

DARING TALES OF THE SPACE LANES

COMBAT HAZARDS

INTRODUCTION

The battlefield is a dangerous place. Blaster bolts sizzle through the air, psions launch bolts of psychic energy or try to manipulate your mind, and sooner or later you just know someone is going to start throwing grenades. But hey, it can't get any worse, right? Wrong! This supplement gives the GM an arsenal of tools he can use to spice up combat encounters. They are not designed to be the sole focus of combat, but rather an extra element that heroes and foes alike must cope with if they hope to secure victory. Some are designed for use in space, while others are planetary based.

The encounters do present extra work on the GM's part. While combat should always be fast, furious, and fun; too much emphasis on the former robs the players of the chance to engage in a challenging combat. The hazard rules are streamlined to make them as easy to use as possible, but they will slow the game down a notch. It should also be noted that these additions needn't be used every encounter; save them for climactic battles to avoid them becoming boring or frustrating.

This supplement is designed for the *Daring Tales of the Space Lanes* (DTSL) adventure line, though it can be used in virtually any science fiction setting with a little modification. One modification to consider is damage. As written, the hazards are for a pulp game, and represent minor trouble rather than lethal ones. In a gritty sci-fi game, the damage should be increased. This product contains material reprinted from DTSL #1 for completeness.

GENERIC HAZARDS

ACID RAIN

On heavily industrialized worlds or those with a nasty atmosphere acid rain may be a problem. During the fight, clouds of acid rain drift over the area, dumping their caustic load on the battlefield.

Activation: At the start of each round the GM should flip the top card of the action deck. If it's a Club, then a Medium Burst Template size cloud of acid cloud enters play. A Jack through Ace means the cloud uses a Large Burst Template.

Next, secretly roll two d12s. Read the results like a clockface, with one die marking a start point around the edge of the map and the other the end point of an imaginary line. When the flipped card's value is reached during initiative countdown the cloud rapidly

Author & Layout: Paul Wade-Williams
Editing: Vince Kingston
Layout Design: Robin Elliott



© 2010 TRIPLE ACE GAMES. DARING TALES OF THE SPACE LANES AND ALL RELATED MARKS AND LOGOS ARE TRADEMARKS OF TRIPLE ACE GAMES. SAVAGE WORLDS, SMILING JACK AND ALL RELATED MARKS AND LOGOS ARE TRADEMARKS OF PINNACLE ENTERTAINMENT GROUP. ALL RIGHTS RESERVED. USED WITH PERMISSION. © 2010. ALL RIGHTS RESERVED.

PERMISSION IS GRANTED TO PRINT THIS EBOOK FOR PERSONAL USE ONLY.

THIS GAME REFERENCES THE SAVAGE WORLDS GAME SYSTEM, AVAILABLE FROM PINNACLE ENTERTAINMENT GROUP AT WWW.PEGINC.COM. SAVAGE WORLDS AND ALL ASSOCIATED LOGOS AND TRADEMARKS ARE COPYRIGHTS OF PINNACLE ENTERTAINMENT GROUP. USED WITH PERMISSION. PINNACLE MAKES NO REPRESENTATION OR WARRANTY AS TO THE QUALITY, VIABILITY, OR SUITABILITY FOR PURPOSE OF THIS PRODUCT.

WWW.TRIPLEACEGAMES.COM

DARING TALES OF THE SPACE LANES

moves across the entire battlefield, following the imaginary line between the two d12 results.

Rules: Any character underneath may make an Agility roll at -2 to avoid the rain, which counts as an area effect attack. With failure, he suffers 2d6 damage.

Options: Instead of acid rain you could use a ball of plasma, swirling fire, a miniature thunderstorm that unleashes bolts of lightning, or psionic energy clouds.

BAD AIR

While most races breathe normal air, sometimes the atmosphere proves less hospitable. Bad air might be the result of an alien's natural requirements, thin atmosphere, a gas leak, or a toxin. Characters not wearing appropriate equipment, are in for a rough time.

Activation: Bad air is constantly present. Its effects occur automatically at the start of each round, before any actions are taken.

Rules: All combatants not wearing suitable breathing equipment must make a Vigor roll. Failure causes a level of Fatigue. One level of Fatigue is removed for each 5 minutes spent breathing clean air.

Options: A control panel located somewhere on the battlefield allows the heroes to recycle the air and remove the taint. Successfully operating the controls requires a hero adjacent to the panel to make either a Repair roll or a Smarts roll at -2 (his choice) as an action. With success, the air quality improves. The characters suffer one more round of bad air before the hazard is neutralized.

Conversely, it may be the air starts off clean but someone manipulates the life support controls to introduce bad air. In this instance, Vigor rolls are made at the start of the second round after the bad air is introduced.

Bad air may also be some sort of gas. Deadly gases kill, but nonlethal ones, such a knockout gas, leave a hero Incapacitated at worst. Depending on the potency, the gas may give a penalty to Vigor rolls. If the aim of the scene is to ensure the heroes drop then the penalty needs to be high. However, the best laid plans can be spoilt if you don't think ahead. Gas of any sort works great against the heroes in a fight scene when their enemies are robots, but if the foes are biological in origin then they need gas masks (or the equivalent) to avoid being overcome by the toxin. Rest assured, the heroes will quickly grab a mask from a downed foe, thus eliminating the danger. Of course, this may be what you planned all along.

Guidelines: Typically the Vigor roll is unmodified, but a GM might impose modifiers. A positive modifier means the taint is mild, unlikely to affect most combatants every round. A negative modifier indicates the bad air is more severe.

By imposing a penalty you are improving the likelihood that the heroes (since the story is written around their exploits) will suffer Fatigue, and thus die roll penalties. Penalties are best used when an exit can be reached in a round or two, or the heroes have the option of flooding the place with a more breathable atmosphere.

BROKEN DOOR

One or more heavy doors have malfunctioned, causing them to keep opening and closing at random intervals. The door is not only very heavy, but activates with lightning speed. Any hero wishing to go through the door must time his move carefully.

Activation: None. The door is constantly active.

Rules: Any character wishing to pass through the door must make an Agility roll at -2 (Acrobatics provides a bonus as normal) or be slammed by the door. Failure causes 2d6 damage and moves the hero so he is adjacent to the door on the same side he began his movement.

