

LOST SHIP

A SURVIVAL GAME

W.M. Akers

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THE INCIDENT

Your civilization's great migration was just beginning when something went wrong. From your place on the bridge, you watched the lead colony ship explode, starting a chain reaction of fire and death that wiped out half the fleet in an instant.

Your captain did not hesitate. She demanded you get the ship to safety and you did it, engaging the Leap Drive without waiting for the astrogators to plot a course through the stars.

Now, half a galaxy away, you fly under unfamiliar skies. You have no way back to the fleet, no way of knowing if there is even a fleet to return to. You press on alone, lost, in search of a planet to call your own. You will find it or die.

THE GAME

LOST SHIP is a tabletop survival game for one or two players about the sacrifices and compromises made during a journey home. To play, you will need:

- Six-sided dice (d6): six is a good number, but you can play with as few as two
- Copies of the quick reference included with this game and available at wmakers.net/lostship
- A sharp pencil with a good eraser
- One to two hours
- Strong nerves

A game of LOST SHIP consists of encounters between your ship and alien threats as you leap from system

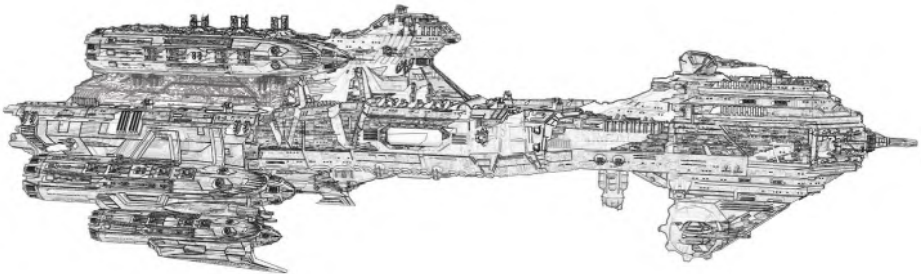
to system in search of a habitable planet. Between battles, you will scan for materials, make repairs, care for your pilots, and search for a planet your people can inhabit.

If you find home, you win. If your ship runs out of fuel or is destroyed, you lose, and your civilization dies with you.

TWO-PLAYER VARIANT

Although intended for one player, LOST SHIP also works well for two. You may play cooperatively, dividing the X.O.'s responsibilities as you see fit, or competitively, with one player taking the role of the lost colonists and the other the alien threat.

In the second option, the player responsible for the colonists will have the most to do. In order to give the alien player more to think about, they may choose what they target any time their ships roll a 6. After your first game, switch sides to see which of you makes it closer to home.



THE SHIP

You are the executive officer of an Empathy-class colony ship, responsible for maintenance, logistics, duty assignments, and the safety of 40,000 colonists during and after combat. You will do what it takes to survive.

You are a peaceful people who have dreamed for generations of crossing the stars. This ship is the pinnacle of your achievement: a nearly-self sufficient home capable of producing food, water, and air during the years-long trip across the galactic dark.

Your journey is made possible by the Gaussian Leap Drive, whose twin magnets rip holes in space, allowing you to slip from system to system. This is an elegant mode of travel, but it calls for vast reserves of fuel that, at the moment, you lack.

