

# SLIPSTREAM SCREEN INSERTS

Thanks for picking up these inserts for our customizeable Game Master's Screen!

This awesome, black, three-panel, tri-fold, screen has been designed so that you can use it for ANY game you play—including our own—such as Savage World, Deadlands, and Weird Wars!

Inside this document you'll find several choices of front cover art, as well as interchangeable panels for the player and Game Master, so you can choose what you want to display for your Slipstream games!

You'll also find a blank sheet you can use to create your own customized inserts!

LOOK FOR ADDITIONAL INSERTS FOR SAVAGE WORLDS AT [WWW.PEGINC.COM](http://WWW.PEGINC.COM)!

## PRINTING TIPS

The images in this file are 200 dpi and will come out best if printed on glossy paper. You'll also find it much easier to insert your sheets if you have them printed on cardstock.

We recommend trying a color laserjet at your local copy center. Home inkjet-style printers tend to make the paper very wet and flimsy, and you'll have a hard time getting the paper inside your screen's transparent pockets.

## PERMISSION!

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## SPACE TRAVEL

Use the map on the inside cover to determine how many squares of travel is needed between destinations. Rocketships cross as many squares as their Travel Speed each hour. The pilot must make a Piloting roll for each hour of travel and add the modifiers listed below.

### NAVIGATION MODIFIERS

Mod	Circumstance
+2	Borooshian navigator
+2	Flying parallel to the Slipstream Wave (no more than one square distant)
+2	Holomap alien artifact on ship (p. 114)
+2	Major fragment in current square
+1	Major fragment in adjacent square
-2	Rocketship has no compass
-2	In the Ice Cloud
-4	In the Graveyard
-6	In the Dust Cloud

Success: ship moves as expected

Raise: adds +1 to the vessel's movement

Failure: ship travels its movement in a random direction

## THE SLIPSTREAM WAVE

The Slipstream Wave flows from the black hole and spirals toward the Graveyard at the centre of the universe. The pilot must make a Piloting roll whenever he enters the Slipstream Wave. ship's Handling and the Drift Table below modify the roll.

### DRIFT TABLE

Current Zone	Mod	Drift
Red	-8	3 squares
Orange	-6	2 squares
Yellow	-4	2 squares
Green	-2	1 square
Blue	-1	1 square

## CRITICAL HITS

2d6	Effect
2	<b>Scratch &amp; Dent:</b> The attack glances off. There is no permanent damage.
3	<b>Maneuvering Jets:</b> Acceleration is halved (round down). This does not affect deceleration, however.
4	<b>Main Thrusters:</b> Halve the rocketship's Top Speed immediately. In addition, each hit also reduces the vessel's Travel Speed by one, to a minimum of zero.
5	<b>Controls:</b> The controls are hit. The vehicle suffers a -1 penalty to its Handling.
6-8	<b>Hull:</b> The vehicle suffers a hit in the main body. A random cargo space is destroyed. Ships with no cargo or ship artifacts (p. 115) suffer no effects.
9-10	<b>Weapon:</b> A random weapon is destroyed and may no longer be used. If there are no weapons, this is a Hull hit.
11	<b>Crew:</b> These hits inflict 1d6 casualties, scattered randomly among all crewmen. Remove that many crew immediately. They may recover after the fight in the normal method. If a 6 is rolled or there are no Extras, a random player character or other named personality was hit as well. Reroll the damage and subtract the Armor value of the ship. The hero takes this much damage.
12	<b>Wrecked:</b> The rocketship is totally wrecked and automatically goes Out of Control. See page 46 for details.



# ENCOUNTER TABLES

## OPEN SPACE

d20	Encounter
1-2	■ Anathraxan Space Patrol (p. 117)
3	Hazard: Asteroid
4-5	Hazard: Meteor Storm
6-12	Merchant
13-17	Pirates
18-19	Hazard: Radiation Storm
20	■ Discovery (p. 129)

## DESERT FRAGMENT

d20	Encounter
1	Game
2-4	Party of 1d6+1 aliens
5-7	Giant Carnivore
8-11	Small Carnivore
12-13	Swarm
14	Hazard: Crevasse
15-16	Hazard: Heatwave
17-18	Hazard: Sandstorm
19	Hazard: Quicksand
20	■ Discovery (p.129)

## FERTILE FRAGMENT

d20	Encounter
1-5	Game
6-9	Party of 1d6+1 aliens
10-12	Giant Carnivore
13-16	Small Carnivore
17-19	Swarm
20	■ Discovery (p. 129)

## FOREST FRAGMENT

d20	Encounter
1-5	Game
6-8	Party of 1d6+1 aliens
9	Hazard: Forest Fire
10-12	Giant Carnivore

13	Hazard: Quicksand
14-17	Small Carnivore
18-19	Swarm
20	■ Discovery (p. 129)

## ICE FRAGMENT

d20	Encounter
1-4	Party of 1d6+1 aliens
5-7	Giant Carnivore
8-10	Small Carnivore
11-14	Hazard: Crevasse
15-18	Hazard: Blizzard
19	Hazard: Avalanche/Cave-In
20	■ Discovery (p. 129)

## JUNGLE FRAGMENT

d20	Encounter
1-4	Game
5-7	Party of 1d6+1 aliens
8-10	Giant Carnivore
11-15	Small Carnivore
16-18	Swarm
19	Hazard: Quicksand
20	■ Discovery (p. 129)

## ROCKY FRAGMENT

d20	Encounter
1-3	Party of 1d6+1 aliens
4-6	Giant Carnivore
7-10	Small Carnivore
11	Swarm
12-16	Hazard: Crevasse
17-19	Hazard: Avalanche/Cave-In
20	■ Discovery (p. 129)