Options: Since the door has malfunctioned, it can be fixed. Doing so requires a character to be adjacent to the door and make a Repair roll as an action. With success, the door continues to function as normal.

Alternatively, it may be possible to place something in the doorway to stop the door fully closing. Such an object needs Toughness 13 or higher if the character wishes to guarantee it won't be crushed. For lower Toughness obstacles, roll 2d6 damage against it at the start of each round, or each time someone tries to pass through the door. Regardless of its toughness, the object still presents and obstacle to movement. The square it occupies counts as Difficult Ground.

COMBUSTIBLE AIR/LIQUID

Certain gases and liquids are volatile, meaning it isn't a good idea to fire energy weapons in their vicinity.

Activation: Constant threat.

Rules: Any character using an energy weapon, whether in melee or at range, causes an immediate explosion if his attack die comes up 1 (regardless of Wild Die). A successful Wild Die indicates the attack hit home at the same time the explosion commenced. This fills a Medium Burst Template centered on the *attacker*. Everyone under the template suffers 2d6 damage.

CONVEYOR BELTS

Why walk when you can catch a lift? Conveyor belts might be part of an assembly plant, cargo handling facility, or just there to speed pedestrians on their way.

When on a conveyor and moving in the same direction as it is, each square counts as 0.5" of movement. Moving against the flow of the conveyor counts as Difficult Ground. Depending on its speed, stepping on or off the belt or onto a second conveyor might require an Agility roll to avoid falling over due to the difference in momentum.

CRYSTAL POWER

Crystals can be found in many caves, as well as grow-

ing on the surface of some worlds. By using them on the battlefield, the GM can create a varied set of effects using the same core mechanic.

Activation: Varies. Most crystals must be struck with an energy weapon in order to activate.

Rules: Crystal growths should be placed on the map by the GM. They can vary from a 1" square, to growths the size of a Large Burst Template (or bigger). Unless the hero already knows the properties of a crystal, they are unlikely to target them deliberately. Use the Innocent Bystander rule whenever a combatant is adjacent to one.

Flash Crystals: These crystal growths emit brilliant flashes of strobe lighting when struck by an energy weapon. When a crystal is hit, any combatant within 2" of the growth makes a Spirit roll or else is temporarily disoriented. Treat them as being Shaken from a nonphysical attack. A related type of crystal emits a disorienting ultrasonic sound wave instead of flashes of light.

DIFFICULT GROUND

The Difficult Ground rules are extremely simple yet extremely versatile. They can be used to represent water, mud, hills, snow, dense vegetation, thorns that snag on clothing, magnetized floors, heavy gravity, shallow pits, crowds, areas of clutter, low-hanging branches, strong winds, ice, and loose sand, stone, or soil.

If you want less or more Difficult Ground, then you can alter the modifier to 1.5" of movement per 1" actually moved for slightly easier terrain or make a square cost 3" or even 4" per 1" of tabletop movement.

Rather than creating a whole set of rules for specific terrain types or conditions, the GM should use the Difficult Ground rules coupled with his imagination.

EXPLOSIVE BARRELS

Despite many regulations requiring explosive substances to be safely stored except when in use, it's amazing just how much of the stuff is just lying around, waiting to be struck by a stray blaster bolt, unleashing a huge explosion. Next time you duck behind a barrel, crate, or other canister, check the label to make sure you haven't just made your situation worse!

Activation: Explosive barrels must be damaged with an energy, explosive, or heat-based weapon in order to explode. A typical barrel has Toughness 8. While they can be deliberately targeted, a canister may be struck as a result of the Innocent Bystander or Cover rules.

Rules: An explosive barrel detonates in a Medium Burst Template, inflicting 3d6 damage to everyone under the template.

EXPLOSIVE DECOMPRESSION

Starships, orbital bases, and complexes on vacuum

worlds are pressurized containers. Despite video screens being commonly available, many have large windows. Smashing these causes the atmosphere to rush out, dragging any unfortunate characters with it.

Activation: This hazard occurs only when a window is smashed. A typical window has Toughness 10.

Rules: All heroes in the room when the window is smashed must make an Agility roll at -2 to **grab** something or immediately be pulled 6 squares toward the broken window. Characters with an immovable but low object between themselves and the breach, such as a computer terminal, add +2 to their roll. Heroes behind a wall or other such barrier are generally immune from the effects as they are pressed against the barrier. If a character is pulled further than 1" and hits a solid object, he is Shaken from a physical source.

Those who pass through the window now find themselves floating in a hard vacuum. After the forced movement has been applied, blast shutters seal the leak, preventing any more air from escaping.

Options: GMs may wish to use the Innocent Bystander rules against characters standing adjacent to a window. On a roll of 1, the window is struck by the attacker instead of his intended target.

FORCEFIELD

Forcefields are most often found externally, serving to ward a vehicle from harm. They can be used inside bases and starships. One function is a security system to capture intruders or escaping prisoners. Another is as an emergency system, where a forcefield is generated over an explosive device to dampen the effects of the blast.

Activation: Forcefields may be actual traps, in which case they are likely activated by stepping onto a certain square (secretly marked on the GM's map). When this occurs the forcefield immediately springs into life, automatically interrupting the heroes.

Another option is to use the rules for pop-up turrets (see page 4), swapping the blaster for a forcefield generator. With this option the turret remains visible while the forcefield is active, as it must continually transmit the energy to maintain the field. If the turret is destroyed, the forcefield instantly dissipates.

Rules: The *barrier* spell perfectly represents a low intensity forcefield. Don't worry about Power Points; forcefields are attached to massive powerplants which supply a constant source of energy.

The size of the forcefield is determined by the GM, but for convenience the size should be a 1" square, Small Burst, Medium Burst, or Large Burst Template. The forcefield has Toughness 10 and prohibits movement through it. Destroying a single 1" section causes the entire field to drop.

Options: The forcefield is equipped with a rapid recharge capacitor. At the end of the round, after all character actions have been handled, if it was disabled it springs back into existence at full capacity.

DARING TALES OF THE SPACE LANES

GRAVITY FLUCTUATIONS

All starships, and some bases, have anti-gravity generators. Due to damage, poor maintenance, or deliberate sabotage these may malfunction. When this happens, gravity begins acting in strange ways. At random intervals, the heroes, along with all obstacles measuring 1" square or less not secured to the deck, are sent flying across the area.