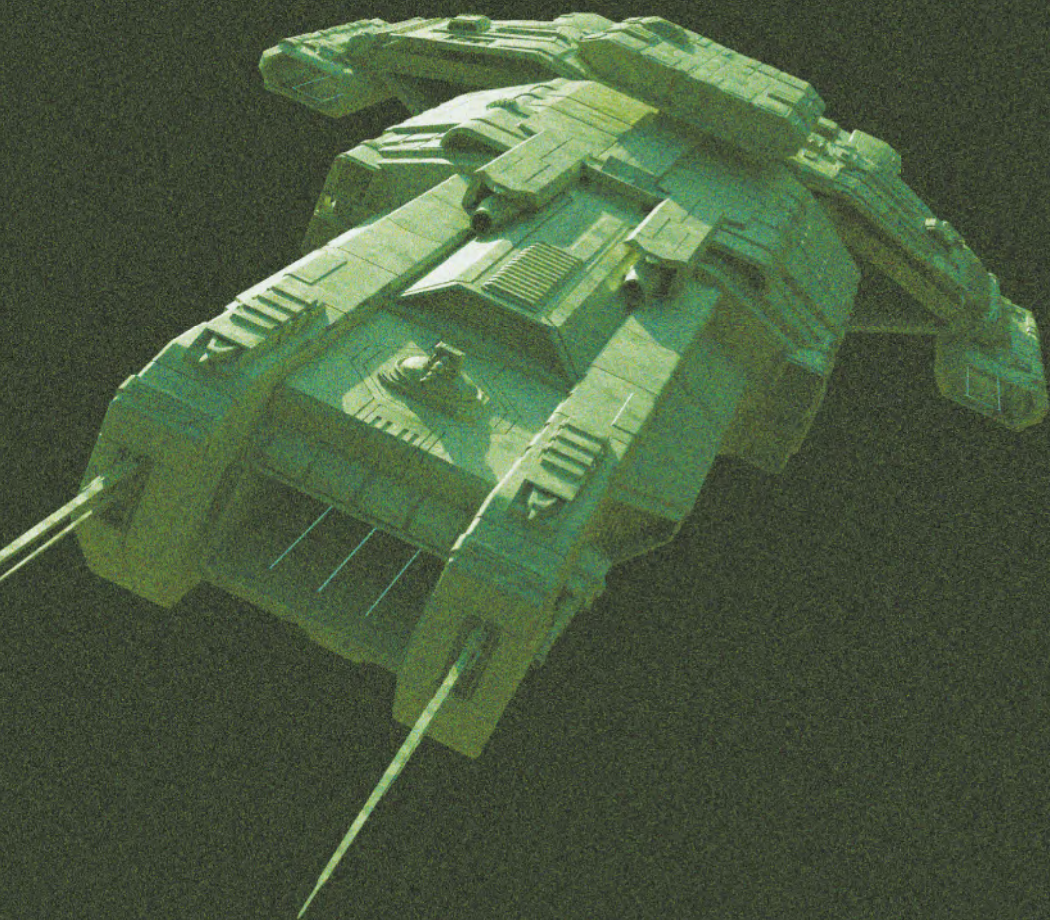
With the fleet, fueling ships fed your engines and battleships protected you from the dangers of space. Now, you fend for yourself. Your mining laser can strip fuel from uninhabitable planets. Your Curiosity-class scout ships can, in a pinch, serve as fighters. Beyond that, you are on your own.

THE ALIEN THREAT

Since our separation from the fleet, we have met no one but the enemy. We know little of them. They respond to all peaceful communication with hostility. By the repellant architecture of their warships, we know they are ruthless, even bloodthirsty. To defeat them, we must be ruthless as well.

