	30 gp	0.05 kg

Beamtorch
A Beamtorch is a handheld device which projects a narrow beam of light 2m wide capable of illuminating up to 15m distant. A Beamtorch may also be set to illuminate a 10m area in the same fashion as a lantern. The light of a Beamtorch does not adversely affect monsters in the same way as natural light or magical light. It does however interfere with abilities which grant a capability to see in complete darkness in the same manner as other light.

Goggles, Infravision
Infravision Goggles permit a character to see in the dark up to 20m but adjacent lights limit their effectiveness to the area of illumination.

Jump Harness
A Jump Harness contains Trillium and it enables a character to defy gravity and jump vertically or leap gaps up to their full movement and is limited by the character's encumbrance. It does not otherwise affect normal movement and running. Falling damage is reduced to 1d4 per 3m while the Jump Harness is worn.

Lung, Artificial
Artificial Lungs allow a character to breathe underwater or in atmospheres (not the vacuum of space) where it would be otherwise impossible to breathe.

Packet, Extinguisher
A small packet, which when broken in half and tossed into an adjacent square extinguishes fires in a 3m^2 area in the next round.

Packet, Firestart

A small packet, which when broken in half and tossed into an adjacent square, starts fires in a 3m^2 area, providing there is combustible material present to burn, in the next round.

Perimeter Ward

Perimeter Wards are designed to resemble small stones and are approximately 4cm in diameter and 2.5cm thick with a simple on/off switch. At least two are required and when activated they link together to create an area of detection between them best described as an undetectable fence, 2m thick, 3m in length, and 3m high, which when crossed from any direction then sounds an audible alarm harsh enough to wake a sleeper. The perimeter wards at the point where the barrier is crossed flash repeatedly. Note that the perimeter ward alarm does not sound if the barrier is circumvented by climbing over its area of detection. A perimeter ward does not therefore detect flying creatures which circumvent its area of detection.

A Thief may use their ability to move silently and penetrate a perimeter ward without setting it off and may even create a hole in the barrier by first successfully approaching a perimeter ward and then finding and removing traps to deactivate it.

Rocket Pack

A Rocket Pack allows a Medium or Small Character to fly permitting movement in any direction and at any speed up to 40m per round. It will also allow the person to stop at any point (as a levitate spell). The flight time of a rocket pack is variable and depends upon encumbrance. When the rocket pack runs out of fuel a Character will fall, unless of course they are in zero gravity.

Rocket Pack Movement

Character Encumbrance:	Movement	Flight Time
20 kg or less OR unarmoured	40m/round	6 Turns
21-30 kg OR leather armoured	30m/round	4 Turns
31-40 kg OR metal armoured	20m/round	2 Turns
41-80 kg OR metal armoured and carrying treasure	10m/round	1 Turn

A rocket pack may be attacked from a character's rear facing. A rocket pack that is attacked is damaged and will be rendered inoperative if it fails a **System Saving Throw**. The movement and flight time of damaged rocket packs are reduced by ½. Operating a damaged rocket pack risks an explosion; a successful **System Saving Throw** is required, or it explodes causing blast damage equivalent to that of a bomb. Inoperative rocket packs simply do not work.

It takes 1 Turn to refuel a rocket pack and this cannot be done in-flight.

Stasis Chamber

A Stasis Chamber may incorruptibly preserve the body of a Small or Medium character indefinitely. Within the Stasis Chamber a character cannot move or take actions and the mind of the character typically enters a deep dreamless sleep 95% of the time. Stasis temporarily halts the progress of poisons or other death effects which resume immediately when the character emerges from the Stasis Chamber. Stasis Chambers often, but not always, have their own independent power source and the capability to enable a character to remain in stasis for hundreds of years providing the power supply lasts. If a Stasis Chamber is damaged a **System Saving Throw** is required to automatically wake the one within or they will fail to wake and die.

Before the development of Hyperdrive stasis was used to enable characters to make journeys the span of many lifetimes to other solar systems. Characters would remain in stasis for hundreds of years providing the rocket motors of their ships remained in operation long enough to supply the necessary power. Many failed to make the long journeys and now drift through space as graveyards.

Tele-Radio

Tele-Radios permit communication between two Tele-Radio. The ability to communicate successfully is affected by the type of the Tele-Radio and distance. There are several forms of the Tele-Radio, Personal, Robot, Rocket Ship, Space Helmet, and Station.

- A personal Tele-Radio is a hand-held device.
- A Robot Tele-Radio is a robot system.
- A Tele-Radio on a Rocket Ship is a system.
- A Tele-Radio in a Space Suit is part of the helmet.
- A Tele-Radio Station is a permanent installation which permits communication. If they are located underground, they must have a direct connection via a cable to a surface antenna or they cannot be used for communication.

The following table gives the Test Numbers used for communication check rolls. If a check roll fails, no communication is possible. Some forms of a Tele-Radio may not be used to communicate between all locations.

Tele-Radio Test Numbers

Tele-Radio Type	Between Surface and Dungeon	Within a Dungeon	Surface to Surface	Surface to Space	To Asteroid, Moon, or Planet in the same Solar System	To another Solar System
Personal	N/A	16	11	13	N/A	N/A
Robot	N/A	16	11	12	N/A	N/A
Rocket Ship	N/A	N/A	11	11	RN	RN
Space Helmet	N/A	16	11	13	N/A	N/A
Station	16	N/A	11	11	RN	RN

N/A: The Tele-Radio cannot be used.

RN: Requires a Check Roll vs. the Route Number to communicate successfully.

Timepiece

A Timepiece is an instrument for measuring time. This device may show minutes, hours, days and years, and occasionally astronomical or calendar data.

Timepieces purchased locally are typically specific to a particular planet, solar system or the known galaxy whereas those purchased initially by a space travelling PC will be generic in nature. The player may set the timepiece to a *universal time standard* or adjust it to *local time*.

Saving Throws

Saving Throw tables will be broadened for the genre. A Saving Throw represents the chance that a special attack may be avoided or will have a reduced effect. Roll equal to or greater than the number 1d20 to succeed.

Character Saving Throws

Class	Space Suit Puncture, Zero-G	System or Gadget	Vacuum of Space[1]	Radiation	Virus
	Salvage a Ship System in ½ the Time	Blast, Mines or Cannon	Repair a Ship System in ½ the Time	Voltage	No Air
Normal Man	14	15	16	17	17
Cleric	11	12	14	16	17
Dwarf	10	11	12	13	14
Elf	12	13	13	15	15
Fighter	12	13	14	15	16
Halfling	10	11	12	13	14
Magic-user	13	14	13	16	15
Robot	10	11	12	13	14
Thief	13	14	15	16	15

Note 1: Vacuum of Space does not affect Robots.

Damage from No Air
A character without air, assuming they need air to breathe, suffers 1d6 damage per Turn.

Damage from Vacuum
A vacuum causes 1d6 Damage per round.

Damage from Radiation
Radiation causes 1d6 Damage per Turn.

Virus
Biological – Characters may be damaged by a virus. A virus may be spread by air or by contact. The amount of damage a virus causes and its duration are at the Referee's discretion.

Software – Computers, Robots, and Systems may be rendered damaged or inoperative by a virus. Virus are spread by Data Link connections.
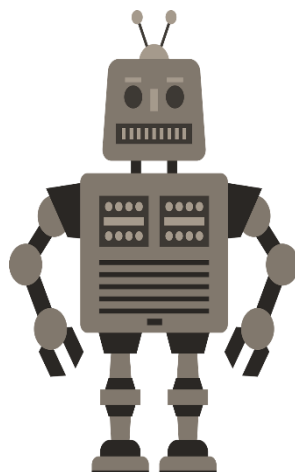
CLASSES

Additional Classes may be created which present the opportunity to role play science fantasy tropes.
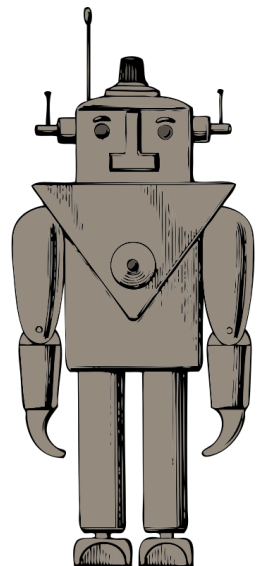
Robot Class

The Robots of BX Science Fantasy are intended as somewhat primitive man-like mechanical men of mid-century science fiction rather than sophisticated androids or simplistic droids. They cannot pass for human and when observed are obviously a Robot.

Unlike NPC Robots a PC Robot is autonomous, that is their behaviour is self-determined, so the player may direct their Robot as they wish. A Robot will therefore have an Alignment just like any other player character class. A PC Robot does not accept commands although it may feign to do so.

A Robot does not have built in weapons but may cause damage by pinching with its claw like appendages. Robots have difficulty performing delicate tasks or those that require human-like manipulation; they cannot for example tie a knot, grasp and climb a rope, or insert and turn a key, but they can hold a rope, press a button, open a door, or flip a switch.

Robots may not use the Magic Items or Armour meant for other Character Classes but they may use a shield.

- Robots are AC15 by default.
- Robots are limited in Dexterity, which may be no greater than a score of 9.
- Robots are immune to poisons and paralysis, including the touch of Ghouls.
- Robots are immune to the effects of vacuum.
- Robots may only advance to the 4th Level of Experience.
- Robots may use the weapons of Fighters.
- Robots always attack last in a Round.
- Robots Base Move is 30m (10m).
- Robots cannot climb, jump, or swim. An electro-winch and grapnel or similar is required to utilise ladders.
- A Robot's weight is 150 kg.

Robot Class Table

Level	Title	Exp. Points	Hit Dice	Spells
1	Robot Model A1	0	1d6	None
2	Robot Model A1U2	2000	2d6	None
3	Robot Model A1U3	4000	3d6	None
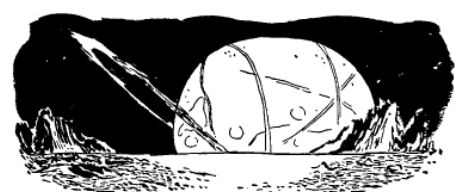
Robot Special Abilities

Level	Sense Danger[1]
1	10
2	9
3	8

Note 1: Roll equal to or greater than the **Check Number**.

Listening

Robots listen on a roll a 1, on a 1d6.

Sense Danger

Range: 40m
Duration: instant

If successful, this special ability can be used to detect dangerous monsters or objects within 40m causing the creatures or objects to appear to glow to the Robot, even if they are invisible. No one else may see this, not even another Robot. The exact nature of a danger is never revealed to the Robot only that danger is present

Player Character Robot Basic Systems

The following is a list of Player Character Robot Systems. Unlike an NPC robot these are not typically damaged or rendered inoperative unless the Referee wishes to implement this as an optional rule. If this rule is in play when a Robot is hit roll d8 to determine the system affected

1d8	System	Damaged[1]	Inoperative[1]
1	Claws	-1 Dice Roll Modifier	Cannot manipulate objects
2	Danger Sensor	-1 Dice Roll Modifier	Cannot detect Danger,
3	Data Link	-1 Dice Roll Modifier	Cannot transfer data.
4	Language (1)		Cannot communicate.
5	Motivator	Confusion. -1 Dice Roll Modifier	An NPC Robot cannot take any action.
6	Motor	Move Max. 20m (7m)	No movement.
7	Radio	-1 Dice Roll Modifier	Cannot communicate via Radio.
8	Repair Gadgets or Systems	-1 Dice Roll Modifier	Unable to Repair a specific Gadget or Rocket Ship System

Note 1: Optional for a PC Robot. Other character classes do not lose functional ability with damage. They can be at 1 HP and fight just as well. In keeping with this the Referee should not reduce a PC Robot's ability to act unless they intend to make it much more difficult to play the Robot Character.

Note: A number in brackets, e.g. (1), when used in tables means one item.

Robot Equipment

A Robot Character may purchase additional systems from the following Robot equipment list; the cost of repair of a damaged system is ½ the usual amount:

System	Cost	Notes
Armour Class	Per the normal equipment list.	Adjustments to AC.
Buzz Saw (1)	40 gp	Causes damage, cuts through metal, stone, and wood
Claws, Regular (1 pair)	20 gp	Allows limited human-like manipulation, holding a rope, manipulating a button or switch, opening a door.
Claws, Small (1 pair)	60 gp	Allows more sophisticated human-like manipulations.
Danger Sensor	60 gp	Necessary to detect Danger,
Data Link	60 gp	Necessary to exchange data with a Computer, Robot, or Ship system.
Drill (1)	20 gp	Causes Damage, drills through metal, stone, and wood
Electrical Discharge	30 gp	Causes Damage
Electro-Winch	40 gp	Utilised with grapnel to negotiate ladders
Feet, Magnetic	40 gp	Grips Rocket Ship decks and hull in zero gravity.
Injurious Disintegrating Ray	60 gp	Causes Damage
Language, each additional (1)	20 gp	Required for communication.
Motivator	40 gp	Provides the NPC Robot with purpose; otherwise action is not possible. A Player Robot Motivator cannot be rendered inoperative.
Motor	20 gp	Allows the Robot to move.
Paralysing Ray	40 gp	Per the Paralysing Ray Gun.
Tele-Radio (1)	30 gp	Allows communication with a ship Tele-Radio or space suits
Repair Gadgets or Systems	30 gp	Needed to Repair a specific Gadget or Rocket Ship System
Rocket Pack (for flying) (1)	60 gp	Per the Rocket Pack with the same limitations on usage.

ROCKET SHIPS

The Rocket Ship is used to fly through air and space. It is a rather fanciful vehicle.

