

VOID TREK: 3007 A.D.

FAST PLAY RULES FOR SPACE
OPERA ROLE PLAYING

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Fast Play Rules For Space Opera Role Playing

Introduction

These rules assume a basic knowledge of role playing principles by the players and the game master, or GM. Essentially though, in a role playing game, each player creates a persona (character) that represents his actions on the table top. He does this by rolling dice to determine the character's various strengths and weaknesses, and then using his imagination and guidelines from the GM to create a background for the character. The GM creates a universe in which the characters adventure, encountering combat, mysteries, and acquiring greater power through experience and loot.

Void Trek 3007 A.D., specifically, is a role playing game of space exploration, combat and discovery set in the 4th Millennium, in which the players are the crew of a faster-than-light spacecraft adventuring through the stars.

Creating Characters

First, name your character and propose a background and description to the GM, to make sure it works within his storyline. Alien characters, mutants, cyborgs, or other oddball thing are okay only if the GM allows them, and should have minor advantages and disadvantages decided on by the GM. Each character has four requisites; the player starts with a score of 7 for each and then is given 10 points to distribute as he sees fit to increase them, though no score can be increased above 12 at the beginning of the game. Note that this represents an adventurer, who is assumed to be much more capable than an ordinary non-adventuring character. Normal humans or similar aliens only get 2d6 for each requisite.

The requisites are:

Physique (PH): Character's strength, health, and ability to withstand damage. Damage done by attacks is taken directly off the character's PH score, which also affects ability to cause damage in melee combat.

Mentality (ME): The character's knowledge. He gets a number of skills (see below) equal to one third his Mentality score, rounded down. NPCs can have less than this number, but never more.

Agility (AG): The character's speed quickness and coordination. His move (in squares or inches, which represent 5' each on the tabletop) is equal to half his AG, rounded up.

Kismet (KI): A combination of luck and psychic power. Each game session, the character can modify any PH, ME or AG roll he makes by subtracting Kismet points from the roll. The points must be committed before the roll is made, and are then subtracted from the KI score for the rest of that game session (but are restored next session). Also, each time a character encounters a Hazard (see below) he must roll his PRESENT KI or less to avoid it.

Note: ONLY player characters and important villains can use KI points to modify PH, ME or AG rolls. Minor NPCs cannot do this.

Skills

Skills marked (2) take up two of your character's allotted skill slots, all others cost just one.

- 1 Ace Pilot: 2 point requisite bonus to pilot a starship or other vehicle.
- 2 Astrogator: 2 point requisite bonus for knowledge of stellar objects (black holes, nebulae, etc.).
- 3 Commo Officer: 2 point requisite bonus for communications, 'stealth' the ship, etc.
- 4 Computer Programmer: 2 point requisite bonus to computer operations or programming.
- 5 Empath (2): As a non-combat action, roll KI vs. KI to calm all ME 6 or less creatures within 5 squares.
- 6 Engineer: 2 point requisite bonus for repairing the ship's engines, nuclear power, electronics, etc.
- 7 Genius (2): Once per game session, ask the GM one yes or no question. He must answer truthfully.
- 8 Gunner: 2 point requisite bonus to aim the ship's weapon batteries.
- 9 Influence (2): 2 point requisite bonus to influence other intelligent beings.
- 10 Lightning Shot (2): Character can fire twice per turn with ranged weapons.
- 11 Living Computer (2): Character has a photographic memory, and can interface directly with computers.
- 12 Master Criminal: 2 point requisite bonus for picking pockets, eluding pursuit, bypassing alarms, etc.
- 13 Master of Disguise: 2 point requisite bonus for impersonation or disguise.
- 14 Martial Arts: Character can strike twice per turn when unarmed or using Range 1 weapons.
- 15 Medic: 2 point requisite bonus for operation of a medi-beam, medical bay, or stabilizing shock.
- 16 Mutation (2): Character gets a roll on the BEM Special Powers Table (see below) for a special ability.
- 17 Planetologist: 2 point requisite bonus for knowledge of the history, geology or culture of a planet.
- 18 Rank: Character is a commanding officer; 2 point requisite bonus to give orders to lower ranking NPCs.
- 19 Robotcist: 2 point requisite bonus to robot repair, reprogramming, etc.
- 20 Tactics: 2 point requisite bonus to surprise in combat.
- 21 Telepath (2): As a non-combat action, can roll KI vs. KI to read the mind of anyone within 5 squares.
- 22 Unarmed Combat: 2 point requisite bonus to any unarmed attack roll.
- 23 Weapon Specialist: 2 point requisite bonus to any roll to attack with character's specialized weapon.
- 24 Xenologist: 2 point requisite bonus to communication with alien races (including unknown races).

Any skill that gives a 2 point requisite bonus to some action can be chosen multiple times by the same character at the same cost, for the same additional bonus. Other skills cannot be taken multiple times.