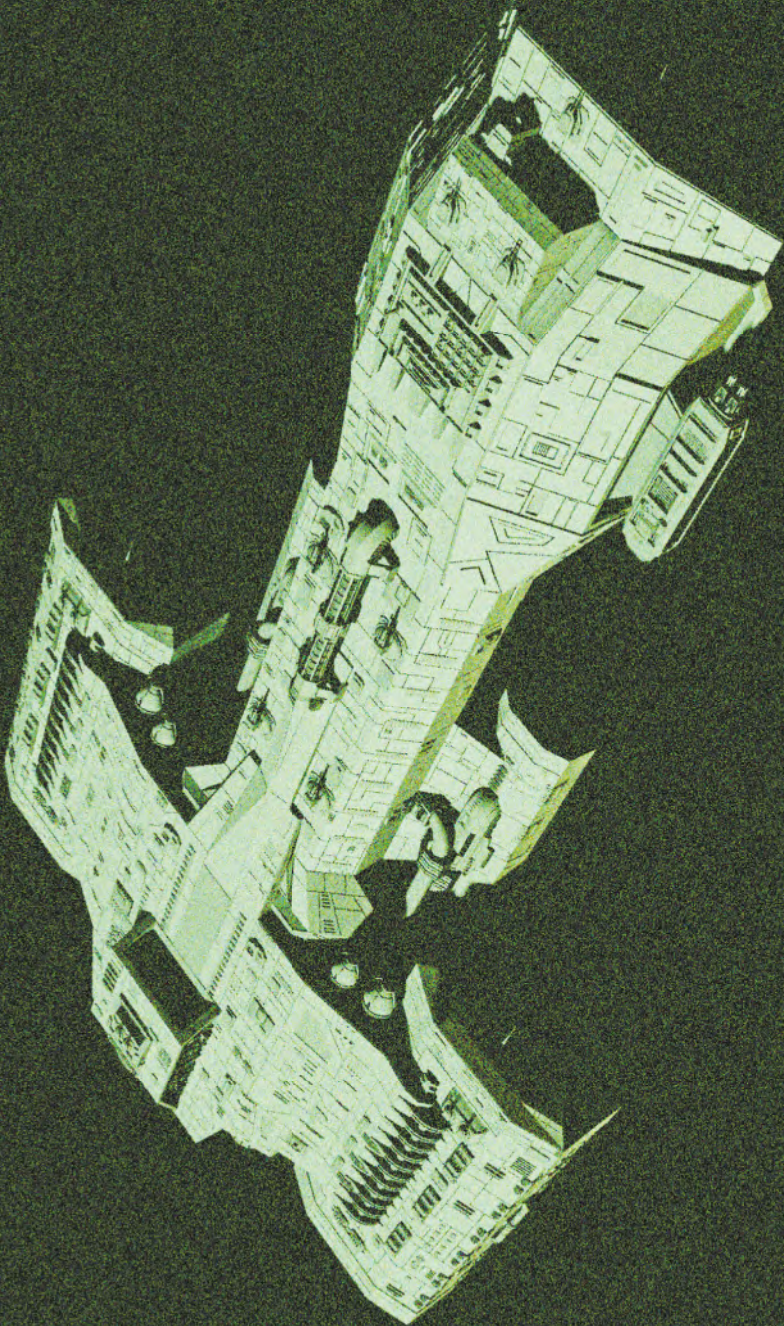
Their ships are slow and ugly. Though their weapons are powerful, their gunners lack accuracy. Most importantly, their engines are wasteful. If we outlast their first blows, they invariably run out of fuel, allowing our pilots to destroy them without risk.

We have encountered three types of their craft: a fighter, a cruiser, and a battleship. Our pilots have nicknamed them Mark I, Mark II, and Mark III. The larger the craft, the more damage they absorb, and the more guns they bring to bear. The following pages will show you what little we know.



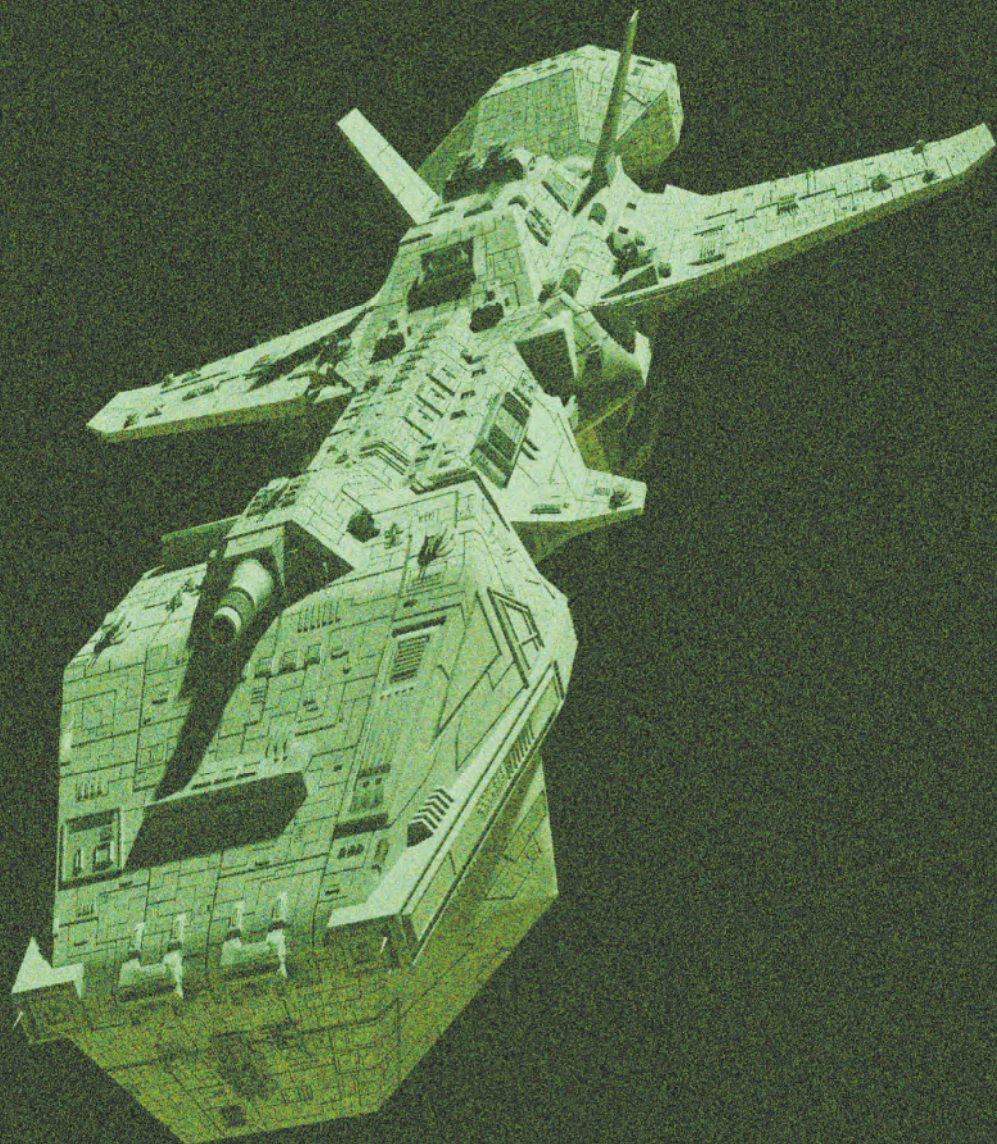
MARK I (FIGHTER)