General Description

The Player Rocket Ship is designed to accommodate 6 Characters. The accommodation deck is necessarily spartan to conserve weight and the only full chair is provided for the Helmsman, and it is bolted to the deck. Metal folding seats/bunks are attached to the walls of the cabin and all other crew and passengers must lay in them during blast-off and landing.

A Rocket Ship is teardrop in shape, has fins for atmospheric stability, and skids for landing. It has a single hatch in its side. At its front are windows which are protected by retractable shields when entering the atmosphere of a planet or during encounters with **Hazards**. There are smaller portholes which are similarly protected at the sides of the hull. The ship has a single helm station, and a periscope with telescopic features is used to view the vessels surroundings when the windows are closed for protection. A single cannon is often located in the ships nose, although sometimes a **turret** is used to provide a 360-degree field of fire. The ship has a Tele-Radio for visual and verbal communication. The Rocket Ship's single power plant is a Rocket Motor used both for thrust, manoeuvring, and powering all the various ships systems. The Rocket Ship can leave a planet and travel through space to other planets due to the inclusion of Trillium in its structure, thus countering what would otherwise be the great burden of its own weight, cargo, and passengers. Trillium is an extremely rare mineral which counters the effect of gravity. Large Rocket Ships capable of blast-off and landing are rarely built due to the limited availability of Trillium.

Rocket Ship Armour Class

A ships AC is rated from 11 to 18. Armour Class is granted by a ship's Class, but it may be improved.

Encumbrance

A ship will have an encumbrance based on its Class, this grants it carrying capacity.
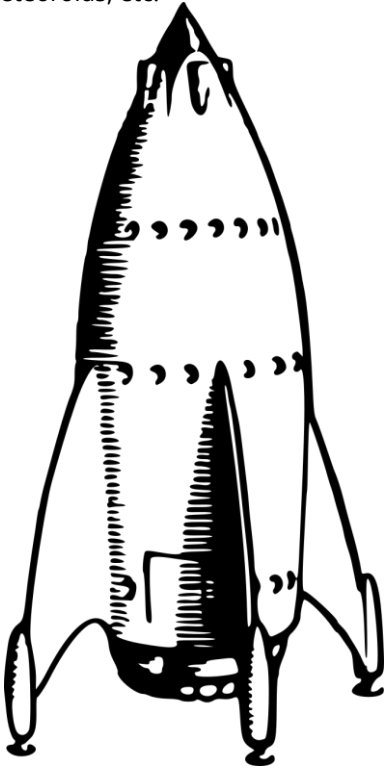
Hit Dice and Hit Points

Ships use d4, d6, or d8 for Hit Points depending on their Class, quality, or condition.

Escape Number

A Class of ship will have an **Escape Number** (**EN**), between11 and 18. This number represents how difficult it is to escape a ship when it is in pursuit. Ships are operated by Characters, therefore escape attempts are made by **Characters vs. Success** means conflict is avoided or ended. Note that Hazards are also rated in terms of an **Escape Number** to avoid them.

Weapon

A ship will have a weapon limit indicating the number of cannon which they may bear. Space Cannons are the only available weapons and cause the same damage as the Ship Class Dice Type. Weapons are operated by Characters; therefore, attacks are made by **Characters vs. AC**. Attacks by man-to-man scale weapons cannot cause damage to ships. Only cannon or grapple attacks cause damage although ships may also be damaged by space mines, space monsters, meteoroids, etc.

Classes of Ships

Ship Class	AC	EN	Capacity	System Saving Throw	Enc.	Hit Dice	Cannon
Merchant	13	11	3-12 Crew, 3-36 Passengers	11	960 kg	3	3
Pirate	15	15	12-24 Crew	13	960 kg	5	3
Player	13	13	1-6 Crew	12	240 kg	3	1
Scout	11	17	1-2 Crew	11	20 kg	1	1
Warship	17	15	12-24 Crew	10	480 kg	7	7
Ship Scale Space Monster	Any	Variable	Variable	10	Not applicable	Variable	Variable

Flying a Rocket Ship

Any intelligent Character may fly a Rocket Ship. Flying on a planet takes Turns to reach a destination. Flying in space takes Hours or Days.

Blast Off

Make a **Check Roll vs. the Gravity Number** of an Asteroid, Moon, or Planet to Blast Off. The ship airlock, cargo hatch, and window shutters must be closed, or a ship cannot blast off. Compare the **Gravity Number vs. a Character's Level** to determine the check number to meet or beat.

Characters not using the ships bunks or helm seat must make a **Saving Throw vs. Blast** to avoid being injured for 1d6 hit points.

Characters standing outside a Rocket Ship (within a radius of 3") when it blasts off must make a **Saving Throw vs. Blast** to avoid being injured for 4-24 (4d6) hit points.

Landing

Make a **Check Roll vs. the Gravity Number** of an Asteroid, Moon, or Planet to Land. Landing follows essentially the same procedure as a Blast off. The ship airlock, cargo hatch, and window shutters must be closed, or the ship cannot land. Compare the **Gravity Number vs. a Character's Level** to determine the check number to meet or beat.

Characters not using the ships bunks or helm seat must make a **Saving Throw vs. Blast** to avoid being injured for 1d6 hit points.

Blast Off or Landing Check Roll Failure

Failure of the Check Roll means that the landing or take-off does not go as planned and a Rocket Ship System is damaged, and may even become inoperative without a successful **System Saving Throw**. In other words, something unexpected happens, but not a crash! A Blast Off or Landing is always successful.

Type	Gravity Numbers
Asteroid	11
Asteroid Field	14
Comet	13
Micro Black Hole	18
Moon	14 through 15
Planet	16 through 17
Rocket Ship	11
Space Junk	11

Space Routes

Routes between locations in space are marked with a **Route Number** from 9 to 2.

A Player's Character may fly a ship to a destination without incident by successfully rolling their **Check Number** or better. The Player may fly slow, normal, or fast along the route.

- Slow, add 1 to the Dice Roll and 1 hour/day to the journey
- Fast, subtract 1 from the Dice Roll and 1 hour/day from the journey

Making a Jump to Hyperspace or Ultraspace

A Navigation System jump calculation takes 1 round per point of the Route Number. It takes twice as long if the system is damaged, and it cannot make the calculation if it is inoperative.

If the Navigation System is inoperative, or the Route Number is not known, a jump to Hyperspace or Ultraspace may still be made but the RN and time of travel are assigned by the Referee. The time to calculate the unknown RN is 1d4+1 Rounds. The Referee is not required to reveal the resulting length of an unknown journey and it may be determined randomly, 1d12 Days in Hyperspace or 1d12 Hours in Ultraspace.

Note: The Navigation System Calculation can be a focus of drama for the game play. PCs can circumvent the Navigation System (involving greater risk) using the above method if they are trying to escape pursuit for example and they don't think they can endure 9 rounds of combat with another ship.

Compare the Route Number vs. a Character's Level to determine the check number to meet or beat. Failure of the check roll indicates that the ship fails to jump into one of the alternate dimensions and remains in Normal Space.

Note: This can also be a moment of drama in a game if characters are being pursued or in pursuit of another Rocket Ship. The Navigation System must recalculate the journey which takes time.

Space Maps

Route Numbers

Route Type	Route Numbers	Notes
Normal	9, 7, 5	
Difficult	4, 3, 2, 1	
Hazardous, Uncharted	2, 1, 0, -1, -2, -3	
Special	0	When the RN is known but the Navigation System is not functioning

In the following illustration keys **a** through **e** represent destinations, such as locations on a planet, the planets of a solar system, or it might even represent solar systems if the concept of Hyperspace is used to travel between stars. The numbers shown are the **Route Numbers** between the various locations.
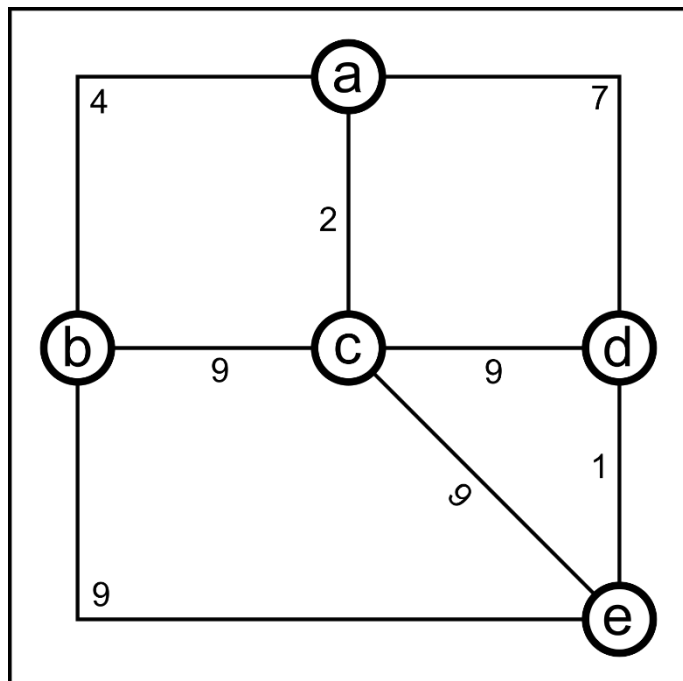

Keys **a** through **e** represent destinations. Numbers represent Route Numbers

Note 1: Asteroids, Moons, and Planets will also have a **Gravity Number**, not indicated here.
Note 2: Suns would not be listed in a Solar System as they are not a destination.

An alternative way to record the **Route Numbers** is not necessarily to attempt to map the routes using the above diagram but instead to use a simple matrix to plot it out. The matrix will show the route numbers between the various destinations and may be easily keyed. The following example is a chart of Route Numbers:
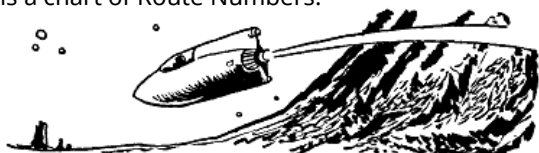
Route Numbers Chart Example

From			To Destination				
Key	Type	Name	a	b	c	d	e
a			-	RN4	RN2	RN7	U
b			RN4	-	RN9	U	RN9
c			RN2	RN9	-	RN9	RN9
d			RN7	U	RN9	-	RN1
e			U	RN9	RN9	RN1	-

U - Uncharted Route Number.

Note: this kind of chart may also be used to create route number maps between destinations on a planet, between the planets and moons of a solar system, or between solar systems of the known galaxy.

Note: **Route Numbers**, while known to the Referee, are always unknown to PCs unless they have obtained the data, or discover it for themselves.

Navigating to Uncharted Destinations

A ship may be flown to an unconnected location, and the route is assigned a Route Number, 2, 1, 0, -1, -2, or -3. Once successfully navigated assign a **Route Number** from 9 through 1.

Travel Time

The Route Number indicates:

- The number of hours a trip takes for a Rocket Motor in a Solar System, or
- The number of days a trip takes if travelling between stars in Hyperspace, or
- The number of hours (experienced subjectively as days) a trip takes if travelling between stars in Ultraspace.

No Trip may take less than 1 unit of any of the above time scales. A Route Number of 0 or -1 for example still takes 1 Hour or 1 Day for the trip.

Cloaked Star Systems

When a Star System has been cloaked by the Ancients its gravity is a hazard to navigation such that ships which attempt to approach the hidden star system are wrecked or destroyed by asteroids, it is a graveyard.

PCs cannot chart a course, that is determine the Route Number, to a cloaked star system thus making it initially impossible to travel there using a Hyperdrive without specific Units of Navigational Data. Units of Data may be discovered during adventures which give in part or whole the Route Number.

Normal Space, Hyper-Space, and Ultraspace

Normal Space

Normal Space, or N-Space, is the familiar universe inhabited by the PCs. Rocket Ships travel between the worlds of a Solar System in N-Space in a matter of hours. However, it is impractical to travel between Stars using a Rocket Motor because it cannot exceed the speed of light. Using only a Rocket Motor, sleep ships or generational ships, would be

necessary to cross the vast distances of space because such a journey would take many lifetimes.

Hyperspace

Hyperspace, or H-Space, is a special dimension which is contiguous with N-Space yet permits the vast distances between stars to be crossed at speeds faster than light. A Hyperdrive therefore permits a Rocket Ship in N-Space to enter Hyperspace and cross vast distances in a short time frame before emerging again in N-Space.

Hyperspace is completely dark and not without its dangers. Communication is impossible within Hyperspace itself and between Hyperspace and Normal space.

Hyperspace is influenced by the gravity of objects in normal space. A Rocket Ship travelling in hyperspace will drop into Normal Space if it encounters the gravity of a navigational Hazard such as Asteroids, Black Holes, Moons, Planets, Rocket Ships, or Stars. Objects in Normal Space are always moving so no route is perpetually free of dangers.

Characters may not exit their ship for a spacewalk while a Rocket Ship is within Hyperspace or they are lost and removed from play. Combat between ships may not take place in Hyperspace.

A Hyperdrive may not be used while a Rocket Ship is landed on an Asteroid, Moon, or Planet, or while a ship is docked in space, it will not activate.

Note: A Magic-user may open a portal to Hyperspace allowing a Rocket Ship to enter and traverse it using a Rocket Motor. Refer to the topic Space Fantasy Spells.

Ultraspace

Ultraspace is a special dimension which is contiguous with N-Space. Like Hyperspace it permits the vast distances between stars to be crossed at speeds faster than light. A Hyperdrive therefore permits a Rocket Ship in N-Space to enter Ultraspace and cross vast distances in an *extremely* short time frame (hours rather than days) before emerging again in N-Space. However, each hour of travel time is subjectively experienced as a day by the Characters travelling in Ultraspace.