Activation: At the start of each round, after action cards are dealt but before any actions are taken, the GM draws a card from the action deck. If it's a red suit or a Joker, ignore it—the gravitational instability is momentarily rectified. A black card means the GM must check the value on the table below. Roll once for the distant moved—all characters move the same distance.

Rules: Each character must make an Agility (–2) roll. Roll for Extras individually to reduce the possibility of them all being affected every time a gravitational shift occurs. Heroes with Acrobat gain a +2 bonus to their roll. Success means the character has managed to grab an anchor. On a failure, he is forced to move the indicated distance. Inanimate objects (not bolted down) occupying a single square are subjected to the same gravitational effects as characters. Larger objects remain in place.

All forced movement occurs immediately, before any actions are taken in the round. A character who moves 1" or more and hits an immobile, solid object, like a wall, or is struck by a shifting object, is automatically Shaken and ends his forced movement immediately. If a hero hits another character, both must make Vigor rolls to avoid being Shaken. These are physical effects, and thus successive Shaken results can cause wounds, but the damage is nonlethal.

Example: *Dagda is poorly placed when a gravitational fluctuation occurs. He flies 1d4" south and slams into a wall, whereupon he is Shaken. He also has to move 1" west, but his striking the wall prevents that. Moments later Dagda is slammed into by an unsecured crate, suffering another Shaken result. Dagda now has a nonlethal wound, which he tries to Soak.*

GRAVITY FLUCTUATION TABLE

Card	Movement
Deuce	The ship enters a brief spell of zero-gravity. All movement rates are halved.
3	Move 1d4" south and 1" west
4	Move 1d4" south and 1" east
5	Move 1d4" north and 1" west
6	Move 1d4" north and 1" east
7	Move 1d4" west and 1" north
8	Move 1d4" west and 1" south
9	Move 1d4" east and 1" north
10	Move 1d4" east and 1" south
Jack	Move 1d4" north and 2" east
Queen	Move 1d4" north and 2" west
King	Move 1d4" south and 2" east
Ace	Move 1d4" south and 2" west

GRAVITY TRAP

A gravity trap is a cheap security measure designed to slow intruders and reduce their effectiveness by subjecting them to a high gravity field. This works as per the *entangle* spell and uses the forcefield rules for activation.

POP-UP TURRETS

Security systems take many forms, one of which is the pop-up turret. Despite the name, these automated guns may actually pop down from the ceiling.

Activation: A pop-up turret draws an initiative card as normal. On its action it rises (or drops down), fires at the nearest foe, and then withdraws into its heavily armored protective housing. Any hero wishing to shoot the turret must be on Hold.

Rules: Pop-up turrets need a Shooting skill. This can be decided by the GM, along with any Edges, or determined randomly by drawing a card (see below).

Damage and Toughness are based on the turret's size. A light turret fires the equivalent of a blaster pistol (2d6 damage, AP 1) and has Toughness 6. A medium turret has Toughness 8 and fires a blaster rifle (2d8 damage, AP 2). A heavy turret is Toughness 10 and fires an automatic blaster rifle (2d8 damage, ROF 3, AP 2).

Suitable Edges: Turrets may have Edges, representing special programming and top quality sensor arrays. Level Headed (and the Improved version), Marksman, Quick, and Rock and Roll (for turrets firing automatic weapons) are the most useful.

Random Turrets: Draw two cards from the action deck and check the suit and value against the tables below. The first card gives the turret's size and the second its Shooting die and Edges. For ease, the same card should be used for all turrets in the same room.

CARD #1: SIZE

Suit	Size
Club/Diamond	Light
Heart	Medium
Spade	Heavy
Joker	The turret has two linked guns, giving it +1 Shooting and +1 damage. Draw again for the size. A second Joker gives it four linked guns, doubling the above modifiers. Draw a third card to determine the actual size.

CARD #2: SKILL & EDGES

Suit	Shooting	Value	Edges
Club	d4	2-10	0
Diamond	d6	Jack	1
Heart	d8	Queen	2
Spade	d10	King	3

Joker d6 Wild Die* Ace 4

* *Draw again for suit and value. A second Joker means the gun has a d10 Wild Die. Draw a third card to determine the basic stats.*

PRODUCTION LINE

Fighting in and around a production line is a challenge in itself. The machinery, while not actively trying to kill the combatants, nevertheless has the ability to cause severe damage.

Activation: The machinery is constantly active, but only at certain times is a hero placed in peril. Such danger may come from swinging machinery, arc welders, gouts of flame or corrosive gas, cutters, choppers, smashers, and so on. The first option is to draw out a map, marking some as part of the assembly line. Any hero who begins his turn on the production machinery is automatically attacked at the start of the round, before his action card occurs. Note that a Joker supersedes this, allowing the hero a chance to escape. Alternatively, the entire area may be a mass of moving, cutting, sawing, and hammering machinery. In this instance any character who draws a Club for initiative is attacked at the start of the round. As usual, when it comes to Extras pick one at random rather than using every Extra who acts on the Club.

Rules: The most fun method for determining the nature of the attack is to use the rules above for pop-up turrets, swapping the Shooting die for a Fighting die and using the Frenzy and Sweep Edges, as well as the Improved versions. Unlike with turrets, the card should be drawn each round.

Alternatively, the GM can set the die at a constant, such as a d6 or d8. This greatly speeds up play, but does mean the heroes can calculate the risks involved of interacting with the machinery, especially when the assembly line has been drawn out on the tabletop.

RANDOM EXPLOSIONS

At some point in their careers the characters will be on a space station or ship that someone is attacking. As the heroes run around trying to reach their objective, random explosions tear through the ship. This combat hazard should be used in tactical tabletop combat, not starship combat.

Activation: Varies.

One method is to mark 20 squares from 1 to 20. At the start of each round the GM draws a card from the action deck. On a Club an explosion rips through the battlefield. Roll a d20 to determine which square marks its centre. Alternatively, the GM may rule that any character who draws a Club has been hit by a random explosion. The character and anyone adjacent to him is affected equally. For Extras using the same card, pick one at random to be the victim.