HIT POINTS.....	2
GUNS.....	1 D6
RUNS OUT OF FUEL..... AFTER THIRD COMBAT ROUND	



MARK II (CRUISER)

HIT POINTS.....	5
GUNS.....	2 D6
RUNS OUT OF FUEL..... AFTER FOURTH COMBAT ROUND	



MARK III (BATTLESHIP)

HIT POINTS.....	8
GUNS.....	4 D6
RUNS OUT OF FUEL..... AFTER FIFTH COMBAT ROUND	

SET UP

Familiarize yourself with the executive officer's log sheet, which tracks your ship's systems, stores, scouts, and pilots. It is your responsibility as X.O. to keep this sheet updated. In a desperate situation, you must remain organized to survive.

Begin by writing the ship's name in the top-right corner of the sheet. Below you will track the leaps since the incident, your ship's fuel, and parts, a catch-all term for the mechanical miscellany that keeps your ship functioning. By default, you start with six fuel and six parts. Mark this now. Or, for a greater challenge, roll $d6+2$ (a six-sided die plus two) to randomize the contents of each store.

Next, inspect the ship's systems. They are:

- HULL: The cobalt shell that keeps out the void
- ENGINES: The Leap Drive that carves through the stars and the thrusters used during combat
- MINING LASER: The nose-mounted energy beam that strips the crust off uninhabitable planets, which also serves as a defensive weapon
- SCOUT BAY: The launching area for our scouts
- SICK BAY: The medical center for wounded pilots
- SENSORS: The array of cameras and listening devices that search these stars for home

Each of these vital systems can be damaged during combat, reducing functionality or rendering them inoperable. After combat, they can be repaired and upgraded. Keeping them in working order will mean the difference between life and death.

On the reverse of the X.O.'s log, you will track your scout ships and the brave women and men who fly them. Name each scout and pilot. Choose names that have meaning to you, such as that of friends and family or favorite fictional characters.

Although you have six scouts, at the start of play you may only launch four per battle. Assign a pilot to each scout and number the active scouts from 1-4 to indicate flight position.

ORDER OF PLAY

Each stage of your journey contains seven moments:

1. LEAP INTO SYSTEM
2. ASSESS THREAT
3. FIGHT (IF NECESSARY)
4. SEARCH WRECKAGE FOR PARTS
5. SCAN THE SYSTEM
6. MAKE REPAIRS & BURY YOUR DEAD
7. LEAP AGAIN

1. LEAP INTO SYSTEM

When your captain gives the order, strike one fuel from the stores and add a tally to your count of "Leaps Since Incident."