Ultraspace is not without great perils, it is a region incomprehensible to the minds of N-Space creatures, and terrifying monsters of madness exist there which will attack a crew. Fortunately, these monsters cannot long endure N-Space, which is one sure way to be free of them.

It is a whispered tale in space ports that some ships have arrived at their destinations with their crews either entirely dead, in the grips of madness, or entirely missing. Such vessels always seem to retain the taint of their previous journey and are considered hoodoo ships by spacemen and best avoided.

Visually, Ultraspace resembles the inside of a lava-lamp prompting crews to close every window shutter. Communication is impossible within Ultraspace itself and between Ultraspace, and Hyperspace or Normal space. Combat between ships may not take place in Ultraspace.

Ultraspace is influenced by the gravity of objects in normal space. A Rocket Ship travelling in Ultraspace will drop into Normal Space if it encounters the gravity of a navigational Hazard such as Asteroids, Black Holes, Moons, Planets, Rocket Ships, or Stars. Objects in Normal Space are always moving so no route is perpetually free of dangers.

Characters may not exit their ship for a spacewalk while a Rocket Ship is within Ultraspace or they are lost and removed from play.

Note: A Cleric may open a portal to Ultraspace allowing a Rocket Ship to enter and traverse it using a Rocket Motor. Refer to the topic **Space Fantasy Spells**.

Forcing a Rocket Ship out of Hyperspace or Ultraspace

Characters may use the Helm to leave Hyperspace or Normal space early before a trip is completed. Re-entering Normalspace without completing a Hyperspace or Ultraspace trip ends the travel prematurely. The Referee must then determine the position of the ship and if the ship encounters a Hazard, a roll of 1 using d12.

SOLAR SYSTEMS

Planets are the destinations of space maps, and typically each solar system will have one or more suns and planets. In the following illustration keys **a** through **c** represent destinations, the planets of a solar system. The numbers shown are the **Route Numbers** between the various locations. The **Route Number** indicates the number of hours a trip takes for a Rocket Motor in a Solar System.

Players will undoubtedly ask if they can use Hyperspace or Ultraspace to travel between planets, no.
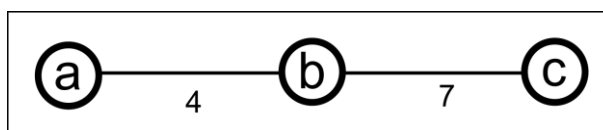
An alternative way to record the **Route Numbers** of a solar system is not necessarily to attempt to map the routes using the above diagram but instead to use a simple matrix to plot it out. The Matrix will show the route numbers between the various destinations and may be easily keyed. The following example is the Solar System Zodemus:

Solar Systems Chart Example

From Key	Type	Name	1	2	3	3a	4	5	5a	5b	6	7	8	9	10
1	Star	Sun	-	-	-	-	-	-	-	-	-	-	-	-	-
2	Planet	Incinerus	-	-	RN5	RN5	RN7	-	RN5	RN5	RN3	RN7	-	RN4	RN3
3	Planet	Odmiria	-	RN5	-	RN9	RN8	-	RN7	RN7	RN3	RN8	-	RN4	RN3
3a	Moon	Vola	-	RN5	RN9	-	RN8	-	RN7	RN7	RN3	RN7	-	RN4	RN3
4*	Planet	Zodemus	-	RN7	RN8	RN8	-	-	RN7	RN7	RN3	RN7	-	RN4	RN3
5	Planet, Gas Giant, Unbearable	Cthonica	-	-	-	-	-	-	-	-	-	-	-	-	-
5a	Moon	Pula	-	RN5	RN7	RN7	RN7	-	-	RN9	RN3	RN7	-	RN3	RN3
5b	Moon	Todu	-	RN5	RN7	RN7	RN7	-	RN9	-	RN3	RN7	-	RN3	RN3
6	Asteroids			RN3	RN3	RN3	RN3	-	RN3	RN3	-	RN3	-	RN3	RN3
7	Planet	Mederon	-	RN7	RN8	RN7	RN7	-	RN7	RN7	RN3	-	-	RN4	RN3
8	Planet, Gas Giant, Unbearable	Upislon	-	-	-	-	-	-	-	-	-	-	-	-	-
9	Dwarf Planet	Fiklis	-	RN4	RN4	RN4	RN4	-	RN3	RN3	RN3	RN4	-	-	RN3
10	Asteroids			RN3	RN3	RN3	RN3	-	RN3	RN3	RN3	RN3	-	RN3	-

* Main planet of the star system.

Note: This kind of chart may also be used to create Route Number Maps between Solar Systems of the Known Galaxy or even between the destinations of a planet.

From this example it becomes immediately obvious that it is best not to have too many planets in a solar system to have to plot out the Route Numbers.

Whenever a Rocket Ship arrives at a Solar System it does so at the **Main Planet**, or another planet if known to the character, and may remain in space, or land on the current Planet. From their current location a Rocket Ship may travel to the other planets in the solar system.

Note: the Route Numbers, while known to the Referee, are always unknown to PCs unless they have obtained the data, or discovered it for themselves.

In the above chart the Sun and Planetary Gas Giants are not shown as destinations which may be entered into a navigation computer, safety features prevent it.

A Referee may at any time change an RN as things are always moving in space!

Example of Solar System Travel – Determining the RN

To find the Route Number (RN) to another planet (Fiklis) locate the row containing the Key of the current location, e.g. Key 2 Incinerus, move right in this row until the value under column 9 is found, the RN for Fiklis is RN4.

ASTEROIDS, MOONS & PLANETS

Science Fantasy Asteroids, Moons and Planets are the places where dungeons and ruins may be found, as well as strange aliens, barbarians, and civilizations. Therefore, rubber science rules apply! Insofar as characters are concerned they may normally set foot on and breathe the air of strange moons and planets without any issue. This premise is essential to the game!

Example of an Asteroid, Moon or Planet Key

Map or Chart Key: 9	Gravity Number (GN) 13
Name: *Fiklis*	Atmosphere: Externally None, Interior Yes
Type: Planet	

Fiklis has no real atmosphere so Space Suits must be worn. In outward appearance this is a dead world. The planet is frozen so distant is it from the sun, but within *Fiklis* is a warm hospitable hollow world of fantastic creatures and forgotten ruins of the Ancients where the air is breathable.

There is an ancient airlock which will automatically grapple and dock ships that approach near to it, landing is GN11 at this location only. When a ship "lands" the airlock grapples the rocket ship, draws it within the planet, and guides it to a landing pad. Blast Off is also GN11 at this location and the process is reversed.

Asteroids

Asteroids do not have an atmosphere; a space suit must be worn to protect characters from the vacuum of space.

Moons

Moons may sometimes have an atmosphere. If they do not, or the atmosphere is inhospitable, a space suit must be worn for protection. Following the premise of our science fantasy principles, a moon with an atmosphere is one that is typically breathable.

Planets

Planets nearly always have breathable atmospheres. Occasionally there may be an inhospitable planet where the air cannot be breathed thus requiring the PCs to wear space suits

Seldom will a planet have gravity that is so great no ship which ever lands there may leave it. In this event the gravity is so unbearable no character may endure it, they perish. Such inhospitable planets should be a rarity for that would end the fun. Players should be warned by the Referee that to land on such a planet is to face certain death. Characters which land their ships on these planets are removed from play.

Asteroid, Moon & Planet Gravity

Asteroids, Moons, and Planets have a **Gravity Numbers** (GNs) rated from 11 through 18. The Gravity affects Landing and Blast Off, character movement, and how much a character may carry. The Referee may assign gravity as they see fit.

Note: Planets which have unbearable gravity do not fall within this scale.

Gravity Number	Type			Weight which may be carried
11-12	Asteroid	Moon	Planet	Deduct the weight of 20 kg from encumbrance.
13-15	-	Moon	Planet	Normal
16-18	-	-	Planet	Add the weight of 20 kg to encumbrance.

The weight has a direct effect on movement per *known rules*.

SPACE FANTASY SPELLS

First Level Magic-user and Elf Spells

Chart Star
Duration: 1 round
Range: The Caster
With this spell the Magic-user discovers the ordinary Route Number to a visible star.

Spacewalk
Duration: 6 Turns +1 Turn per level.
Range: 0
With this spell the Magic-user, or another character they touch, may exit the Rocket Ship without a space suit, protected from the effects of vacuum, and can breathe. They are also tethered to the ship by an invisible unbreakable cord 40m long.

Stasis
Duration: 6 Turns +1 Turn per level.
Range: 0
With this spell the Magic-user may, or another character they touch, temporarily enter a state of stasis, or preservation. While in stasis the character does not age, requires little breath, and the progress of poisons and even death is deferred until the duration of the spell has elapsed. The character may take no action until the duration of the spell has elapsed.

Second Level Magic-user and Elf Spells

Hyperspace
Duration: 1 round
Range: Rocket Ship
With this spell the Magic-user can open a portal which allows a Rocket Ship to enter and traverse Hyperspace using a Rocket Motor instead of a Hyperdrive.

Sway Simpler Minds
Duration: 1 round
Range: 1m
With this spell the spell caster influences those with an INT of 9 or lower. A *routine suggestion* is undetectably made by the spellcaster to influence the actions of an intelligent non-player character. The recipient must be able to understand the spell caster and the *routine suggestion* must fall within the scope of the subject's ordinary grant or deny behaviour or it will have no effect.

Example of use:

A Wizard and his companions wish to enter a city ruled by a despot. They must successfully bluff their way past some guards at the gate. When they approach the gate the guards routinely stop those seeking entry to ask them questions but today they have been warned to expect troublemakers, it might have nothing or everything to do with the PCs, "*State your business here*," asks the leader of the guards firmly.

The Wizard knows that to successfully enter the city the guards must be deceived, or they will not be allowed in and so casts the spell, "*We're just here to buy provisions*," [*They can go about their business.*] The Guard has an INT equal to or lower than 9 so the spell causes the guard to admit them to the city as a matter of routine.

Were the spell to fail the Referee would then have to decide as to whether the characters elevate the Guard's suspicions in any way and what if any action the guards might then take. Bear in mind the spell is always undetectable. The characters might still be admitted to the city, denied entry, or arrested and imprisoned on the spot.

First Level Cleric Spells

Fortunate Travel
Duration: 1 trip
Range: Rocket Ship
With this spell the Cleric increases a Route Number by 1 point, e.g. an RN of 5 + 1 = RN 6. No Route Number may be improved beyond RN 9.

Ultraspace
Duration: 1 round
Range: Rocket Ship
With this spell the Cleric can open a portal which allows a Rocket Ship to enter and traverse Ultraspace using a Rocket Motor instead of a Hyperdrive.

Protection from Radiation

Duration: 12 Turns
Range: 0

This spell circles the cleric, or another character they touch, with a barrier that protects them from Radiation Damage. This barrier will move with the recipient of the spell.

COMBAT IN N-SPACE

Space combat is intentionally **abstract** and does not plot the exact positions of objects in space but follows the same methodology as normal Turn and Combat Sequence of known rules with the following notations. There is no need to check for the encounter distance as it is not used.

Refer to a Combat Sequence; in the Movement segment, ships may attempt to escape (**Escape Number p23**). A PC at the Helm of the Rocket Ship can escape pursuit or conflict by successfully rolling their Check Number or better. Using a Hyperdrive to leave a solar system would also end combat.

The PC (helmsman) flying the Rocket Ship may use one of the three following escape strategies to modify their Check Roll, Outrun, Normal, or Evasion.

If the helmsman is focused on *evasion*, it is more difficult to outrun the pursuer and the PC applies a -1 penalty to their roll vs. the pursuer's EN. Should that roll fail however, it improves their AC by 1 throughout the subsequent combat.

Normal flight, simply roll vs. the EN.

If the helmsman is focused on *outrunning*, the PC applies a +1 bonus to their roll vs. the pursuer's EN. Should that roll fail however, it penalises their AC by 1 throughout the subsequent combat.

Failure of the check roll indicates that the ship has failed to escape. Missile Fire Combat then takes place. PCs operate a ship's cannon or grapple and make attacks.

When a ship is struck the attacker rolls for damage using the dice appropriate to the class of their ship. The hit points are deducted from the defenders, and the defender's ship may be boarded and captured when its hit points are reduced to zero. When a defender's ship is reduced to 0 hit points it may no longer move or attack.

Boarding Ships

A ship with 0 Hit Points may be boarded by the victor, man-to-man melee may then take place per *known rules* using a man-to-man 3m scale map of the interior of the two ships. The damaged ship must first be grappled successfully, before boarding may take place. The ships are then joined by an airlock. It takes 1 Turn to successfully mate the airlocks.

Searching for Ships

An undiscovered ship, or one that has escaped, may be searched for with a Rocket Ship's Periscope. An escaped ship may be found if they remain at the Map Destination where an encounter has previously taken place. Such a ship may "hide" somewhere out of view, such as in gas clouds, among space junk, in a crater, behind asteroids, etc.. On their Turn PCs may "search" their current Map Destination with a functional Rocket Ship's periscope. A roll of 1 in 6, means a previously unknown or escaped ship has been spotted and

a round of combat may begin again. Other dice types may be substituted by the Referee to vary the chance of discovery due to special circumstances; maybe clouds of gas, space junk, a crater to land and hide in, or asteroids to hide behind. Any dice type from d4 through d12 could be used. In some cases a search may be impossible.

What is meant by further pursuit, and whether the ships may encounter each other again is open to the Referee. PCs at a destination might state something like, "*we'll search this destination for the fleeing pirate ship*". The Players would make a check roll to see if they find the fleeing pirate ship (assuming it was still at the current destination); with a roll of 1 on d6 being enough to encounter the ship again at that destination.