Rules: If you're using the marker system the explo-

sion fills a Medium Blast Template and causes 2d6 damage. For the alternate system, the character who drew the Club and all those around him suffer 2d6 damage. There is no way to avoid being struck; unlike a grenade, the explosion does not advertise its imminent arrival.

Options: The aim of this hazard is to introduce a minor random menace, not slaughter the heroes. Hence the damage is relatively low. GMs are free to increase this accordingly. For example, in a harder sci-fi setting where the heroes are all clad in power armor 2d6 damage will largely be ignored. In such cases damage of 3d6 or 3d8 with a AP value might be better suited.

RAY SHIELDING

Ray shielding is a low-level forcefield designed to deflect blaster and laser bolts before they can damage whatever exists beyond the forcefield. Typically this is a door, wall, or some sort of machinery. Such shielding occurs in many hangar bays, so as to protect the integrity of the ship, as well as in prison areas (to stop locks being blasted).

Activation: Constant.

Rules: Any time a shot misses, plot its route using a straight line. If it strikes an object protected by a ray shield, it ricochets in a random direction. Place a marker on the square the blast struck and calculate the directions from there; do not worry about the angle of the initial attack. Roll a d12, treating it like a clockface. If the result is an impossible direction, such as it passing through the wall, then reroll.

Each time a bolt is deflected in this manner its damage die type is reduced one step. When it drops below a d4 the energy dissipates. For example, a 2d8 blaster rifle causes 2d6 damage after its first deflection, 2d4 damage after its second, and then dissipates when it strikes the next ray shielded obstacle. When a deflected bolt passes through a creature or obstacle it can harm, the GM needs to determine if it will hit it or carry on. One option is to roll the Shooting die again, ignoring any modifiers for range, darkness, wounds, Edges, and so on. To speed things up, you can use half the Shooting die (again with no modifiers) as its attack roll, adding +1 if the shooter was a Wild Card. Once a blast hits something it can harm, even if it causes no damage, it stops.

SHUDDERING DECKPLATES

When a ship gets hit in a TV show, you inevitably see the crew stumbling left and right, and generally being thrown around. This rule simulates that effect. This shouldn't be used during actual ship combat. Rather, it is best suited for when the heroes are running around a ship that someone is shooting at.

Activation: At the start of each round, after action cards are dealt but before any actions are taken, the GM must draw a card from the action deck. If it's a red suit or

DARING TALES OF THE SPACE LANES

a Joker, ignore it. A black card means the ship or spacestation shudders violently as a barrage of laser beams or missiles strike home with deadly effect.

Rules: Everyone involved in the combat must make an Agility roll or fall prone as more missiles slam into the ship. Roll for Extras individually. The Agility roll is modified based on the card value, as shown below.

AGILITY ROLL MODIFIER TABLE

Card	Modifier
Deuce	-6
3-5	-4
6-10	-2
Jack-Queen	-1
King-Ace	0

TUNNEL OF DEATH

A particularly nasty place to hold a fight is in a tunnel through which something very nasty passes at regular intervals. This might be a powerful laser beam, a gout of fire, a plasma bolt, a huge surge of electricity, a vast chunk of garbage on its way to being ejected into space, or even a launching spacecraft!

Such tunnels tend to be fairly narrow (no wider than 4") but very long (upward of 20"). Maintenance is required even in the far future, and to safeguard workers the tunnel has a number of alcoves along its length. Ideally these should be 9" apart, giving heroes the option of taking two rounds at regular Pace or making a mad dash to safety. Some alcoves may have doors, which lead to maintenance bays, elevators, or other areas of the starship or base.

Activation: At the start of every 4th round something dangerous passes down the tunnel. It does so in a single round, regardless of the tunnel's length. As an option, and to keep the heroes guessing, the GM can deal a card each round, with the tunnel activating on a Club.

Rules: Anyone caught in the tunnel when the deadly cargo passes through must make an Agility roll at -2 to press flat against the walls or drop prone. Failure causes 3d6 damage. Armor protects as normal against solid objects, but if the tunnel's load is energy of some kind, then only full body cover armor protects.

VENTS

The floor houses a number of, or is entirely made up of, vents. These may belch steam, fire, plasma, freezing gases, acid, or some other hazardous substance. At random times during the fight the vents activate.

Activation: A vent activates at the start of the round, before any actions are taken. Typically it releases a jet of whatever substance the GM has chosen and then immediately deactivates.

For floors made up entirely of vents, they activate un-

der a character when he draws a Club for his initiative. Because Extras operate on a shared card and it makes no sense for them all to be affected, one Extra should be chosen at random when they draw a Club.

GMs using tabletop floorplans may instead wish to nominate a number of squares as vents. These might be coded to the Club suit, deuce through Ace, with the vent activating whenever a combatant draws the appropriate card. While this does not change the activation frequency, it does mean the vent is randomized rather than affecting the character who drew the Club.

Alternatively, the vents may be numbered from 1 to 20. The GM might decide each Club drawn by the combatants activates a vent, or he may decide to draw a separate set of cards (one per player character is a good number). For each Club suit a d20 is rolled and the appropriate vent activated. We suggest all the d20s are rolled first and the vents marked with a token. If a duplicate number is rolled, that vent's damage is increased by one die each time. At the end of the round remove all the tokens.

Rules: Anyone under a vent when it activates must make an Agility roll at -2 to leap clear. With success, the character moves 1" in a direction of his choice. This does not count as Withdrawing from Combat, but it does activate First Strike. On a failure, the character suffers 2d6 damage. This counts as an area effect attack, and thus only fully enclosed armor provides protection.

Options: As with bad air (see page 2) there may be a control panel present that allows the heroes to switch off the vents. Use the rules from that entry.

Vents may stay active until the end of the round instead of shutting off automatically, thus presenting an ongoing hazard. Any hero who enters an active stream automatically suffers 2d6 damage. Attacking through an active vent imposes a -4 penalty on all attack rolls.

The nature of the vent may also introduce additional effects. Some examples are:

Electricity: An electrical vent is likely to arc electricity from floor to ceiling, or vice versa. Anyone adjacent to a victim of the vent must make a Vigor roll or be Shaken as stray electricity arcs across to them.

Fire/Plasma: Victims have a chance of catching on fire. Roll as per the standard *Savage Worlds* rules.