2. ASSESS THREAT

Some systems are empty. Most are not. To determine what threat you will face in this system, roll on the threats table shown on the following page. At the bottom of the table, you will see your die roll changes as you plunge deeper into enemy space. Starting with a forgiving 2d6-3, it rises to 2d6 for leaps four through seven. From there it increases by 1 every leap. If you defeat the threat at the alien home world (15 on the threat table), you may take their home as your own. Your journey is through.

Once you have determined the threat, put a check next to each enemy ship on the Encounters Log and prepare to fight. If there is no threat, exhale, mark nothing, and move on to the system scan (Moment 5).

THREATS (2D6)

3-	NO THREAT
4	4 MK I
5	5 MK I
6	6 MK I
7	1 MK II
8	1 MK II + 2 MK I
9	1 MK II + 3 MK I
10	2 MK II
11	2 MK II + 2 MK I
12	1 MK III
13	1 MK III + 3 MK I
14	1 MK III + 1 MK II
15+	2 MK III + 2 MK II + 2 MK I (ALIEN HOME SECTOR)

LEAP 1.....2D6-3

LEAP 2.....2D6-2

LEAP 3.....2D6-1

LEAP 4-7.....2D6

AFTER LEAP 7, THE DIE ROLL INCREASES BY 1 EVERY LEAP:
2D6+1 FOR LEAP 8, 2D6+2 FOR LEAP 9, AND SO ON.

SCOUT ATTACK (D6)

1-4	MISS
5	1 DAMAGE
6+	2 DAMAGE

VETERANS.....ADD 1 TO ROLL

ACES.....ADD 2 TO ROLL

50% SCOUTS.....SUBTRACT 1 FROM ROLL

INJ. PILOTS.....DEAL ONLY 1 DAMAGE

3 FIGHT (IF NECESSARY)

Combat is broken into rounds in which every ship fires each of their guns once. Our superior maneuverability means we always shoot first.

The first round takes place far from the colony ship and involves only our scouts and the enemy. For each scout, roll 1d6. They record hits on results of 5-6: 1 HP damage for a 5 and 2 HP damage for a 6. You may choose which enemy ship takes the damage, but may not split the effect of a hit between two ships.

For each hit, tick off the damage on the Encounters Log. For each enemy destroyed, mark a kill beside the relevant pilot's name. Destroying a Mark I counts as one kill, while landing the final blow on a Mark II or III counts as two or three kills, respectively. On reaching three kills, a pilot achieves veteran status, and may add 1 to each attack roll. A pilot with six kills becomes an ace and adds 2 to each roll.

ENEMY ATTACK (D6)

1-3	MISS
4-6	HIT; ROLL FOR THREAT TARGETING

Next, roll 1d6 for each remaining enemy gun. Remember that Mark IIs fire twice and Mark IIIs four times. They hit on results of 4, 5, or 6. To track their hits, you may find it useful to set aside each successful enemy die until its damage has been resolved.

To determine which scout has been hit, roll 1d6 on the threat targeting table shown on the next page. If there is no scout flying in the indicated position, no damage is done. To determine the severity of the damage, roll 1d6 on the scout damage table.

A 50% scout keeps flying, but subtracts 1 from attack rolls. An inoperable ship must land immediately. An

THREAT TARGETING

(D6 FOR ROUND 1, AFTERWARDS 2D6)

1	SUPERFICIAL
2	FIFTH SCOUT
3	FOURTH SCOUT
4	THIRD SCOUT
5	SECOND SCOUT
6	LEAD SCOUT
7	HULL
8	ENGINES
9	MINING LASER
10	SCOUTING BAY
11	SICK BAY
12	SENSORS
13+	HULL

SCOUT DAMAGE (D6)

1	SUPERFICIAL
2	PILOT INJURED
3	PILOT KILLED IN ACTION
4	SCOUT OPERATING AT 50%
5	SCOUT INOPERABLE; LAND NOW
6	SCOUT DESTROYED; PILOT KIA

MINING LASER (D6)

1-3	MISS
4-5	1 DAMAGE
6	2 DAMAGE
7	3 DAMAGE

injured pilot may stay in the air, but deals only 1 HP damage on a hit. If a scout at 50% is dealt another 50% blow, it is rendered inoperable. If an injured pilot is injured again, they die. Mark any dead pilots as killed in action (KIA). If their scout was not destroyed, it may be recovered after combat.