Example of use:

Having previously escaped, a Pirate Ship hides…

The Referee decides that the escaped pirate ship will hide in some asteroids and gives the players a 1 in 6 chance of finding it again.

Player: *This Turn we're searching for the escaped pirate ship! We'll use the periscope.*

Referee: *Roll 1d6.*

Player: *Rolling the dice, 1!*

Referee: *You spot the enemy ship, its cleverly hiding behind an asteroid. Start a round of combat, roll for initiative! The pirate wins initiative, the Referee rolls to see if the Pirate escapes, the check roll vs. the Player Ship Escape Number fails, and the AC of the Pirate Ship increases by 1. The pirate tries to fly away but doesn't succeed in escaping!*

Player: *We must have damaged their helm in that last attack. Fire the Cannon! One of the Players (A Fighter) makes the check roll, scores a hit, and rolls for damage. The pirate ship's HP are reduced to zero by the attack.*

Referee: *The Pirate ship is damaged; the rocket motor goes dead and the ship begins to drift.*

Player: *We'll grapple the ship and board it! Everyone grab your gear!*

Referee: *Make a Check Roll to grapple the Pirate Ship and draw it to the airlock…*

HAZARDS IN SPACE

A Character pilots a ship through space using the Rocket Ships Helm and when a Hazard is encountered in space a Player or Referee must roll equal to or better than the Hazard's **Escape Number** to avoid it.

Space Hazards

1d12	Hazard	Escape Number	Dungeon	Notes
1	Asteroid	6	Possible Dungeon	Landing may take place using the GN.
2	Asteroid Field	4	Possible Dungeon in one or more asteroids	
3	Comet	3		
4	Meteoroids	5		
5	Micro Black Hole	2		
6	Radiation Storm	3		
7	Rogue Moon	7	Possible Dungeon	Landing may take place using the GN.
8	Rogue Planet	6	Possible Dungeon	Landing may take place using the GN.
9	Satellite	6		
10	Space Junk	7	Possible Dungeon if large enough	
11	Space Mine	4		.
12	Web Terrors	3		Refer to the Monster

Asteroids

Asteroids are dangerous objects floating in the void of space. They are dark. If they are not avoided by a pilot a rocket ship is required to make a forced landing vs. the Asteroid's GN, 11 through 18.

Asteroids may contain Dungeons, the wreckage of ships, treasures, or be populated by horrible space monsters, etc.

Asteroid Fields

These are regions of space containing multiple Asteroids. They are much harder to avoid than a single Asteroid. If they are not avoided by a pilot, a rocket ship is required to make a forced landing on an Asteroid vs. the Asteroid's GN, 11 through 18.

Comet

Comets have a trail of debris in their wake and it is this debris rather than the comet itself which must be avoided. If not avoided the debris smashes against the ship hull causing 1d6 damage, 1d4 systems must make a **Saving Throw** or become inoperative.

Meteoroids

Meteoroids blast the hull of a ship causing damage. If not avoided they smash against the ship hull causing 1d6 damage and a check for 1 system must make a **Saving Throw** or become inoperative. Meteoroids may also smash windows.

Micro Black Hole

Micro Black Holes have gravity and weigh the same as an asteroid or moon, yet they are as small as the head of a pin. They cause 1d6 damage to a ship, 1d4 systems must make a **Saving Throw** or become inoperative., and injure the crew causing 1d4 points of damage, if not avoided.

Radiation Storm

Radiation Storms, 1d4 systems must make a **Saving Throw** or become inoperative, and the crew must each make a **Saving Throw vs. radiation** which causes 1d6 points of damage, if not avoided.

Rogue Moon

A Rogue Moon is one that has been cast into the void of space and is now drifting. If they are not avoided by a pilot a rocket ship is required to make a forced landing vs. the Rogue Moon's GN, 9 through 2.

A Rogue Moon may have wrecked rocket ships, abandoned moon bases, dungeons, or be populated by terrifying space monsters.

Rogue Moons may be captured by the gravity of a planet if the Referee wishes it and become a location for continuing adventures. Otherwise they drift onward and out of the solar system. They are a great location for temporary adventures.

Rogue Planet

If they are not avoided by a pilot a rocket ship is required to make a forced landing vs. the Rogue Planet's GN, 9 through 2.

A Rogue Planet, like a Rogue Moon, is one which has been cast into the void of space and is now drifting. Now frozen and dead, usually, the Rogue Planet is without an atmosphere. It may once have borne civilizations etc.

Rogue Planets may be captured by the gravity of a sun if the Referee wishes it and become a location for continuing adventures. Possibly it will thaw and come back to life. Otherwise they drift onward and out of the solar system. They are a great location for temporary adventures.

Satellite

A satellite drifting through space. It may be recovered using a ship's grapple and its data downloaded by a Robot. The satellite may contain a map showing the location of a dungeon or other information. If not avoided it smashes against the ship hull causing 1d6 damage and 1 system must make a Saving Throw or become inoperative. If the satellite smashes its data cannot be recovered.

Space Junk

Space is filled with bits of cast off material. If not avoided the space junk smashes against the ship hull causing 1d6 damage and 1 system must make a Saving Throw or become inoperative.

Space Mine

A product of space wars these deadly mines drift through space. If not avoided the Space Mine detonates causing 1d6 ship damage, 1d6 systems must make a **Saving Throw** or become inoperative, and the mine injures the crew causing 1d6 points of damage. The really nasty space mines are invisible.

Sometimes space mines are used in fields surrounding strategically important areas in space. They are guardians that never sleep. A password or key, if known, may be sent via the Tele-Radio to grant passage through the mine field.

A space mine may be disabled with a **Check Roll vs. its Test Number** as assigned by the Referee, 11 through 18, during a spacewalk. Failure to disarm the mine means it explodes causing 4d6 damage to nearby characters which may be halved with a successful **Saving Throw vs. Blast**. A deactivated space mine may be recovered with a ship's grapple.

SHIP DAMAGE AND REPAIR

Like Characters, ships recover Hit Points each day as they are "repaired" by its crew. 2d6 Turns must be devoted to repair activity or no Hit Points are regained.

A Cleric can restore a ship's Hit Points using their powers.

Repairing Systems and Gadgets

The future is filled with wondrous gadgetry all of which needs to be repaired when it is damaged or breaks down. A *Gadget* is an individual *item*. A *System* is just a Gadget that is a component of a larger item such as a Rocket Ship or Robot.

When Character's repair a *Gadget* or System they are restoring it to working order. A successful Check Roll is required to repair a *Gadget* and *Parts* may sometimes be required as a precondition of repair, a system or gadget cannot be repaired without a part the Characters do not have.

- It takes 2d6 Turns to elevate an Inoperative gadget or system to Damaged status. It is not fully repaired but is in working order albeit a -1 dice roll penalty applies to its use.
- It takes 2d6 Turns, with parts, to elevate an Inoperative or Damaged gadget or system to Repaired status. A repaired gadget or system is in full working order.

Sabotaging Systems or Gadgets

A Character or a Monster may deliberately damage a System or Gadget. The Referee assigns this a Test Number from 9 through 2. When an attack is successful make a **Saving Throw vs. Systems** to determine if the system is merely damaged or completely inoperative.

Rocket Ship Template

Damage Location Roll d20	Systems	Damaged	Inoperative
1	Air Supply[1,3]	☐	☐
2	Airlock/Hatch	☐	☐
3	Artificial Gravity	☐	☐
4	Auto-pilot[3]	☐	☐
5	Cannon	☐	☐
6	Cargo Space	☐	☐
7	Climate Control[3]	☐	☐
8	Grapple[3]	☐	☐
9	Helm[3]	☐	☐
10	Hull	☐	☐
11	Landing Skids	☐	☐
12	Lighting[3]	☐	☐
13	Medical Locker[3]	☐	☐
14	Navigation[3]	☐	☐
15	Periscope[3]	☐	☐
16	Provision Locker[3]	☐	☐
17	Rocket Motor	☐	☐
	Hyperdrive[2]	☐	☐
18	Tele-Radio[3]	☐	☐
19	WC - Waste Disposal[3]	☐	☐
20	Windows	☐	☐

Note 1: The Air Supply System provides unlimited air until it is damaged.
Note 2: Hyperdrive is only necessary if travel between stars is being used. Record 2 Systems under line 17. When Damage occurs roll between the two systems to determine which one makes a **Saving Throw** if Hyperdrive is being used.
Note 3: The System(s) may be salvaged.

Rocket Ship System Damage

When a ship is attacked and damaged (it loses Hit Points) it's Systems are affected. For each successful attack, regardless of the number of Hit Points lost, roll 1d20 to determine which System is damaged.

- When a system is damaged a -1 Dice Roll Modifier is then applied to Check Rolls.
- If the system fails a **Saving Throw** it is inoperative until it is repaired.
- If a damaged system is rolled a second time it is reduced to an inoperative state until it is repaired. If an inoperative system is rolled, what luck!

Salvaged Systems

Inoperative Rocket Ship Systems may be switched out with working systems found in other Rocket Ships, even Derelicts. It takes 6 Turns to salvage a qualifying system from another Rocket Ship. A successful Saving Throw halves the salvage time.

Note: Not all systems may be salvaged, refer to the Repair of Rocket Ship Systems Table.

Ideally a non-damaged system may be found and salvaged. In a pinch a Damaged system may be salvaged to replace an inoperative one. An inoperative system may be raised to a Damaged state and then salvaged. Damaged Systems from salvage continue to work but remain Damaged.

Repair of Rocket Ship Systems

An inoperative system may be raised to a damaged state, but a damaged system typically cannot be repaired to full working order in space. The full repair of a system may require a dockyard, and/or parts. A dockyard may be on a space station or at a physical location such as an asteroid, moon, or planet. The following table gives the location where the system may be repaired and its cost. It is presumed in these rules that PCs are always able to make their own repairs. Such work may be farmed out to repair workers at additional cost. Note that Players may ad-hoc salvage some systems and replace damaged or inoperative ones to obtain better functionality without recourse to a dockyard. The information for salvaging systems is presented in another table.

System	Location	Maintenance Cost	Workers	Time to Complete Repair
Air Supply	Any	100 gp	150 gp	3 Days
Airlock/Hatch	Any	250 gp	125 gp	6 Turns
Artificial Gravity	Dockyard	500 gp	1000 gp	6 Days
Auto-pilot	Any	250 gp	125 gp	6 Turns
Cannon	Dockyard	1000 gp	1500 gp	3 Days
Cargo Space	Dockyard	250 gp	125 gp	6 Days
Climate Control	Any	100 gp	150 gp	3 Days
Grapple	Any	250 gp	125 gp	6 Turns
Helm	Any	250 gp	125 gp	6 Turns
Hull	Dockyard	1000 gp	1500 gp	6 Days
Landing Skids	Dockyard	1000 gp	1500 gp	6 Days
Lighting	Any	250 gp	125 gp	6 Turns
Medical Locker	Dockyard	500 gp	1000 gp	6 Days
Navigation	Any	250 gp	125 gp	6 Turns
Periscope	Any	250 gp	125 gp	6 Turns

System	Location	Maintenance Cost	Workers	Time to Complete Repair
Provision Locker	Dockyard	500 gp	1000 gp	6 Days
Rocket Motor	Dockyard	1500 gp	3000 gp	6 Days
Hyperdrive	Dockyard	3000 gp	6000 gp	6 Days
Tele-Radio	Any	250 gp	125 gp	6 Turns
WC - Waste Disposal	Any	250 gp	125 gp	6 Turns
Windows	Any	250 gp	125 gp	6 Turns

Rocket Ship Systems

Air Supply

The Air Supply system pressurizes the ship. Any internal space may be re-pressurized in 1 Turn so long as the system is functioning. If it is damaged this process takes 6 Turns. If it is "inoperative" it is considered to be working in fail-safe mode, internal spaces may be re-pressurized in 12 Turns and space suit tanks may be re-filled in 6 Turns. A character without air, assuming they need air to breathe, suffers 1d6 damage per Turn.

Airlock/Hatch

The Airlock takes one Turn to pressurize or depressurize to the vacuum of space. To protect those inside the airlock of the Rocket Ship has a safety feature, it will not open its outer door if the inner door is not closed. The reverse is also true.

If an Airlock/Hatch is damaged it is considered a stuck door and may be forced open per *known rules*. It cannot be pressurized or depressurized. The Airlock/Hatch may be opened with a roll of 1-2 d6. Note that it remains stuck open and closing it requires a similar dice roll. A damaged Airlock/Hatch which is opened in the vacuum of space empties the internal ship spaces of air.

If an Airlock/Hatch is inoperative it cannot be opened without making repairs.

Venting atmosphere from inside the ship through a hatch will cause a deviation from its plotted course granting the Referee an opportunity to check for a space hazard.

Artificial Gravity

The deck of the cabin is lined with Trillium and can create limited near-terrestrial artificial gravity for the comfort of the crew. This field is sufficient only for the crew spaces and not the cargo space. It has an on-off switch located on the wall of the cabin but the system which creates the Artificial Gravity field is accessible only from outside the ship beneath a service plate on the hull.

If damaged movement within the ship is decreased by one point due to the reduced gravity.

If inoperative movement is reduced per the following table:

Character Encumbrance	Normal Move	Encounter or Combat	Running Movement
zero gravity	20m/Turn	7m/round	20m/round

Auto-pilot

The Auto-pilot can only be used in space after Blast Off. If set properly the Rocket Ship will travel to its destination without intervention from a pilot but it does not make a landing. It is automatically disengaged when the ship reaches its destination or if space hazards are detected and in either case an alarm is sounded. The Auto-pilot requires a Check Roll vs. the Route Number to set it properly.