Freezing Gas: This may coat victims in a thick layer of ice, either in addition to or instead of causing actual damage. Treat this as a grapple, with the damage (whether it is applied as actual damage or not) as the attacker's roll. At the end of each round, the ice melts slightly, lowering the total by one point.

Should the hero still be atop the vent when it activates again, the hero may try to dodge, but with an additional -4 for being grappled. On a failure, the GM rolls the damage dice. If the result is higher, it replaces the previous roll for the purposes of escaping. Otherwise, the added ice increases the existing grapple total by one point.

Example: *Dagda accidentally steps onto a freezing gas vent, which then activates. The GM decides the gas freezes its victims but causes no actual damage. The GM rolls 2d6 and scores a 9. On his next action, Dagda tries*

to escape the icy grip, using his Agility or Strength. He rolls a 7 and remains frozen in place. As the round ends the ice melts, lowering the grapple total to 8.

Before Dagda can escape, the vent fires up again. Dagda is entitled to try and avoid the vent, but because he is grappled he suffers an additional -4 penalty. He fails the roll. The GM rolls 2d6 and scores a measly 5. This is lower than the current total (8), but it does serve to increase the ice, giving it a new total of 9; Dagda is back where he started!

Guidelines: The use of Clubs is completely arbitrary, and gives a one-in-four chance of any combatant being affected each round. GMs looking for less active vents should feel free to alter the activation card to a deuce, a face card of Clubs, or some other iteration of their choice. Similarly, the damage may be lowered to 2d4 or increased to anything the GM desires.

Ideally, the damage should only be more lethal if the party is especially tough, whether through their stats or equipment, or the activation is less frequent.

CONDUITS & PIPES

Wherever there is technology there are pipes, or at least some form of conduit. These pipes invariably carry something, and that something may be hazardous to one's health. Conduits are similar to vents (hence why the entry is listed here), save for their activation.

Activation: Like windows, pipes only activate when broken. This may be accidentally (the Innocent Bystander rules can apply here) or purposefully. A typical 1" section of pipe has Toughness 7. Typically, a pipe spews forth its contents as a sudden gush before being sealed shut by failsafe systems.

Rules: When a pipe is ruptured it releases its contents in a stream 1" wide and 1d4" long (roll each time). Any character caught in the blast must make an Agility roll at -2 to sidestep the spray (move him to an adjacent square) or suffer 2d6 damage. This counts as an area effect attack, and thus only fully enclosed armor provides protection.

Options: Any of the options and guidelines presented above for vents can apply equally to conduits and pipes.

WIND

The effects of strong winds can easily be handled using the Difficult Ground rules; any movement against the wind costs double. In addition, the GM may wish to impose a penalty to ranged attacks, though remember that the energy output of blasters and lasers aren't subject to wind shear; only the shooter's body (or just his arm) is going to be affected.

For particularly strong gusts, the GM might also draw a card from the action deck at the start of the round. A Club suit could indicate a gust strong enough to knock heroes off their feet. In this case, everyone needs to make an Agility + Size roll or fall prone.

In both cases, common sense should apply. If a hero has reasonable cover from the wind he may be immune to its effects or have a bonus to his Agility roll.

CHASE HAZARDS

These hazards are for use in ground or planetary atmosphere chases. Starship chase hazards are presented later in this supplement. Exchange the word pilot as appropriate to the type of chase.

OBSTACLES

Obstacles take many forms. There may be smokestacks, buildings, an outcropping in a canyon wall, laundry strung between shacks, other vehicles, pedestrians, animals, crates, or anything else that could present itself as something to be avoided rather than struck.

An obstacle is in the vehicle's path on any round a Club is drawn for the pilot's card. Check the value on the table below and apply the modifier to the Piloting roll.

An odd numbered card or a Jack or Queen indicates a soft obstacle. An even numbered card or a King or Ace means the obstacle is hard. Damage is calculated as per the core rules.

OBSTACLE TABLE

Card	Modifier
Deuce	-6
3-4	-4
5-6	-2
7-10	-1
Jack-Ace	0

VISIBILITY

Reduced visibility may represent clouds, patches of dense fog, smoky plumes from industrial centres, volcanic ash, blizzards or sandstorms, or swarms of insects or flocks of flying creatures. This hazard shouldn't be used where the lighting is constantly bad, such as night or in a cave.

The *pilot's* action card determines the severity of the reduced visibility. For patch cloud, the modifier only applies on a Club. Modifiers apply to all Piloting and Shooting (or other ranged skill) rolls made by the vehicle or its passengers until the pilot's next action card.

REDUCED VISIBILITY TABLE

Card	Modifier
Deuce	-4
3-5	-2
6-10	-1
Jack-Joker	0

DARING TALES OF THE SPACE LANES

SPACE COMBAT DANGERS

Starship combat and chases are an important part of space adventures. While it's easiest just to run a chase scene or combat without any special features, that isn't very exciting. Let's face it, the Millennium Falcon's flight from the TIE fighters after escaping Hoth in *The Empire Strikes Back*™ was great cinema because it took part in an asteroid field. Had it occurred in empty space it would have been extremely dull.

RANDOM HAZARDS

GMs are a creative bunch—that's why they tell stories. However, even the best GM can suffer from creative block. Likewise, players are a resourceful bunch, and sometimes they may stray off the adventure path and into a chase the GM hadn't planned. This section provides a quick random table for space hazards.

All the GM needs do is roll a d12, check the table below, and implement the results. Except as noted, all hazards are designed for the Chase rules.

Note that the entries are only examples—radiation storms, for example, could just as easily flare up to dangerous levels only on a deuce and give a random penalty to the engineer's Knowledge (Shields) roll and/or a hero's Vigor roll. GM's should be imaginative in their interpretation of the rules and how they implement them.

RANDOM HAZARD TABLE

d12	Result
1	Asteroid Field
2	Comet
3	Dark Cloud
4	Explosive Gas
5	Gravitational Flux
6	Gravity Shear
7	Ion Storm
8	Meteor Storm
9	Minefield
10	Pocket Wormholes
11	Radiation Storm
12	Roll twice and combine the results

ASTEROID FIELD

The area of space is saturated with asteroids and assorted debris. During any space chase, there is a chance a ship will be forced to avoid a space rock. On any round in which the pilot draws a Club, his ship is in the path of an asteroid. The value of the card determines the Piloting roll modifier for the round, the damage dice should a collision occur, and the asteroid's Heavy Armor rating.