Mark damage and recall scouts as necessary before proceeding to round 2. New scouts may not be launched to replace those that have been damaged or destroyed.

ROUND 2

The remaining enemy now closes with the colony ship, and the real battle begins. Again, you fire first, rolling for your surviving scouts and then for your mining laser, a d6 gun that inflicts 1 damage on results of 4 and 5, and 2 damage on results of 6. The captain operates the mining laser, which is upgraded automatically after recording five kills.

Mark damage dealt to the enemy ships. It is now their turn to fire. If they score a hit, roll 2d6 on the threat targeting table to learn where the damage falls. If a hit is recorded on an inoperable system or a destroyed scout, apply the damage to the colony ship's hull instead.

If a system takes a hit, reduce its functionality by one level: from 100% to 66%, from 66% to 33%, from 33% to inoperable. Consult the section on system damage (p. 18) to understand the repercussions.

AND BEYOND

After the second round of combat, the cycle repeats. All Mark I enemy ships run out of fuel and are automatically destroyed at the end of the third round of combat. Mark IIs run out of fuel after the fourth round and Mark IIIs run out of fuel after the fifth. Destroying these ships does not earn a pilot a kill.

4. SEARCH WRECKAGE FOR PARTS

After the battle, roll d6 on the parts search table to scan the debris for useful parts. Add 1 to the roll if you fought a Mark II and 2 to the roll if you fought a Mark III. If you fought both a Mark II and III, add 3 to the roll.

5. SCAN THE SYSTEM

Roll on the system scan table to search for inhabitable planets. For the first three leaps, you will apply a negative modifier (indicated at the bottom of the table) to each roll. After the seventh leap, you may add 1.

When scanning the system, you may find:

HOME: If the planet is inhabitable, there is no need to go on. You have found home. Your journey is done.

AN ANOMALY: On a roll of 7, something bizarre happens. Roll 2d6 on the anomalies table (p. 17) to learn how your ship and crew are affected.

FUEL: Even on planets where methane levels are too low to support your people, you may find fuel. Strip the crust with your mining laser and add the amount indicated on the system scan table to your stores.

Remember that worlds uninhabitable to us are not necessarily devoid of life. To track the estimated billions of sentient lives extinguished during your journey (B-Score), roll 1d6 for every fuel found on the planet and find their total at game's end.

If these deaths weigh on you, tear up your log sheet to resign. You will be executed for cowardice. A braver person will take your place.

NOTHING: If the planet is barren, press on.

PARTS SEARCH (D6)

1	0 PARTS
2	0 PARTS
3	1 PART
4	2 PARTS
5	3 PARTS
6+	4 PARTS

IF YOU FOUGHT MK II.....+1 TO ROLL

IF YOU FOUGHT MK III.....+2 TO ROLL

IF YOU FOUGHT BOTH.....+3 TO ROLL

SYSTEM SCAN (2D6)

2-	BARREN
3	BARREN
4	BARREN
5	BARREN
6	1 FUEL
7	ANOMALY
8	1 FUEL
9	2 FUEL
10	3 FUEL
11+	HOME

LEAP 1..... 2D6-3

LEAP 2..... 2D6-2

LEAP 3..... 2D6-1

LEAP 4-7..... 2D6

LEAP 8+..... 2D6+1

6. MAKE REPAIRS & BURY YOUR DEAD

Spend parts to make repairs as follows:

REPAIR AN INOP. SCOUT.....	1 PART
REPAIR 1 HULL DAMAGE.....	1 PART
FULLY REPAIR DAMAGED SYSTEM.....	2 PARTS
UPGRADE SYSTEM.....	4 PARTS
BUILD NEW SCOUT.....	6 PARTS

With the exception of the hull, which costs one part to repair each point of damage, returning a system to 100% costs two parts, no matter how damaged it may be. If an upgraded system is damaged, it drops to 66% functionality, but the upgrade is not lost. Once the system is repaired, you will reap its benefit again. After every fifth leap, you may upgrade one system for free.

Scouts at 50% are repaired at no cost after the battle. If you are low on parts, you may destroy one of your scouts in exchange for four parts.