Hyperspace or Ultraspace may not normally be entered without a functioning Auto-pilot. A Magic-user may open a portal to Hyperspace. A Cleric may open a portal to Ultraspace.

Cannon

The Rocket Ship Cannon is primarily used to inflict damage on enemy vessels. The cannon causes damage (equal to the attacking Rocket Ship's HD), to another Rocket Ship when it strikes. A cannon may also be used as an area weapon to bombard a planet, moon, or asteroid (causing 4d6 damage). Bombardment affects a 2m^3 area.

A cannon cannot be used to target and attack individual characters or monsters.

Characters on the surface are injured but may halve the damage with a successful **Saving Throw vs. Blast**. Those below ground level, deeper than 2m are unaffected by bombardment.

Cannon Bombardment Attack Numbers

Target Type	Armour Class
Asteroid, surface of	11 - 18
Satellite	13
Space Junk	11
Space Mine, visible only	15 - 18

Cargo Space

The cargo space may hold items per the encumbrance of the Ship. It is not pressurized. If it is damaged cargo may be spoiled or lost. The cargo hold is an interior space of the ship and access to it is granted via an internal personnel hatch, and a larger external cargo hatch. Neither of the Cargo space hatches have an airlock.

Climate Control

The Heating and Air Conditioning system keeps the cabin at a pleasant temperature despite the cold and heat of space or planet.

If the system is damaged characters actions are impacted by unpleasant conditions, too hot or too cold and a -1 Dice Roll modifier is applied to all check rolls.

If inoperative characters endure the above and 1d2 injury every sixth Turn.

Grapple

The Grapple is a mechanical device, a powerful electromagnetic claw at the end of a 32m flexible cable, which can be used to retrieve objects, and clamp to a ship's hull for boarding. The grapple is stored in a closed compartment within the ship and operated by a set of controls in front of a porthole on one side of the ship. A Check Roll is required to successfully use the **Grapple vs. a target's AC**.

The Grapple can also be used to grip and damage items with its claw. If used for this purpose the Grapple causes damage with each successful **attack vs. a target's AC**.

A disabled ship successfully caught by the Grapple may be pulled close and boarded.

Time to Grapple

Item to be Grappled	Time to Grapple
Asteroid	2 Turns
Character or Monster	1 Round
Ship	2 Turns
Space Mine	1 Turn

Helm

The Helm Console has the only seat in the spartan accommodations of the Rocket Ship. The Helm is used to steer the Rocket Ship and must be manned whenever the Auto-pilot is not engaged. If it is not manned or the autopilot is not engaged the ship will drift off course and the Referee may check for Hazards.

A Check Roll must be made whenever:

- The Rocket Ship **Blasts Off**, or
- The Rocket Ship is **Landed**, or
- A different Character takes the Helm, or
- To avoid **Hazards**.

If the Helm is damaged a -1 Dice Roll Modifier is applied to Check Rolls. If Inoperative the Rocket Ship will drift off course granting the Referee an opportunity to make a check roll for a Space Hazard. There will be a 1-3 d6 chance per Turn of a Space Hazard for each round that the Helm is inoperative. The Hazard will arrive in 2-12 (2d6) Turns.

Consequences of Failing the Helm Check Roll:

- Failing a Rocket Ship **Blast Off** or **Landing** damages a ship system.
- **Drifting** off course requires the Referee to check for Space Hazards.
- Space **Hazards**, if not avoided, will damage the ship and may even injure Characters on board the ship.

Hull

The Hull of the Rocket Ship is stronger than steel to resist the rigors of space travel. The Rocket Ship can leave the earth and travel through space to other planets due to the inclusion of Trillium in its structure, thus countering what would otherwise be the great burden of its own weight, cargo, and passengers. For all its strengths, the hull can be damaged by Space Hazards. Failing a Helm Check Roll may result in damage to the Hull.

If the ship lands in water, it is designed to stay upright and will remain afloat if it is water tight. However, a damaged Hull will begin to fill with water and cause the Rocket Ship to sink.

Note: only if a window or hatch are open will the passenger compartment fill with water. A leaking Rocket Ship Hull will fill with water in 2d6 Turns and sink.

Hyperdrive

Hyperdrive is used to travel between stars. The Route Number is the number of days it takes to travel between stars. If a Hyperdrive is inactive travel between stars may not take place. The Hyperdrive requires no fuel. The Hyperdrive is not accessible from inside the cabin, service plates on the outside of the hull must be removed to access it.

Landing Skids

The Rocket Ship can be set down on its skids in almost any reasonably flat terrain. If the Landing Skids are damaged a Ship may suffer system damage as a result of the landing if a randomly selected system fails a Saving Throw vs. the Gravity Number. If the Landing Skids are inoperative one system is automatically rendered inoperative as a result of the landing.

Lighting

If damaged the lighting dims filling the interior of a Rocket Ship with shadow and unlit spaces.

If inoperative the only ambient light will come from outside the ship or active system monitor lights.

Medical Locker

A Medical Locker may heal the injuries of a single Character once per day in 2d6 Turns similar to the spell Cure Light Wounds.

The Medical Locker will heal 2-7 points (1d6+1) of damage done to any living creature (character or monster) placed upon its diagnostic bed. The Medical Locker may also be used to cure paralysis, but will not then cure any points of damage. The medical locker may not increase a character or monster's hit point total to more than the normal amount.

If damaged only 2-5 points (1d4+1) of damage may be restored. If inoperative it causes 2-7 points (1d6+1) of damage instead of healing.

Navigation

Space is three dimensional, but for simplicity space Maps are represented in two dimensions, planets are joined by lines, and are marked with Route Numbers. If the Navigation System is inoperative the space maps are not displayed, and any destinations known to the characters may be manually plotted only with great difficulty at a Route Number of 0.

The Navigation System gives a visual flashing and audible alarm when a Hazard is encountered unless it is inoperative.

Provision Locker

The Provision Locker creates unappetizing rations for up to 6 passengers per day. If damaged it produces ½ the usual rations. If inoperative it produces nothing.

Tele-Radio

The Rocket Ship Tele-Radio is a transmitter and receiver which the crew of the Rocket Ship may use for communication in Normal Space. It can transmit to adjacent map destinations from the ship. It is notoriously difficult to use and requires a Check Roll vs. the Route Number to communicate successfully.

Periscope

The ship has a periscope with telescopic features and it is used to view the vessels surroundings when the windows are closed for protection. It cannot be used however to view anything under the ship.

The periscope is used to pilot the ship, navigate, and aim the cannon when the ship's windows are closed. If it is damaged, and the window shutters are closed, apply a -1 Dice Roll Modifier to these activities.

Rocket Motor

The Rocket Ship's single power plant is used both for thrust, manoeuvring, and powering all the various ships systems. The Rocket Motor provides the necessary thrust to escape from the gravity of a planet. It requires no fuel. The Route Number is the number of hours it takes to travel between destinations within a Solar System. The Rocket Motor is not accessible from inside the cabin, service plates on the outside of the hull must be removed to access it.

If the Rocket Motor is damaged apply a -1 Dice Roll Modifier to Landings and Take-offs vs. the Asteroid-Moon-Planet Gravity Number 9 through 2.

If the Rocket Motor is inoperative a Rocket Ship drifts in space, cannot land, and cannot Blast Off.

However, even when the Rocket Motor is inoperative and unable to propel the ship, essential systems still function; it's design is such that even in an inoperative state it keeps the Tele-Radio, Air Supply, and Heating and Air Conditioning running thus offering the Rocket Ship's passengers a chance of survival.

Windows

At the Rocket Ship's front are windows which are protected by retractable shields closed when entering the atmosphere of a planet. There are smaller portholes which are similarly protected at the sides of the hull. An override window push-button shield control is located at the helm which when the helm is functioning opens or closes all window shields in one round. The windows and portholes each have their own push-button controls and manual cranks. If the ship is without power the windows may be closed manually by a hand crank in three rounds.

Damage from space junk or meteoroids risks catastrophic failure if the shields are currently open. A **System Saving Throw** is required to determine if there is a catastrophic failure. A broken window results in a sudden loss of cabin pressure and exposes the crew to vacuum. The shield may be closed to end the venting of the atmosphere. Characters in the same square or an adjacent square must make a **Saving Throw vs. Vacuum** of Space to avoid being sucked out into space.

Venting atmosphere from inside the ship through a window will cause a deviation from its plotted course granting the Referee an opportunity to check for a space hazard.

WC - Waste Disposal

The Rocket Ship has a Waste Disposal System in an enclosed closet complete with sanitizer. The WC is designed to function even in zero gravity. Waste is destroyed by a ray. If damaged the WC may only be used once per day.

SPACE SUITS

Outside of the Rocket Ship there is of course no atmosphere in space or upon the surface of a typical asteroid or moon. Space is a vacuum harmful to characters not wearing a space suit. Vacuum, Heat (treat as Fire), and Cold would cause 1d6 Damage per round if Space Suits were not worn. A Space Suit might be best described as "bulky" in appearance. Movement is slowed while wearing a Space-suit.

Character Encumbrance	Normal Move (Per Turn)	Encounter or Combat Movement	Running Movement
40-80 kg OR any Space Suit and carrying treasure	20m	7m/round	20m/round

Space Suit AC

Space-suits have Armour Class. A Character may not wear Armour and a Space Suit.

Space Suit AC, Cost, & Weight

Item	AC	Cost	Weight
Space Suit 13[1]	13	40 gp	10 kg
Space Suit 15[2]	15	80 gp	20 kg
Space Suit 17[2]	17	120 gp	25 kg

Note 1: Space Suit 13 is usable by all Characters.
Note 2: Space Suits 15 and 17 are not usable by Magic-users and Thieves.

Space Suit Life Support

While a Space Suit protects its wearer from the cold, heat, and vacuum they do not protect the wearer from radiation. If submerged a Space Suit does not leak but it is not a diving suit. A Space Suit has sufficient air for 12 hours held in four air tanks carried on the wearer's back, 3 hours per tank. The air tanks can be refilled at a Rocket Ship by connecting the tanks to either internal or external fill nozzles. In an emergency a Space Suit air supply may be shared with one other suit at double the rate of consumption. There is only one such connection per suit.

Space Suit Damage

When a character wearing a Space Suit is hit and injured by a weapon their suit is also punctured, each Turn thereafter the suit has not been repaired the character suffers an additional loss of 1 hit point until the hole(s) are patched.

A suit may also be accidentally punctured or torn. A Character may make a System Saving Throw to completely avoid any Tear or Puncture resulting from Movement, or Hazards. Only blunt weapons such as a club, cause injury without puncturing a space suit.

Suit punctures and tears can be sealed with any one of 4 patch kits held in the cargo pockets of every space suit. Sealing punctures or tears takes 1 Turn. Each air supply tank will empty in 3 Turns and all tanks are empty in 12 Turns. With no air a Character suffers 1d6 damage each turn; which is halved if they make a successful **Saving Throw vs. No Air**.

Helmet

The helmet of a space suit is partially or fully transparent and equipped at the neck with a Tele-Radio for communication and a gauge which shows the full or empty status of each air tank. The Tele-Radio has a short range and requires a Check Roll to use it successfully.

Zero Gravity & Space Walks

Because zero gravity may cause Space Sickness, and presents additional difficulty to movement, a Rocket Ship has an artificial gravity system, which if it is functioning, provides normal gravity inside the ship. There is no artificial gravity outside the ship.

In Zero Gravity Characters and objects float regardless of size or weight. Inside a Rocket Ship a character can use the inner hull as hand and foot holds to move through the ship. A Character may use hand and foot holds to move along the outside hull of a ship but space presents additional risk for outside a ship a character that loses contact with the surface of the hull may dangerously drift away from it and be unable to return on their own.

When free floating in zero gravity outside a ship a character might be mere inches away from a ship hull and be unable to reach it or move towards it. Because free floating characters cannot return to the ship on their own for their own safety they must either be tethered to the ship with a line of rope, or themselves wear a Rocket Pack. The rescue of drifting characters might take the form of throwing them a tether, reaching out to them, using a Rocket Pack, or retrieving them with the ship's grapple.

Note: Desperate characters may attempt to vent the air in their suit and use it to propel themselves towards the ship. Assign this a Test Number from 9 to 2 depending on the circumstance.

Magnetic Space Boots

Space boots have magnetic soles and cling to decks and bulkheads in Zero Gravity. However, if a character is successfully struck in combat in Zero Gravity by any weapon other than a Ray Gun they must make a **Saving Throw vs. Zero-G** to stay attached or they become detached and float.

Space Sickness

Whenever Characters experience a sudden shift to Zero Gravity they may initially be affected by Space Sickness. They must make a **Saving Throw vs. Zero-G** or be unable to take any action for 1 round.

Wearing Giant Robots

If the Referee permits it Characters may "wear" an oversized Giant Robot but it is not a Space Suit. This kind of Robot

causes 1-8 damage with its claws. The Robots AC takes precedence over that of the Character even if the Character's AC is better. A Robot always strikes last in any round.

ENCOUNTERS IN SPACE

Besides those Hazards, Ships, and Monsters which are assigned to asteroids, moons, planets, and space routes, characters may encounter hazards, ships, or wandering monsters.

Space Type	Dice to be used	Base Frequency of Check	Notes
Normal Space	1d6	Every 2 Days	1 indicates an Encounter, a Hazard, or ship-scale Wandering Monster.
Hyperspace	1d8	Once per Day of Travel	1 indicates an Encounter, a Hazard, or ship-scale Wandering Monster.
Ultraspace	1d10	Once per Hour of Travel, subjectively experienced as a Day of Travel	1 indicates an Encounter, a Hazard, or an Ultraspace Wandering Monster.