Tabletop Play: Specific rules for using asteroids on the tabletop are presented starting on page 11.

ASTEROID FIELD TABLE

Card	Modifier	Damage
Deuce	-6	5d6 (15)
3-5	-4	4d6 (12)
6-10	-2	4d6 (9)
Jack-Queen	-1	3d6 (6)
King-Ace	0	3d6 (3)

COMET

In a Chase the comet itself is not the danger. Rather, it is the immensely long stream of particles that presents a hazard to shipping. If a pilot draws a Club for his action card, the ship has passed through the comet's tail. The stream of particles confuses the sensors and threatens to knock the ship off course. The pilot's Piloting roll for the round suffers a penalty. This is determined by the value of his action card, as shown on the table below.

Tabletop Play: By a quirk of good fortune the Cone Template resembles a comet. Place a Small Burst Template upside down over the bulbous end. This represents the actual body of the comet, with the exposed parts of the cone representing the tail.

At the start of play the GM should roll two d12s. Read the results like a clockface, with one die marking a start point around the edge of the map and the other the end point of an imaginary line drawn between the two. When the flipped card's value is reached during initiative countdown the comet moves 10" across the battlefield, following the imaginary line between the two d12 results. The comet is dealt an action card each round and continues to move 10" until it passes out of play.

If the body of the comet comes into contact with a ship, then the pilot must make a Piloting roll at -2 as a free action. Failure causes a collision with a hard object.

Passing through the comet's tail requires a Piloting roll to avoid the ship being buffeted and sent Out of Control. A ship which hides in the comet's tail is concealed from view and sensors. Detecting it requires a Notice roll as an action. The pilot of the concealed ship must make a Piloting roll each round, as above.

COMET TABLE

Card	Mod
Deuce	-6
3-5	-4
6-10	-2
Jack-Queen	-1
King-Ace	0

DARK CLOUD

Swirling clouds of dark gases and fine particles interfere with targeting sensors and a gunner's eyesight. Draw an action card each round to determine the visibil-

ity. All ships involved in the action use the same modifier (because it's easier on the bookkeeping).

Tabletop Play: On the tabletop, the GM may instead choose to use a variety of different sized burst templates to represent particularly dense patches of gas. Each should be given a rating of Dim, Dark, or Pitch Darkness. Shots made into, out of, or through the cloud use the appropriate modifier.

DARK CLOUD TABLE

Suit	Result
Club	Pitch Darkness (-4)
Diamond	Dark (-2); maximum visibility is 10 SU (likely 2 Range Increments).
Heart	Dim (-1)
Spade/Joker	Clear (0)

EXPLOSIVE GAS

A gas cloud reacts violently to laser and blaster beams, resulting in small explosions. Missiles don't produce any additional results. A missed shot causes the target to take half damage from the explosion. Roll as normal and halve the result before applying it to Toughness. A successful hit causes normal damage to the target, and also inflicts half damage to any ship on the same Range Increment. In instances where damage is halved, apply the AP in full (only the actual die roll is halved).

Battery fire automatically inflicts half damage on all ships in the same Range Increment. A pilot who rolls a 1 on his Piloting die to avoid a battery suffers a normal hit, in addition to the automatic half damage.

Tabletop Play: Treat laser weapons as area effect attacks. Roll for deviation when they miss. Place a Small Burst Template over the square. Any ships under the template take half damage. Battery weapons have their Template increased one size category, to a maximum of Large. Even if the Pilot avoids being struck, all ships which enter the template automatically take half damage from the constant explosions.

GRAVITATIONAL FLUX

Gravitational fluxes can occur as a result of black holes, neutron stars, a sun's gravitational field, or just because the GM says it happens.

Any ship which draws a deuce as its first card in a round suffers the effects of the gravitational shift. Piloting rolls suffer a penalty according to the card's suit (shown below) for that round. This modifier is in addition to any other penalties or bonuses.

Tabletop Play: The GM may choose to use the system above on the tabletop. Alternatively, he can use burst templates to represent areas of gravitational flux, perhaps caused by micro black holes or a tear in space-time. These should be given one of the modifiers below.

WHAT'S AN "SU"?

In *Daring Tales of the Space Lanes* starship speeds and weapon ranges have been drastically scaled back to allow for groups who want to use miniatures. Don't fret about the actual distances involved—they're not important. Any measurements for space combat or Chases, use the letters "SU," for "Space Unit." Each is the equivalent of 1" on the tabletop. Collision damage is 1d6 per SU of movement. As all starships have Heavy Armor, their armor rating is added as a flat modifier

The pilot of a ship entering a template, or a ship which begins a round in a template, must make a Piloting roll with the appropriate penalty as a free action. On a failure, all remaining movement for the round is in a random direction. Roll a d12 and read the result as a clockface to see which direction the ship moves.

GRAVITY FLUX TABLE

Suit	Modifier
Club	-6
Diamond	-4
Heart	-2
Spade	-1

GRAVITY SHEAR

Gravitational fluxes (see above) make it difficult to pilot a ship, but gravity shears can tear a vessel to pieces. Any ship which draws a deuce as its first card in a round suffers the effects of the gravity shear. This is shown on the table below. Note that damage is treated as a Wild Card source. Damage may be Soaked using a shield pod or the Ace Edge.

The engineer may make a Knowledge (Shields) roll as a free action to try and offset the effects. This doesn't use a shield pod, as all the engineer is doing is counteracting the gravitational effect by leaking small amounts of energy. With success, damage is halved. A raise negates all damage.

Tabletop Play: As above, a GM can use templates marked with the modifiers to represent gravity shears. A ship entering one, whether by design or because it was forced to, or which begins its turn in a template, takes damage as indicated.

GRAVITY SHEAR TABLE

Suit	Damage
Club	5d6
Diamond	4d6
Heart	3d6
Spade	2d6

DARING TALES OF THE SPACE LANES

ION STORM

A pilot who draws a deuce as his first action card in a round has his ship hit by an ion surge. This temporarily fries the electronics, making the ship difficult to handle, and shorts out the guns. Use the Gravitational Flux table on page 9. The suit determines the penalty, which is applied to all rolls to use a shipboard system (most often Piloting, Shields, and Shooting).