Injured pilots heal according to the effectiveness of your sick bay. Healing takes place after all repairs are complete. If your sick bay is currently inoperable, all newly injured pilots die.

Erase the names of any KIA scouts from the duty roster and inscribe them on the roll of honor. After two full leaps, a newly-trained pilot takes their place. If you wish to shuffle pilots from one scout to another--to move an ace into the lead spot, for instance, or to swap a healthy pilot with an injured one--do so now.

7. LEAP AGAIN

When it's time, inform your captain that the ship is ready for another leap. The astrogators plot a new course. The ordeal begins again.

ANOMALIES (2D6)

2	SPACE MADNESS: Roll d6 to choose a pilot. The pilot steals a scout and attacks the colony ship until destroyed.
3	ASTEROID FIELD: Roll d6. On a 1-2, the hull takes 1 damage. On a 3-4, it takes 2 damage. On a 5-6, it takes 3 damage.
4	GRAVITY WELL: Leaving this system costs 2 fuel.
5	AIRLOCK MISHAP: Lose 3 parts.
6	AWAY MISSION: Roll d6 to choose a pilot. That pilot dies.
7	ION STORM: Roll d6+6 on Threat Targeting table. System takes 2 damage.
8	AWAY MISSION: Roll d6 to choose a pilot. That pilot acquires veteran status or, if already a veteran, becomes an ace.
9	SHIP GRAVEYARD: Find 3 parts.
10	ALIEN TECHNOLOGY: Roll d6+6 on Threat Targeting table. Mark system 100% and upgraded.
11	A HEALING FIELD: Mark hull fully repaired.
12	BACK FROM THE DEAD: Choose a dead pilot. You find them alive and well. If they died in their scout, you find that too.

ADVOCATE SELF-DESTRUCT (D6)

1-5	COWARD! WE MUST GO ON!
6	ALL IS LOST. ENGAGE SELF-DESTRUCT.

FOR EVERY INOP. SYSTEM.....+1 TO ROLL

SYSTEM DAMAGE

UPGRADED

100%

HULL	May take 7 dam.	May take 6 dam.
ENGINES	Roll 2d6-1 for targeting after Rd. 1	Roll 2d6 for targeting after Rd. 1
MINING LASER	Roll d6+1 to attack	Roll d6 to attack
SCOUT BAY	5 scouts can launch	4 scouts can launch
SICK BAY	Newly injured pilots heal at end of battle	Newly injured pilots injured for 1 leap
SENSORS	Roll 2d6+1 for system scan	Roll 2d6 for system scan

66%

33%

HULL	n/a	n/a
ENGINES	Roll 2d6+1 for targeting after Rd. 1	Roll 2d6+2 for targeting after Rd. 1
MINING LASER	Roll d6-1 to attack	Roll d6-2 to attack
SCOUT BAY	3 scouts can launch	2 scouts can launch
SICK BAY	Newly injured pilots injured for 2 leaps	Newly injured pilots injured for 3 leaps
SENSORS	Roll 2d6-1 for system scan	Roll 2d6-2 for system scan

INOP.

HULL	Ship destroyed
ENGINES	Ship cannot leap
MINING LASER	Roll d6-2 to attack
SCOUT BAY	1 scout can launch
SICK BAY	Newly inj. pilots die
SENSORS	Roll 2d6-3 for system scan

JOURNEY'S END

If your hull gives out, the ship is destroyed.

This is not the only way to die.

If the ship is stranded without fuel or working engines, the captain will choose to spare her 40,000 the horrors of slow death beneath an unknown sun. Check the self-destruct box on your log sheet to vent the airlocks and kill all aboard. The empty ship will remain as a monument to what you tried to do.

At any other time, if the situation seems hopeless or your nerve is lost, you may lobby your captain to employ this most drastic measure. Roll 1d6, adding 1 to the roll for every inoperable system. On a result of 6, the captain allows you to engage the self-destruct. On anything lower, she insists you forge ahead.

But there is no need to dwell on such unpleasantness.

Somewhere out there, an inhabitable world awaits your people. Stay sharp, stay lucky, and you will guide them to it. Home may only be a leap away.