## SWAMP FRAGMENT

d20	Encounter
1-4	Game
5-6	Party of 1d6+1 aliens
7	Giant Carnivore
8-9	Small Carnivore
10-14	Swarm
15-17	Hazard: Poisonous Fumes

18-19	Hazard: Quicksand
20	■ Discovery (p. 129)

## VOLCANIC FRAGMENT

d20	Encounter
1-3	Party of 1d6+1 aliens
4-8	Small Carnivore
9-12	Hazard: Earthquake
13-16	Hazard: Poisonous Fumes
17-19	Hazard: Crevasse
20	■ Discovery (p. 129)

## WATER FRAGMENT

d20	Encounter
1-6	Game
7-8	Party of 1d6+1 aliens
9-12	Giant Carnivore
13-17	Small Carnivore
18-19	Swarm
20	■ Discovery (p. 129)



## ALIEN ARTIFACTS

If an artifact of some sort is found, roll d20 to determine the type of item found, then consult the appropriate table for details.

### d20 Type

1-2	Armor
3-5	Melee Weapon
6-9	Ranged Weapon
10-12	Drug
13-16	Miscellaneous Item
17-18	Psionic Artifact
19-20	Rocketship Artifact

### ARMOR

Roll d20 to determine the type of armor, then a second d20 to determine its power.

### ARMOR TYPE

d20	Type
1-4	"Leather" vest
5-9	"Leather" suit
10-11	Plate corselet
12	Plate (1-10 arms, 11-20 legs)
13-17	Spacesuit, normal
18-19	Spacesuit, shielded
20	Power armor, scout*

\* Do not roll for a bonus on the tables below; this is already a powerful item.

### BONUS

d20	Type
1-10	Half weight
11-15	+1 Toughness; half weight
16-20	+2 Toughness; half weight

### MELEE WEAPON

Roll a d20 to determine the type of weapon, then another to determine its power.

### WEAPON TYPE

d20	Type
1-3	Dagger
4-6	Rapier
7-11	Sword
12-13	Laser sword
14-17	Vibro knife
18-20	Vibro sword

### BONUS

d20	Type
1-10	+1 damage
11-15	+2 damage; +1 Parry
16-20	+2 damage; +1 Parry; +1 Fighting

### RANGED WEAPON

Roll a d20 to determine the type of weapon, then another to determine its power.

### WEAPON TYPE

d20	Type
1-6	Ray gun pistol
7-8	Rocket pistol
9-10	Sonic pistol
11-12	Stunner
13-16	Ray gun rifle
17	Sonic rifle
18	Plasma pistol* (Range: 6/12/24, 2d8 dmg, ROF 1, 8 shots, 6 lbs, AP 2, ray gun rifle batteries)
19	Plasma rifle* (Range: 12/24/48, dmg 3d8, ROF 1, 12 shots, 14 lbs, d6 Str, AP 4, Hvy Wpn, hvy ray gun batteries)
20	Atomic rifle* (Range: 5/10/20, 3d10 dmg, ROF 1, 5 shots, 20 lbs, d8 Str, AP 6, Hvy Wpn, hvy ray gun batteries)

\* Do not roll for a bonus on the tables below; these are already powerful items.

### BONUS

d20	Type
1-10	+1 damage
11-15	+2 damage
16-19	+2 damage; +1 Shooting
20	Double range brackets

## CUSTOMIZING RACES

To create quick Extras, simply roll 2–3 times on the table below. Duplicated rolls providing a bonus stack; reroll others. To create weaker characters, simply change bonuses to penalties.

d20	Trait
1	Brainy (+1 Smarts die)
2	Large/Tough Skin (+1 Toughness)
3	Strong Grip (Wall Walker)
4	Strong Willed (+1 Spirit die)
5	Veteran (Combat Reflexes Edge)
6	Warlike (+1 Parry)
7	Strong (+1 Strength die)
8	Crystalline Structure (+2 Armor)
9	Glowing Eyes (Low-light or Thermal vision)
10	Skilled (raise any skill by one die type)
11	Agile (+1 Agility die)
12	Long Arms (+1 Reach)
13	Many Legs (Pace 10, d10 running die)
14	Plain Weird (pick one Power; 5 power points)
15	Resilient (+1 Vigor die)
16	Natural Weapon (one at Str+d6)
17	Sixth Sense (Danger Sense Edge)
18	Wings (Flying)
19	Keen Senses (+2 to Notice rolls)
20	Natural Weapons (two weapons at Str+d4)

## SALVAGE TABLE

Finds	Coins & Novelties	Alien Artifact
Jackpot!	1d10 x \$1000	100%
Bountiful	1d10 x \$500	50%
Worthwhile	1d10 x \$100	25%
Meager	1d10 x \$10	1%



## MERCHANT SHIP TABLE

d20	Ship Type
1–3	Angeli Scout Ship
4–6	Bird Man Yacht
7–12	Skalinite Freighter
13–16	Gyptosian Merchant Ship
17–18	Robot Man Salvager
19	Convoy (1+1d6 Gyptosian Merchant Ships with 1+1d4 Valkyrian Rocketship escorts)
20	Anathraxan Convoy (1+1d4 Gyptosian Merchant Ships with 2d6 Anathraxan Warship escorts)

## PIRATE SHIP TABLE

d20	Ship Type
1–5	Angeli Scout Ship
6–7	Anathraxan Warship
8–13	Pirate Raider
14–15	Dracsos Dragon Ship
16–17	Bird Man Yacht
18–19	Valkyrian Rocketship
20	Fleet with 1d4 ships

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