Effects last until the pilot's next action card. A hero can expend a shield pod to remove the penalty. Note that the modifier applies equally to the Shields roll, though!

Tabletop Play: The GM may choose to use the rules above on the tabletop. Alternatively, he can use burst templates to represent areas of ion disturbance. For the penalties they impart, the GM may either pick one of the modifiers (-6, -4, -2, or -1) or draw a card each time a ship enters a template and consult the table for Gravitational Fluxes on page 10. A Joker represents a weak field, and the ship suffers no penalty this round. A ship which enters a template by design or by accident, or begins its turn in an ion cloud, suffers the appropriate penalty.

METEOR STORM

The battle is taking place in a meteor shower! Each round the pilot is dealt a Club for his initiative, check the value against the table below. The value of the card determines the Piloting roll modifier for the round and the damage dice should a collision occur.

Note that the damage is scaled for the *Daring Tales of the Space Lanes* starships. In settings where ships have higher armor values, the AP value should be increased.

Tabletop: At the start of each round the GM should flip the top card of the action deck. If it's a Club, then a Medium Burst Template sized meteor shower enters play. A Jack through Ace means the meteors fill a Large Burst Template.

Next, secretly roll two d12s. Read the results like a clockface, with one die marking a start point around the edge of the map and the other the end point of an imaginary line.

When the flipped card's value is reached during initiative countdown the meteors move 2d6" across the battlefield, following the imaginary line between the two d12 results.

An existing meteor shower is dealt an initiative card as normal each round until it passes clear of the battlefield. It follows its original course.

The pilot of any ship caught beneath the template must make a Piloting roll at -2 to avoid the storm, which counts as an area effect attack. With failure, he suffers 2d6 damage.

METEOR SWARM TABLE

Card	Mod	Damage
Deuce	-6	3d6, AP 4, HW

3-5	-4	4d6, AP 4, HW
6-10	-2	4d6, AP 4, HW
Jack-Queen	-1	5d6, AP 4, HW
King-Ace	0	6d6, AP 4, HW

MINEFIELD

Mines may be remnants of an old battle, or placed around a planet to protect it from uninvited guests. Whoever seeded the mines, and for whatever reason, they are dangerous to all ships in the vicinity.

A pilot who draws a deuce as his first action card in a round is in danger of colliding with a mine. Check the suit of the deuce against the table below. A failed Piloting (-2) roll indicates the mine has been triggered.

Tabletop Play: The GM should use burst templates to represent particularly dense patches of mines. He can either use one sort of mine, or draw a card (ignoring Jokers) each time a minefield is entered. A ship entering a minefield, or which begins its turn in one, must make a Piloting roll at -2 as a free action or detonate a mine.

MINE TABLE

Suit	Mine
Club	Explosive Mine: The ship suffers 3d8, AP 30, HW damage. Other ships on the same Range Increment suffer half damage (still AP 30). Wounds can be Soaked with a shield pod or the Ace Edge.
Diamond	Ion Mine: Until the pilot's next action card, any roll made to use a ship system suffers a -2 penalty. This can be negated by expending a shield pod.
Heart	Gravity Mine: The ship is Shaken. Instead of using Spirit to unShake, the pilot uses his Piloting skill. This effect can be negated by expending a shield pod.
Spade	Radiation Mine: Roll on the Critical Hit table. The ship doesn't take an actual wound, however. Until the pilot's next action card, the effects of the Critical Hit are in play. On a Crew Critical Hit, the players must make a Vigor roll to avoid a level of Fatigue. This effect can be negated by expending a shield pod.

POCKET WORMHOLES

Wormholes are tears in space-time. A ship entering one can instantaneously travel across space. In this case, the travel is only over short distances.

In a chase, wormholes are encountered whenever the pilot draws a Club for his initiative card. The pilot has the choice of avoiding the wormhole or entering it. To avoid it he must make a Piloting roll as a free action. With failure, or if he deliberately heads into the wormhole, the

GM should roll two d4. Subtract the result of the second die from the first die. If the result is positive, the ship moves forward that many Range Increments. If it's negative, the ship moves backward. A tie means the jump was very short, and the vessel remains on the same Range Increment. Thus, a ship which rolls a 2 and a 4 has a net result of -2. It moves backward two Range Increments.

Because each Range Increment represents a larger area of space than a 1" square on a battlemat, the risk of collisions (see below) are ignored.

Tabletop: The GM can use wormholes in one of two ways when using miniatures on the tabletop.

First, a ship encounters a pocket wormhole when the pilot draws a deuce as his first action card in a round. The pilot may either go with the wormhole, or try to avoid it. Avoidance requires a Piloting roll at -2 as a free action. With failure, the ship plunges straight into the tear in time-space. A wormhole teleports a ship 2d10" in a random direction. Determine direction by rolling a d12 and reading the result like a clockface. Ships emerging from wormholes may find themselves embedded in solid objects. If the object is another ship, its pilot may make a Piloting roll at -2 as a free action to avoid the collision. The pilot of the ship moving through the wormhole can roll to avoid the collision. Asteroids and other non-piloted objects cannot be avoided. Calculate collision damage as normal, except the speed of the ship emerging through the wormhole is the distance it traveled through the wormhole. For instance, a ship which "teleported" 12" has a speed of 12". If it collides head on with a ship moving at 5", that's 17d6 damage!

Second, the GM can use 1" square numbered counters to represent wormholes. The number used should equate to one of the regular die types. When a ship enters a wormhole, roll the appropriate die to determine where it emerges. The ship exits in a random direction (roll a d12) and must move at least 1" before it can perform any turn maneuvers. Movement through a wormhole doesn't subtract from the vessel's speed. Thus, a ship with Top Speed 6 which moves 4" and into a wormhole still has 2" of movement remaining when it leaves.

RADIATION STORM

High powered radiation storms ravage the space lanes. Although ships provide protection against low-radiation storms, they don't help much against high-powered ones. However, shield pods do help.

Each round as an action, a character may make a Knowledge (Shields) roll to leak out small amounts of energy in a bid to prevent deadly radiation penetrating the hull. On a failure, or if the roll isn't attempted, roll on the Critical Hit table.