How to Determine Space Encounters

In Normal Space, every 2 Days, the Referee should make a check roll to determine if there is a space encounter. To do so, roll 1d6, a result of 1 indicates that the ship encounters a Hazard, Ship, or Ship-Scale Wandering Monster.

Note: Normal Space may have areas where the Referee checks for Wandering Monsters every Day, or where a monster will appear when a map destination is reached, and a ship exits Hyperspace or Ultraspace and enters N-Space. Conversely there may be areas where encounters are far less frequent, 3 or more Days apart.

Encounters in Hyperspace and Ultraspace are handled similarly but are less frequent as expressed by the change of the encounter chance dice type, d8 for Hyperspace and d10 for Ultraspace.

Hazard, Ship, or Ship Scale Wandering Monster?

Hazards, Ships, and Ship Scale Wandering Monsters may be selected by the Referee or determined at random using the following method. When a Space Encounter is determined the Referee may choose one of the columns in the table below to weight the encounter and then roll 1d4 to determine the type of encounter:

1d4	Hazard[1]	Ship	Wandering Monster
1	Hazard	Hazard	Hazard
2	Hazard	Ship	Ship
3	Ship	Ship	Wandering Monster
4	Ship Scale Wandering Monster	Ship Scale Wandering Monster	Ship Scale Wandering Monster

Note 1: For Hazards refer to the topic **Hazards in Space** (**p14**) and use the table Space Hazards to determine the type.

The Referee may want to create special tables for specific areas of space. These might include local hazards, Ship Scale Monsters which live in the area, and any ship traffic which can be found there. An example would be a map destination where a space station protected by a space mine field. A table for this area of space could have encounters with space faring goblins, their patrol ships and perhaps a chance of running into some weird Ship Scale Space Monster.

Note: Wandering Monsters may appear more often if the party is far from secretive, but should not be frequent if the party quietly spends a long time in one out-of-the-way place.

Encounter Tables

Space Hazards

1d12 Dice Roll	Space Hazard	Notes
1	Asteroid	May contain dungeon
2	Derelict Rocket Ship	Refer to the Rocket Ship Encounters Table to determine type
3	Meteoroids	Causes damage if not avoided
4	Micro Black Hole	Causes damage if not avoided
5	Radiation Storm	Causes injury to characters, damages systems
6	Rocket Ship	Refer to the Rocket Ship Encounters Table to determine type
7	Rogue Moon	May contain dungeon
8	Rogue Planet	May contain dungeon
9	Satellite	Causes damage if not avoided, may contain data
10	Space Junk	Causes damage if not avoided
11	Space Mine	Causes damage if not avoided
12	Ship Scale Space Monster	

Rocket Ship Subtypes

The following table may be used to broaden the type of Rocket Ship encountered. Ships may contain Characters and/or Monsters. Derelict ships of any type may contain wandering monsters.

1d12 Dice Roll	Types of Rocket Ships	Notes
1	Generation Ship	WM:1, 2, or 3
2	Merchant Ship	Merchants
3	Monster Ship	WM:1, 2, or 3
4	War Ship	Space Patrol, WM:1, 2, or 3
5	Patrol Ship	Space Patrol, WM:1, 2, or 3
6	Pirate Ship	Pirates, WM:1, 2, or 3
7	Plague Ship	WM:1, 2, or 3
8	Sleep Ship	WM:1, 2, or 3
9	Smuggler Ship	Smuggler, WM:1, 2, or 3
10	Space Mine	
11	Unmanned Cargo Ship	WM:1, 2, or 3
12	Escape Pod	WM:1, 2, or 3

WM:1, 2, 3 refer to Wandering Monster Level 1, 2, 3 tables in *known rules.*

Space Fantasy Wandering Monsters

The following table may be used in addition to and according to *known rules* to allocate Wandering Monsters.

1d12 Dice Roll	Wandering Monster Level 1	Wandering Monster Level 2	Wandering Monster Level 3
1	Cadaverites	Cadaverites	Blobs
2	Energy Leeches	Caliban	Caliban
3	Gummy Men	Creepy Crawlies	Creepy Crawlies
4	Little Green Men	Independents	Giant Brains
5	Selenites	Robots	Independents
6	Smugglers	Shape Shifters	Robots
7	Space Patrol	Solarians	Shape Shifters
8	Space Pirates	Space Bugs	Solarians
9	Space Soldiers	Space Patrol	Space Slime
10	WM: 1	Space Pirates	WM: 3
11		Y'lech	
12		WM: 2	

WM:1, 2, 3 refer to Wandering Monster Level 1, 2, 3 tables in *known rules.*

Ultraspace Fantasy Wandering Monsters

Ultraspace Wandering Monsters appear inside a ship travelling in Ultraspace. Refer to **Constructs, U-Space**.

SPACE FANTASY MONSTERS

The following statistics are used within the scope of these rules:

Blobs

Armour Class: 12
Hit Dice: 4
Move: 20m (7m)
Attacks: 1
Damage: 2-8 + special
No. Appearing: 1 (0)
Save As: Fighter: 2
Morale: 12
Treasure Type: 24, 26
Alignment: Neutral

Blobs are a primitive life form, they live to eat and make more Blobs. These medium-size space monsters are able to propel themselves through N-Space and stick to Ships, but they cannot enter Hyperspace or Ultraspace. If a Blob can find a point of entry it can then board the ship and attack the crew. The Blob can move through the interior spaces of a ship, sweeping the bulkheads and decks clean of all living and dead material. In the process, they may pick up items they can't dissolve. Blobs attack any living creature they encounter, inflicting 2d4 points of damage. Each successful hit will paralyze the victim unless a **Saving Throw vs. Paralysis** is made. Any attacks on a paralyzed victim will automatically hit (only a damage roll is needed). This paralysis is the normal type (lasting 2-8 turns unless removed by a Cure Light Wounds spell). A Blob may be harmed by fire, weapons, cold and lightning (electricity).

Cadaverites

Armour Class: 12
Hit Dice: 2
Move: 17m (12m)
Attacks: 1 weapon
Damage: 1-8 or weapon
No. Appearing: 2-8 (4-24)
Save As: Fighter: 1
Morale: 12
Treasure Type: 25
Alignment: Chaotic

Cadaverites are radioactive undead resuscitated in mysterious circumstances. They are immune to the effects of space and vacuum since they are already dead. They are greatly feared because they retain their intelligence and emit radiation in a 1m radius. Radiation is harmful to characters and damages ship systems falling within the radius. As all undead, they may be "Turned" by a cleric just as if they were Zombies but are not affected by sleep or charm spells or any form of mind reading. Cadaverites will always attack on sight, but can be destroyed by normal weapons. They are slow fighters, and always strike last (no initiative roll needed).

Caliban

Armour Class: 12 through 16
Hit Dice: 2
Move: 17m (12m)
Attacks: 1 weapon
Damage: 1-8 or weapon
No. Appearing: 2-8 (4-24)
Save As: Fighter: 1
Morale: 12
Treasure Type: 26
Alignment: Chaotic

The Caliban are chimeric humanoids varying in ichthyosis and appearance. They prefer humid watery worlds which are best suited to their physiology and avoid ice covered or desert planets. Their irregularly scaly hides offer variable armour class protection. Their hands and feet, when they have them, are

webbed and they often have claws, tails, tentacles, or other chimeric animal characteristics. Their singularly recognizable facial characteristics are large bulbous eyes, a slit of a mouth that conceals pointed teeth, holes for ears, gills, and catfish like whiskers. The Caliban have 5 distinct sexes necessary for reproduction. They reproduce in clutches of eggs which must be protected. The hatchlings are aquatic tadpole like creatures but mature into amphibious adults.

Beyond the mere fact of the variation of their chaotic appearance their minds do not work in ways that other humanoids find easy to understand and mutual misunderstanding is often a source of conflict. The Caliban are possessed of a mysterious croaking language which other humanoids find difficult to enunciate. Nor are the Caliban themselves proficient linguists, requiring either sign language, writing, or magic to communicate with others. The Caliban are typically short tempered to start with and easily frustrated by the lengths required to successfully communicate with others.

The Caliban are skilled space travellers. Until late in the war they alone possessed the secret of Ultraspace travel which proved nearly decisive in the war with the Terrans. One reason the war with the Terrans ended in a truce was that the Terrans were able to occupy strategically important desert planets within Caliban space which were inhospitable to the Caliban and from which they launched decisive attacks. The Caliban found it difficult or impossible to retake these worlds from the Terrans.

Under the terms of the subsequent peace treaty the desert planets occupied by the Terrans in Caliban Space have now been abandoned. Officially, contact with the Caliban is supposed to be limited to a few planets of commerce to provide support services necessary to avert misunderstandings but trade and other contact routinely and unofficially takes place within the regions of Disputed Space.

Constructs, U-Space

Armour Class: 12 *No. Appearing: 2-8 (4-24)*
Hit Dice: 2 *Save As: Fighter: 1*
Move: 17m (12m) *Morale: N/A*
Attacks: 1 *Treasure Type: Nil*
Damage: 2-8 *Alignment: Chaotic*

U-Space Constructs appear within a ship travelling in Ultraspace. They are hideous creatures of madness, physical chimeras. Such Monsters are the temporary constructs of strange entities disturbed by the passage of a Rocket Ship through Ultraspace. The constructs are entirely without fear and are possessed of a berserk blood lust; they destroy, smash, and slay. They smash any ship systems they can reach. The systems they attack must make a **Saving Throw** or become inoperative. When a ship returns to N-Space these terrible creatures cannot exist in N-Space and they disappear.

Creepy Crawlies

Armor Class: *No. Appearing: 2-8 (4-24)*
Hit Dice: 2+2 *Save As: Fighter: 1*
Move: 17m (12m) *Morale:*
Attacks: 1 *Treasure Type: Nil*
Damage: 1-4 *Alignment: Chaotic*

Creepy Crawlies are gray coloured nasty little flesh-eating caterpillars which swarm and bite. They are immune to vacuum. When gathered in numbers of 4 or more they sing, which causes paralysis unless a **Saving Throw vs. Paralysis** is made. This paralysis is the normal type (lasting 2-8 turns unless removed by a Cure Light Wounds spell). Of course, they cannot sing in a vacuum. Creepy Crawlies pupate for a time after feeding, within a rock-hard shell, before becoming a Giant Space Moth.

Energy Leeches

Armour Class: 13 *No. Appearing: 1-10 (3-36)*
Hit Dice: 1 *Save As: Fighter: 2*
Move: 10m (3m) *Morale: 9*
Attacks: 1 *Treasure Type: 25*
Damage: 1-3 *Alignment: Neutral*

Energy Leeches attach themselves to Gadgets and Rocket Ships and feed on the energy which powers them. When an Energy Leech attacks it attaches itself tightly to the item carrying power. A successful hit means that it has attached itself. Once attached, it will automatically render 1 system inoperative and remain attached for 2d6 Turns while it feeds. The systems affected remain inoperative while the leeches are attached. Energy Leeches can attack and bite.

Giant Brains

Armour Class: 11 *No. Appearing: 1,*
 +1-10 (3-36) Synthetic Minions
Hit Dice: 4 *Save As: Magic-user: 3*
Move: N/A *Morale: 9*
Attacks: None *Treasure Type: 22*
Damage: 1-6 *Alignment: Chaotic*

Giant Brains are the great thinkers of their civilization and are served by rather mindless Synthetic Minions produced in vats. The Synthetic Minions are not think encouraged to think for themselves for after all the Giant Brain knows best. In fact, the Giant Brains frown on others doing *any thinking* on their own. The Giant Brain prefers schemes and manipulations and has others do its fighting for it. Giant brains will often have magical and paranormal psychic powers which the Referee may define as they wish.

Synthetic Minions are not otherwise unlike **normal humans** (refer to *known rules*).

Gummy Men

Armour Class: 12 *No. Appearing: 1-10 (3-36)*
Hit Dice: 1 *Save As: Fighter: 1*
Move: 20m (7m) *Morale: 12*
Attacks: 1, or Weapon *Treasure Type: 26*
Damage: 1-6 + Special *Alignment: Chaotic*

Gummy Men are transparent blob like creatures with a man-like form. They are like slimes and oozes in many respects but are intelligent. Gummy Men consume bio-matter in the same manner as a gelatinous cube and possess a similar paralysing touch. Each successful attack paralyzes a victim unless a **Saving Throw vs. Paralysis** is made; grant a +1 dice roll modifier to the saving throw. Attacks on a paralyzed victim automatically hit and only a damage roll is needed. Gummy Man paralysis lasts 2-8 turns unless it is removed with a Cure Light Wounds spell.

Gummy Men may squeeze through impossibly small spaces such as cracks as they have no skeleton or chitin to impede their movement. Their movement is significantly slowed (30cm) however when performing this activity. Anything

they carry within them is left behind when they perform this feat if it cannot pass through the gap. When they attack it is with club-like blows, or they envelop their foe and cause acid damage. Their acid has no effect on metal or stone. Edged weapons and fire cause full damage. Electricity and Cold have no effect upon them.

Independents

Armour Class: 11 through 18 No. Appearing: 2-8 (4-24)
Hit Dice: 2 Save As: Fighter: 1
Move: 17m (12m) Morale: 12
Attacks: 1 weapon Treasure Type: 25
Damage: 1-8 or weapon Alignment: Law, Neutral, Chaotic

The Independents do not fall within the Terran sphere of influence. Some were abandoned by the Terran withdrawal from the Disputed Space Territory, others are political exiles, the latter can't abide the yoke of the Emperor's rule.