LEGENDS OF THE 40000

1337HELLDIVER..... BARD/ZERO G CLAW DRILL OPERATOR
ROBERT A. BERRY SIE.. INDUSTRIAL MATERIALS ENGINEER
JERRY BLACK..... AUDIO ASSAULT ENGINEER
REV. FELIX BOFFA..... ASSOCIATE MANAGER, HR
DR. LEE BOSQUE..... CLINICAL PSYCHOLOGIST
MICHAEL BROWN..... ASTRONOMER/TAROT CARD READER
CALLIOPE CHANCE..... BIOLOGIST
DAMIEN IGNUS CHEN..... PRIVATE INVESTIGATOR
CHERYL..... ORTHODONTIST
FRANCES COLE..... MEDICAL RESEARCH EXPERT, CYTOLOGY
OBLIO CONTOSO..... STUNT SPECTACULAR STAGE MANAGER
JASON CRASE..... SPACE JESTER
JANDY CRAYTRIDGE..... PODCAST HOST/CONTESTANT
CRISTOPHER CREIGHTON..... MILITARY INTELLIGENCE
THOMAS CROSS..... DAIRY PRODUCER
DOCTOR DAVE..... TEACHER
JACKSON DAVID..... BOOKMAKER AND LOANSHARK
APRIL DAWLEY..... FELINE WRANGLER
DR. KIMBERLY DAY..... PEDIATRICIAN
LAURENT DEVIGNE..... ASTROPHYSICIST
TELVALCO EL CINT..... COMBAT METEOROLOGIST
T. DOUGLAS ELLIS..... PARLIAMENTARIAN
JON ELVERT..... NUCLEAR PHYSICIST
EVERLY ENDRES..... ENVIRONMENTAL EXPERT
MIGUEL FELIPE..... CNC MACHINIST/3D PRINTER TECH
CLAUDE FÉRY..... ARCHITECT
CHARLIE FLIPPER..... BOUNCE CASTLE ENGINEER
MAXWELL C. FLUSH..... SANITATION ENGINEER
TIBETAN FUNKS..... DJ/LLAMA RANCHER
JUAN GONZALEZ..... FARMER/RANCHER
JUNGMIN HAN..... EARLY CHILDHOOD TEACHER
SAKURA HAYASHIBARA..... PATISSIER
JOHANNES JUNKER..... MATTER RECLAMATION AGENT
KURT K..... GUY WHO MAKES SOUP
ATHYLOS KIDEMÓNAS..... FLUID DYNAMICS ENGINEER
DANIELLA M. KNIGHT..... SINGER/SONGWRITER
SIERRA LEPINE..... LIBRARIAN
PAOLO LUCIANO..... MIME ACT SOUND ENGINEER
TERRENCE MICHEAU..... DISCO ENFORCER

CHAD MORTON..... FELINE WRANGLER
 COFFEE MUGGER..... TIN FOIL HAT ENGINEER
 EZEKIEL S.W. NIX..... LAND SURVEYOR
 ROSE PERFECTA..... BELL-RINGER
 KEVIN PETKER..... WEAVER
 KNUD ANCHER PIGEONSBANE..... PIGEONHUNTER
 ROBERT REILLY..... MILITARY HISTORIAN
 ALICIA RHODOPOLIS..... REVOLUTIONARY
 JEÁN RIDDLE..... ANTIQUATED CRYPTOGRAPHER
 OTIS ROBINETTE..... ICE CREAM QUALITY ASSURER
 MAURA FIRETOP ROBINS..... PROPANE TECH SPECIALIST
 SIMKINS..... COMPUTER TECHNICIAN
 HENRY SPINHALL..... PHYSICIAN ASSISTANT
 TIMOTHY SULLIVAN..... OPERATIONS RESEARCH ANALYST
 ÅSA SUVANTO..... CLONE
 YLVA SUVANTO..... CLONE
 FANGAL TANKTIN..... MAJOR GENERAL DISAPPOINTMENT
 THOROLD..... ENGINEER
 RAVIX VANDUKE..... GAMING DUNGEON MASTER
 GERHARD VON MOLTKE..... ANALYTIC HISTORIAN
 GAGE WALTERS..... PARANORMAL INVESTIGATOR
 ASGER WEIRSØE..... IT CONSULTANT
 SIDMANDOO WILLIAMSON..... FORENSIC MYCOLOGIST
 FORREST WOODS..... PHD THEORETICAL PHYSICIST

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