The effects of the Critical Hit last for one round (until the engineer's next action card), before backup circuits kick into life. Note that the ship doesn't suffer an actual wound, just a temporary glitch.

On a Crew Critical Hit, the players must make a Vigor

roll to avoid a level of Fatigue, just like the Savage Worlds rules for Radiation. Make a Group roll for NPCs on a ship with more than five crew.

Tabletop Play: The GM may choose to use the rules above on the tabletop. Alternatively, he can use burst templates to represent areas of radiation. A ship which enters a template by design or by accident, or begins its turn in a radioactive area, suffers the effects as above.

ASTEROIDS

The rules above are really designed for chase scenes, although most work equally well for tabletop play. One exciting addition to a tabletop starship battle is the inclusion of asteroids. This section provides simple rules for running battles in asteroid fields.

COUNTERS

First, the GM needs to create some asteroid counters. For convenience, we've grouped asteroids into four categories—small, medium, large, and huge. Ideally, small asteroids should be the most numerous, and huge ones the least common.

Small asteroids fill a 1" square. Medium rocks fill two 1" squares. Large asteroids fill three squares, either in a line or as a triangular block, while huge ones take up four squares and can be of any shape so long as each square is adjacent to at least one other.

Before the battle begins, the GM should seed the battlefield with asteroids. Don't go overboard, or the heroes won't have a fair chance, and what should be an exciting fight will devolve into a quick death for all involved.

IN COMBAT

Asteroids move at the start of every round. They move after action cards are dealt, but before the first action is taken. The GM draws a single card from the action deck to determine which type of asteroids move that round.

Next he rolls 2d6 to determine how many inches the rocks move. This is known as Pace for familiarity. All asteroids move the same distance—don't waste time rolling for individual counters.

The direction moved is determined by rolling a d12 and reading it like a clockface. Movement is measured from the appropriate edge of the asteroid.

ASTEROID SIZE MOVEMENT TABLE

Suit	Result
Club	Huge
Diamond	Large
Heart	Medium
Spade	Small
Joker	All asteroids

NEW SKILL

SHIELDS (SMARTS)

All starships, as well as some ground installations and vehicles, are fitted with a number of shield pods: special devices used to deflect or absorb damage. Shield pods are activated with the Shields skill. Each pod can be used in one of three ways, as detailed below. The effects of multiple uses of armor or deflection are not cumulative—only the highest modifier applies.

Shield pod capacitors recharge at varying rates, but rarely very quickly. Typically, each shield regenerates automatically after the end of the combat. If the shield operator is dealt a Joker, however, immediately recharge one pod.

Absorption: Shield pods can generate a very intense forcefield in a limited area. As a free action, a shield pod can be used to Soak damage inflicted on the starship from an external adversary. Thus, the shields can absorb fire from enemy star fighters, but they can't be used to dampen an internal explosion. They otherwise function exactly as bennies for this purpose. Note that Ace can still be used to Soak damage as normal. The Edge represents the pilot's ability to avoid, or at least lessen, damage through his own skill.

Armor: Used in this manner, the pod generates a low intensity forcefield across the whole ship. This functions exactly as the armor power, except it lasts for three rounds and cannot be maintained. Activating a shield pod in this manner requires an action, as the forcefield must be carefully calibrated.

Deflection: A pod set to deflector mode uses magnetic and gravitational distortion to shield the craft from incoming attacks. This functions exactly as the deflection power, except it cannot be maintained. Activating a shield pod in this manner requires an action to angle the energy shield. Against battery fire, the modifier is applied to the pilot's Piloting skill as a bonus.

HITTING A SHIP

If an asteroid moves over a ship or vice versa, there is a chance of collision. The pilot makes a Piloting roll as a free action, but subtracts the number of squares the asteroid fills after the first. For example, a huge asteroid fills four squares, and thus imparts a -3 penalty. A failed roll means the ship takes damage as per a collision with a hard object.

Treat this as you would a regular collision, but remember that damage is 1d6 per inch of movement. An asteroid has Heavy Armor equal to 5 times its size category (so that's +20 for a huge rock).

HITTING ANOTHER ASTEROID

When an asteroid hits a space rock that is larger than it, it takes one automatic wound and is deflected back along its original path. The distance it moves is half its remaining speed for the round. The larger asteroid doesn't move due to the impact, neither does its size alter.

When an asteroid strikes another asteroid of smaller size, the smaller rock takes one wound (see below). Any remnants are then shoved in the direction of the larger rock's course for a distance equal to the larger rock's full speed this round. The larger asteroid continues its movement as normal. In the event asteroids of similar size collide, both suffer one wound and a reduction in size. The original asteroid stops moving, while the target moves along the original rock's course a distance equal to the Pace remaining that round.

Example: A medium asteroid rolls 10" for its Pace. After moving 6" it strikes a large asteroid. The medium asteroid suffers a wound and is reduced in size to a small asteroid. Since it has 4" of Pace left this round it bounces back 2" along its original course. The large asteroid does not move.

Example: A huge asteroid rolls 7" for its Pace. After moving 5" it strikes a large asteroid. The large asteroid takes a wound, which reduces it immediately to medium size. The impact knocks the rock 7" in the direction the huge asteroid was travelling. The huge asteroid then completes its remaining 2" of movement. Had the struck asteroid been small, the impact would have reduced it to a handful of harmless pebbles.

Example: The large asteroid struck above (now a medium rock) was shoved 7". That brings it into collision with another medium asteroid after 3". The original rock is smashed down to small by the impact and halts its movement. The target rock is also reduced in size one step. It moves the remaining 4", following the striker's original course.

DESTROYING ASTEROIDS

Asteroids are objects, and thus have a Toughness and Heavy Armor score, and can thus be destroyed. Only ship's weapons can damage an asteroid—for ease, and to prevent more dice rolling, collisions with a ship don't affect them. For each wound an asteroid takes, reduce its size one category (replace the counter as well). Small asteroids which take a wound are removed from play. Thus, a huge asteroid which takes two wounds in a single blow is reduced in size by two steps to a medium one.

ASTEROID TOUGHNESS TABLE

Asteroid	Toughness
Small	15 (5)
Medium	20 (10)
Large	30 (15)
Huge	50 (20)