The Independents are not trusted by the Terrans since they have no allegiance to the Terran state. They also have few protections accorded to Terran citizens under Terran law. The Independents live out their lives in Disputed Space knowing the Terrans may well choose not to aid them should the Caliban or others attack.

The Independents have a Code but it is more a guideline than a fixed set of rules.

Little Green Men

Armour Class: 14 No. Appearing: 2-8 (6-60)
Hit Dice: 1+1 Save As: Normal Man
Move: 20m (7m) Morale: 7
Attacks: 1 weapon Treasure Type: 26
Damage: 1-6 or by weapon Alignment: Chaotic

These halfling sized man-like creatures have small bodies and large oversized veined heads with bulbous eyes. They are well suited to darkness and have infravision, with light causing them to act at a disadvantage, -1 dice roll modifier.

These aliens wear a one-piece green suit with a bubble-like helmet which provides the gasses they need to breathe because they cannot breathe air alone, they suffocate in 2d4 rounds. The Little Green Men visit other worlds to gather resources and often take what they need without asking. Little Green Men often use disintegrating Ray Guns.

They may inject venom with a touch which typically causes Paralysis but there is a 10% chance for Humans and Halflings it will cause Death instead with a +2 **Saving Throw** Modifier applied; this is reduced to 5% for Elves. The paralysis caused by the venom is the normal type (lasting 2-8 turns unless removed by a Cure Light Wounds spell).

Robots, NPC

Armour Class: 15 No. Appearing: 2-8 (4-24)
Hit Dice: 2 Save As: Dwarf: 1
Move: 90m (10m) Morale: Not Applicable
Attacks: 1 claw Treasure Type: Nil
Damage: 1-6 or weapon Alignment: Any

Robots are often used as henchmen by villains. Robots do have an alignment which is consistent with their purpose. While useful, and they only do as they are told, they stupidly follow their limited programming. Robots behave much as

Zombies do, accepting simple commands from their masters and performing them.

Robots are not affected by sleep or charm spells or any form of mind reading. They are often placed to guard treasures, since they are tireless guards. A Robot has a 45% chance of detecting a danger within 17m, which is decreased by 5% if damaged. Robots will always attack on sight if that is their purpose, but they can be destroyed by normal weapons. They are slow fighters, and always strike last (no initiative roll needed).

NPC Robot Systems

Non-Player Robots have systems not unlike a Rocket Ship. When a Robot is damaged a system may also be damaged or made inoperative, roll 1d8 to determine which system is damaged, make a Saving Throw for the System, failure means that it is inoperative.

1d8	System	Damaged	Inoperative
1	Claws	-1 Dice Roll Modifier	Cannot manipulate objects
2	Danger Sensor	-1 Dice Roll Modifier	Cannot detect danger
3	Data Link	-1 Dice Roll Modifier	Data cannot be transferred.
4	Language (1)	The Robot is confused by commands and performs an action other than the one intended but within the scope of its purpose.	Communication is not possible. It cannot speak or understand what is said or accept verbal commands.
5	Motivator	The Robot is confused. -1 Dice Roll Modifier	An NPC Robot cannot take any action.
6	Motor	Move Max. 20m (7m)	The Robot cannot move.
7	Radio	-1 Dice Roll Modifier	Cannot communicate via Radio
8	Repair Gadgets/ Systems	-1 Dice Roll Modifier	Unable to Repair a specific Gadget or Rocket Ship System.

Note 1: Optional for a Player Character

Selenites

Armour Class: 13 No. Appearing: 3-12 (3-30)
Hit Dice: 1 Save As: Fighter: 1
Move: 20m (7m) Morale: 12
Attacks: 1 Treasure Type: 25
Damage: 1-6 or weapon, Blast 2d4 Alignment: Chaotic

Selenites are skeleton-like creatures which favour asteroids and moons as their habitation and they are immune to the effects of radiation and the vacuum of space. They are feared because numbers of Selenites, 20% of any group, on first sighting an enemy, will rush their foes 25% of the time

and explode themselves with a Blast, showering opponents with deadly shards in a 3m radius; causing 2d4 damage to those who fail their **Saving Throw vs. Blast**.

Shape Shifters

Armour Class: 13	*No. Appearing: 1-8 (1-12)*
Hit Dice: 2 +2	*Save As: Fighter: 2*
Move: 60m (20m), or by Humanoid Type	*Morale: 12*
Attacks: 1	*Treasure Type: 24, 26*
Damage: 1-6 or weapon, Gas 2d4	*Alignment: Any*

Shape Shifters live in floating cities which are suspended in the clouds of Gas Giants. They do not mind the atmosphere, gravity, or pressure of these worlds. They are the only creatures capable of descending to the surface of a Gas Giant and returning unscathed. They may take the form of humanoids at will if they so wish although their true form is that of a $1m^3$ poisonous gas cloud; those within the cloud must make a Saving Throw vs. Poison to avoid injury. In the form of a gas they are immune to fire and lightning (electricity).

Ship Scale Space Monsters

Armour Class: 15	*No. Appearing: 1*
Hit Dice: 2-5	*Save As: Fighter: 5*
Move: N/A	*Morale: 12*
Attacks: 1-3	*Treasure Type: 22 or 23*
Damage: 1-6	*Alignment: Any*

These monsters are the size of ships, they feed on space junk, meteoroids, etc., so a Rocket Ship may just be considered as potential food, a rival, or a predator. They have the same specs as ships. They do not really have cannon but cause damage with the same result. The exact nature of a Ship Scale Monster is up to the Referee to define.

Ship Scale Space Monsters Specifications

Ship Class	AC	EN	Enc[1]	Enc. Cargo Space[1]	Number of Hit Dice	Cannon
Ship Scale Space Monster	15	5	Variable	240 kg	2-5	1-3

Note 1: Enc reflects "crew" but this may extend to mean a monster with a symbiotic relationship such as an Energy Leech, or parasites. These may also attack a Rocket Ship.

Solarians

Armour Class: 15	*No. Appearing: 1-6 (1-8)*
Hit Dice: 3	*Save As: Fighter: 3*
Move: 90m (10m)	*Morale: 12*
Attacks: 1	*Treasure Type: 24, 26*
Damage: Energy drain	*Alignment: Chaotic*

The Solarians are nearly always solitary ethereal beings who prefer to live on planets close to stars. They are renowned for their philosophy, knowledge, and augury. Some disparage them and call them Demons, but never to their face, for they always exact a telling price for their consultations and it is best to make a careful bargain with a Solarian. When they attack Solarians are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or hit dice (refer to *known rules*).

Smugglers

Smugglers may well be just **traders** with questionable ethics (refer to *known rules*).

Space Bugs

Armour Class: 17	*No. Appearing: 1-8 (2-12)*
Hit Dice: 2	*Save As: Fighter: 1*
Move: 17m (12m)	*Morale: 8*
Attacks: 1	*Treasure Type: 25*
Damage: 2-8	*Alignment: Neutral*

Space Bugs are 3m long beetles with iron hard metal bodies. They commonly live in asteroid fields and they are immune to the effects of vacuum and radiation. They usually feed on the metals found in asteroids but Rocket Ships, being pure metal, are hard to resist. Space Bugs easily detect metal in any form. Swarms of the creatures may fly through space and descend upon ships, tearing them to pieces with their pincers, not from malice, but from hunger. Space Bugs are territorial and will valiantly defend their home asteroid and nest of eggs from intruders.

Space Patrol

Terrans founded the Space Patrol and allowed beings from other Terran planets to join it. Members of the Space Patrol must follow an ethical code; they protect Terran citizens and Terran interests, and they report to the Terran Bureaucracy and Emperor. They are mainly **normal humans** (refer to *known rules),* but may also be Elves, Dwarves, and Halflings.

Space Pirates

Space Pirates are villainous rogues who rob for profit, they are like **bandits** (refer to *known rules).* Pirates usually attack if there is something to be gained.

Space Crab Spiders

Armour Class: 13	*No. Appearing: 1-4 (1-4)*
Hit Dice: 2	*Save As: Fighter: 1*
Move: 17m (12m)	*Morale: 7*
Attacks: 1	*Treasure Type: Nil*
Damage: 2-8 + Poison	*Alignment: Neutral*

Space Crab Spiders are metallic 3m long giant spiders. They are immune to the vacuum of space and can fly in zero gravity as well as crawl; clinging to the hulls, decks, and bulkheads of Rocket Ships as well as walls and ceilings. They can cling to the hull of a Rocket Ship and survive Blast Off and Landing.

Not unlike a chameleon, Space Crab Spiders can change their colour to blend into their surroundings and they surprise on a roll of 1-4 (d6). Space Crab Spiders can leap up to 20m to pounce on their prey. A victim bitten by a crab spider must save vs. Poison or become paralysed in 6 Rounds. However, the victim may add 2 to the **Saving Throw** roll.

A Space Crab Spider will lay 1d8 eggs in a paralysed victim which will hatch into parasitical worms 1d8 days later each causing 1d6 Damage when they emerge as diminutive Space Crab Spiders. These diminutive creatures bite for 1 Hit Point

but their poison is no less effective than that of an adult. They will eventually mature into full size creatures in 8 months time. Only adults may lay eggs.

Space Soldiers

Space Soldiers are fanatical followers of *The Leader* (a character not unlike a **noble** in known rules), an enigmatic and cruel being who is intent on conquering others. Space Soldiers are not human at all but "Synthetics". The synthetic soldiers are the creation of The Leader who has turned all the science and industry at his disposal to the single-minded goal of conquering the galaxy. Convinced of his own mental and physical superiority the Leader is arrogant and disdainful of other beings as are his synthetic Space Soldiers.

Space Soldiers are otherwise like **normal humans** (refer to *known rules*).

Terrans

Armour Class: 11 through 18	No. Appearing: 2-8 (4-24)
Hit Dice: Variable	Save As: Fighter: 1
Move: 17m (12m)	Morale: 12
Attacks: 1 weapon	Treasure Type: 26
Damage: 1-8 or weapon	Alignment: Law, Neutral, Chaotic

Terrans are members of a multi-planet state, a medieval futurism, which is ruled over by an Emperor, and it is mainly composed of Humans, Elves, Dwarves, Halflings, and other intelligent creatures. All citizens of the Terran state are all referred to as Terrans. Noble Titles and Offices in the bureaucracy of the Terran Empire may be acquired by various means only by citizens. The Space Patrol is a Terran Empire creation.

Non-citizens of the Terran Empire are referred to as "Independents" and they are not trusted since they have no allegiance to the Terran state. They also have very limited protection as accorded to Terran citizens under Terran law.

PCs may be citizens of the Terran Empire or Independents (p23).

The long violent space war between the Terran Empire and the Caliban has finally ended, but it is an uneasy truce. Neither side truly trusts the other.

The Ancients

The Ancients were a previous intergalactic civilization with origins beyond the Known Galaxy. The wrecks of their space-ships may be found crashed on planets or drifting in space. They came to the worlds of the known galaxy and built outposts, cities and spaceports. All now lay decaying and abandoned, mysteries waiting to be explored.

The Ancients vanished without explanation. What calamity befell them? Disease, disaster, or war, the reason for the abandonment of their ruins is unknown. All that can be said is that the ruins left as monuments to their civilization are terribly old.

The Ancients left no writing, no images of themselves, and one may only guess at their appearance. They did however leave examples of their genius behind in the form of personal force fields and other invaluable artefacts which may be recovered by investigating the ruins.

Web Terrors

Armour Class: 15	No. Appearing: 1-6 (1-8)
Hit Dice: 3	Save As: Fighter: 3
Move: 90m (10m)	Morale: 12
Attacks: 1	Treasure Type: 23
Damage: Energy drain	Alignment: Chaotic

Web Terrors are ship scale monsters with an Escape Number of 5. Web Terrors spin a giant Web Sail to travel through space. These creatures lie in wait at the centre of their web, as dark as a black hole, and consuming all that are caught in the web. A ship which fails to escape is caught and automatically suffers damage equivalent to the attack of a cannon each round of combat it fails to escape. Per cannon attacks, ship systems may fail. When a Rocket Ship is reduced to 0 Hit Points it is grappled by the Web Terror and drawn to the centre of the web where the creature then boards the ship and devours its crew.

Web Terrors are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or hit dice (refer to *known rules*).

Y'lech

Armour Class: 11	No. Appearing: 1-8 (1-4)
Hit Dice: 2	Save As: Fighter: 2
Move: 17m (12m)	Morale: Not applicable
Attacks: 1, Spores	Treasure Type: 25
Damage: 1-6 + special	Alignment: Neutral

Y'lech are ambulatory intelligent fungi whose thoughts are calculating and alien. They spread from planet to planet by launching their spores into space. Y'lech can only be killed by fire or disintegration; a torch will only do 1-4 points of damage to it each round. The touch of a Y'lech will eat through wood and leather but does not harm metal or stone. When Y'lech are themselves touched (by a torch, for, example) the touch may cause spores to spray out in a 3m³ cloud. There is a 45% chance per hit that the Y'lech will spray this cloud. Anyone caught within the cloud must save vs. Death Ray or choke to death within 6 rounds. 1d4 Y'lech will grow from the corpse in 2d6 Days if it is not destroyed by fire or disintegration.

BX-Space TREASURE TYPES

There are 26 numbered treasure types. The following table illustrates Space Treasure Types 22 through 26.

Type	100's of Copper	100's of Silver	100's of Electrum	100's of Gold	100's of Platinum	Gems & Jewellery	Space Treasure Items
22	25% 1-4	20% 1-4	15% 1-4	10% 1-4	5% 1-6	25% 1-6	25% 2
23	25% 1-6	20% 1-4	15% 1-4	10% 1-4	5% 1-6	25% 1-6	20% 3
24	Nil	Nil	Nil	Nil	Nil	Nil	25% 2
25	2-8 coins per individual	2-8 coins per individual	Nil	Nil	Nil	Nil	Nil
26	2-8 coins per individual	2-8 coins per individual	10% 1-4 coins per individual	15% 1-4 coins per individual	Nil	Nil	Nil

The following table may be used to convert treasure type numbers to letters.

1	2	3	4	5	6	7	8	9	10	11	12	13
A	B	C	D	E	F	G	H	I	J	K	L	M

14	15	16	17	18	19	20	21	22	23	24	25	26
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

SPACE TREASURE ITEMS

In the Category Space Treasure Items roll d12 on the following table to determine what they are:

Space Treasure Subtable

1d12	Space Treasure Subtables
1-2	Roll on a *Known Rules* d100 Magic Subtable
3-4	Weapon
5-6	Armour
7-9	Gadget
10-11	Data
12	Ancient Gadget

Weapon Subtable

1d8	Weapon
1	Firearm +1
2	Firearm +1, +2 vs. Monster Type
3	Grenade, Damage +1 vs. Monster Type
4	Grenade, Paralysing +1 vs. Monster Type
5	Magazine, Firearm
6	Ray Gun +1, Paralysis
7	Ray Gun +1, Disintegrating
8	Ray Gun +1, Either type

Armour Subtable

1d4	Armour
1	AC Force Field
2	Space Suit 17
3	Space Suit 15
4	Space Suit 13

Gadget Subtable

1d12	Gadget
1	Beamtorch
2	Firearm
3	Goggles, Infravision
4	Jump Harness
5	Lung, Artificial
6	Packet, Extinguisher
7	Packet, Firestart
8	Perimeter Ward (1)
9	Rocket Pack
10	Rocket Pack Fuel
11	Tele-Radio, Personal
12	Timepiece

Data Subtable

1d8	Data (Units of Information)
1	Space Spell: Lvl 1 magic-user spell [any][1]
2	Space Spell: Lvl 2 magic-user spells [any][1]
3	Space Spell: Lvl 3 magic-user spells [any][1]
4	Security Code
5	Space Map with Route Numbers
6	Secret or Unknown Information
7	Bounty
8	Treasure

Note 1: There is a 25% chance the data is a clerical spell

Ancient Gadget Subtable

1d8	Ancient Gadget
1	Atomic Glue
2	Booster
3	Brain Jolt
4	Cloak (Rocket Ship System)
5	Perimeter Ward (1)
6	Re-Life
7	Stasis Chamber
8	Whatever You See

Explanation of Space Treasure Items

Some items are the same as those found in equipment lists, with a bonus. Others may require a little explanation:

AC Force Field: These are relics of The Ancients. The exact principles which make them work have not been discovered but this does not make them any less useful. They never need to be recharged. The Armour Class Force Field creates a moderately protective barrier of force (AC15) which surrounds a Character when it is worn and activated.

Atomic Glue: This is a relic of the Ancients. Atomic Glue comes in a dispenser containing a single drop of this powerful glue. The glue will permanently join two surfaces together regardless of what they are, except that it will not stick to its own dispenser. What the dispenser is made of is a mystery. Two surfaces joined together by Subatomic Glue cannot be parted by any means, but the items joined in this way may themselves break.

Bomb: Bombs are explosive devices which may be used to cause damage. Bombs have a timepiece which may be set in Days, Turns, or Rounds. When the set time elapses, the bomb detonates.

Booster: This is a relic of the Ancients. The Booster is a device which has one charge. When applied to a Character it permanently grants special abilities which the Ancients must have considered useful traits in their servants. Wisdom and Intelligence were not traits they valued in their servants it would appear for this relic permanently deducts 1 point of INT and WIS with each use.

Booster Special Abilities

2d4 Dice Roll	Special Abilities
2	+1 to Saving Throws vs. Virus
3	+1 to Saving Throws vs. Radiation
4	+1 to Saving Throws vs. Poison
5	+1 to Saving Throws vs. Paralysation
6	+1 to Saving Throws vs. Poison
7	+1 to Saving Throws vs. Radiation
8	+1 to Saving Throws vs. Virus

If the device is used multiple times and the result is the same, increase a +1 value to +2, then +2 to +3. No value may be greater than +3.

Brain Jolt: These are relics of The Ancients. The Brain Jolt grants a +1 increase to the attributes Intelligence or Wisdom but at the price of deducting 1 point of Strength and Constitution. A Brain Jolt has only one charge, that is it may only be used once after which it burns out and may not be repaired.

Cloak (Rocket Ship System): These are relics of The Ancients. The cloak is a device which connects to a Rocket Helm System and permits a rocket ship to become temporarily invisible. If the Rocket Ship Helm, or Rocket Ship Motor are damaged the Rocket Ship cannot be made invisible. There is a chance that a Cloak may become permanently inoperative if the Helm becomes inoperative. Make an additional **System Saving Throw** for the Cloak and a failure means that it is rendered permanently inoperative.

Re-Life: These are relics of The Ancients. Re-Life is an aid with one charge which when applied to a character halts the countdown to death and/or the effects of death. Re-Life grants the character consciousness and enables them to act much as they normally would for 4 +1d4 Days. That is the character's actions are self-determined. The character is un-dead. They need not eat, breathe, etc. The body of the character does not decay but it is obviously an animated corpse.

The Referee secretly makes the dice roll to determine the duration of Re-Life and is under no obligation to inform the character how long the duration of Re-Life will be. Upon the expiry of the duration of Re-Life any progress to death, state of death, and decay are resumed.

During the duration of Re-Life the character is temporarily granted the same Hit Dice and attack capability as a Zombie, that is they are temporarily granted an alternate HD and d6 based Hit Points, and they attack last in any round. The reduction of Hit Dice affects a character's spell casting ability potentially resulting in a significant loss of capability if the Character is a high-level spell caster.

A Character may not be healed or raised from the dead while under the influence of Re-Life. If the character is killed while under the influence of Re-Life they permanently lose 1 point of CON and the charge of Re-Life is used up regardless of any unused time.

Stasis has no effect upon the duration of Re-Life.

Further units of Re-Life may be applied to a dead character but their alignment changes permanently to Chaos and they permanently lose 1 point of CON with each additional application. The resulting Chaotic un-dead Character is then subject to the turning ability of Clerics as if they were a Zombie.

Whatever You See: These are relics of The Ancients. They are two button sized discs which are separated and placed on the craniums of any two living creatures embed themselves under the skin and grant each character the ability to see whatever the other is viewing at will. If only one character is granted infravision the other character without that capability can still see whatever it is they behold. No sound is conveyed by the relic nor is there any other communication between them. Characters may write messages which the other can view but the viewer must be able to understand the writing system and read the language.

There is a caveat, the embedded discs attach permanently and may not be removed from a living character by any art currently known without potentially causing the death of said character, a **Saving Throw. Vs. Death** is granted. Once removed, either of the discs may be reused.
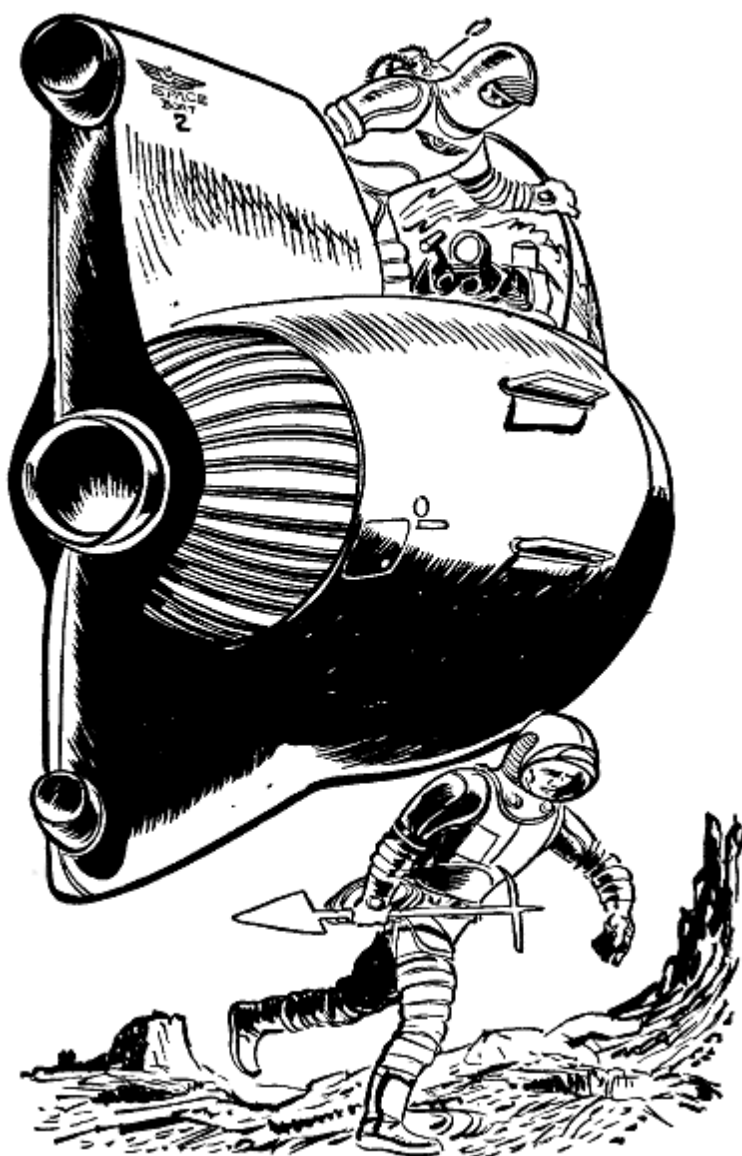
THE KNOWN GALAXY MAP

The Referee's Map of Square 1-1, A Backwater of the Known Galaxy

Known Galaxy Map Key

Key	Description
A	Zulan, a planet of provincial prominence in this backwater of the galaxy.
Asteroid Mine	Asteroid Mine, This facility extracts Trillium from the asteroids. A tough Independent mining community on the frontier.
B	Baboo, a proverbial desert backwater on the border of Terran Empire space.
Beacon 55J	An old navigation beacon, pre-war, sends a warning about Hazard 2249, a black hole, stating avoid the area.
Beacon 55K	Caliban Beacon 55K monitors the square for activity.
Beacon 55L	A Caliban navigation warning stating avoid the area in harsh croaking words.
C	Space Mine Field from the war, planted by the Caliban to deny access through the asteroid field, nasty. They were supposed to be deactivated by the terms of the treaty which ended the war, but this seems to have been overlooked, or has it?
Caliban 337	A Caliban colony.
Caliban Asteroid Mine	An Asteroid Mine run by the Caliban, here prisoners are used for the dangerous work.
D	Terran Space Station Wolf Iron. It is battered and exchanged hands several times during the war but it still usable. It has been abandoned under the terms of the treaty which ended the war. Under those terms neither Terrans nor Caliban are permitted to set foot there unless a crew is forced to abandon their own ship.
Derelict 11	Derelict 11, the sleep ship Dreamer bound for some colony world, holed and its passengers long deceased remain in their capsules.
Derelict 12	Derelict 12, The merchant ship Colossus, a plague ship, long abandoned, all the crew are deceased, and no one dares recover its cargo.
Derelict 13	The Caliban warship 6871 a wreck damaged during the war.
Disputed Space	A territory of space serving as a border between the Terrans and the Caliban. Permanent settlement and occupation by the Terran Empire or the Caliban is forbidden by treaty. Independents have settled this area and are subject to neither Terran or Caliban law and are not recognized by the peace treaty.
Dul	A watery Caliban colony.

Key	Description
E	Zodemus, a cloaked system hidden by the Ancients. Its gravity betrays its presence.
F	NAR Penal Facility. Conveniently located outside of Terran jurisdiction and run by Independents this penal facility serves as an oubliette for prisoners paid to be held here. Rumour has it the prisoners are kept as popsicles, in stasis. No one has ever escaped the prison, but some have been sold to the Caliban to work in their Asteroid Mine.
Hazard 2249	A black hole

GLOSSARY

Term	Definition
Blaster	A Ray Gun with a disintegrating beam that causes damage to living creatures,
EN	Escape Number, used to completely avoid a Hazard, or to escape from another Rocket Ship.
GN	Gravity Number, the quantifiable gravity of an object in space, used most often to blast off and escape the gravity of a planet or land without damaging a Rocket Ship system.
H-Space	Hyperspace, a dimension or plane contiguous with Normal Space which if entered, shortens the distance travelled in N-Space from years to days.
N-Space	Normal Space, the space in which characters live
Stunner	A Ray Gun with a stunning beam that paralyses living creatures.
TN	Test Number, used for General Purpose, 11 representing the least difficult and 18 representing the most difficult.
Trillium	Trillium is an extremely rare mineral which counteracts the effect of gravity.
U-Space	Ultraspace, a dimension or plane contiguous with Normal Space which if entered, shortens the distance travelled in N-Space from years to hours. Each Hour of Travel in Ultraspace is experienced subjectively as a Day.

OGL

Test Table

Character's Level	Escape Number, Gravity Number, (Route Number), Ship's Armour Class, Test Number												
	11(9)	12(8)	13(7)	14(6)	15(5)	16(4)	17(3)	18(2)	19(1)	20(0)	21	22	23
Normal Man	11	12	13	14	15	16	17	18	19	20	21	22	23
1st to 3rd	10	11	12	13	14	15	16	17	18	19	20	21	22
4th + Higher	09	10	11	12	13	14	15	16	17	18	19	20	21

Dungeons in Outer Space Science Fantasy