To generate a random skill or a specialist in that skill, roll 1d12 and 1d6. If the d6 roll is 1-3, the skill generated is the number rolled on the d12. If the d6 roll is 4-6, the skill generated is the number rolled on the d12, plus 12.

Non-Combat Actions

Any action a character wants to make is resolved by a roll of 1d20 or less against the appropriate requisite. If you roll equal or less than your requisite on 1d20, you succeed, otherwise you fail. The only exception to this is any action so simple as to require no roll, such as driving a spaceship under normal circumstances, performing routine maintenance on a robot, etc.

Roll against PH to perform a feat of strength, resist disease or poison, or anything else that requires physical prowess or endurance. Roll against ME to program a computer, decipher an alien language or anything else that requires intelligence and concentration (though not for GM created riddles and puzzles, those must be solved by the *player*). Roll against AG to perform a feat of dexterity, such as moving silently past enemy guards, walking a tight-rope, or anything else that requires speed or deftness. Finally, roll against KI anytime the character is taken by surprise in some way, even if the roll would ordinarily be made against one of the other requisites. Note that, for this reason, it is important not to spend your Kismet points too quickly in an adventure.

If the GM decides that a task is particularly hard or easy, he may make you add or subtract points to the roll. If you are striving against somebody else (such as arm-wrestling or playing 3D-chess against an

opponent) you both roll. If one character succeeds and the other fails, the character who succeeds wins. Otherwise, the struggle continues, and another roll is made next turn, unless one character concedes.

It should be noted that, for all non-combat and combat actions (including attack and defense rolls) any roll of a 1 ON THE DICE, WITHOUT MODIFIERS is always successful, even if the roll is otherwise impossible. Likewise any roll of a 20 ON THE DICE, WITHOUT MODIFIERS is always a failure, regardless of modifiers, including KI points spent, even if the roll is otherwise an automatic success.

Hazards

A hazard is any unexpected, dangerous thing that cannot be anticipated and on which you must rely on good old fashioned luck to save you. Examples would be running into a giant alien spider web in the dark, being shot at by an assassin while in a crowded city street, sabotage against a starship, avalanches, Earthquakes, mudslides, traps of any kind, poisoned food or drink, or attacks in combat when the enemy takes you by surprise.

The GM will tell you when any event qualifies as a hazard. You must then make a successful KI check to avoid it. KI points CANNOT be added to this check. Hazard checks CAN involve the chance of instant death, which is a check on players who spend their KI points too freely early in an adventure.

Combat

In a combat situation, begin by rolling KI or less for the leader of each opposing group. If one leader succeeds and the other fails, the successful side gets a surprise turn. During this turn, they can each take one free action, attacking the enemy if desired and if within range. However, all rolls to hit are made against the enemy's KI, rather than AG (see below) for the surprise turn only.

After the surprise turn (or if there was none) roll 1d20 each turn for each side. All characters on the high rolling side go first, and the opposing side goes second.

All characters get to act each turn. Characters may move up to their full move and do nothing else, or they may make a 1/2 move, and then make a single attack or attempt a single non-combat action (as above). A character who moves within 1 space of an enemy ends his move for that turn, though he can still attack if he has not moved over half his movement allowance. Attacks are made by the attacker and defender each rolling against AG (or the defender's KI in a surprise turn only). If the attacker succeeds and the defender does not, he hits. Any other result is a miss.

Special Combat Situations:

Sight: If the characters are fighting in darkness or the enemy is invisible, all attack rolls are made at a 4 point penalty.

Morale: NPCs (non-player characters) whether friend or foe must make an ME roll when at least half their number is dead; failure means they drop their weapons and flee, or surrender if flight is impossible. When fighting a single character or creature, this roll is made when the creature loses half its PH from damage.

Terrain: Covering terrain (trees, large boulders, computer consoles) is difficult to move through (2 move cost for each inch/space passed through) but if covering terrain is between an attacker and his target, or if the target is in a space containing covering terrain, the attack roll is made at a 2 point penalty. Difficult terrain (swamp, shifting sand, deep snow) has the same effect on movement as covering terrain, but has no

effect on attack rolls. Blocking terrain (starship bulkheads, walls, cliffs) cannot be moved through nor can an attack be targeted through it. Blocking terrain can be destroyed by attacks if the GM thinks this would be realistic. It should be decided on a case by case basis.

Damage, Unconsciousness and Death

Damage for each type of weapon is listed in the Weapons Table, below. Defense for each type of armor is listed in the Equipment Table, below. Each time a character (including any enemy) is hit, roll the damage listed under the weapon type, subtract armor defense, and apply any positive difference to the character's PH.

When a character reaches between zero and -9 PH from damage, he falls unconscious, but is not in life threatening condition. One day of complete rest will return hit to one hit point and consciousness.

When a character reaches -10 PH from damage, he is unconscious and in critical condition. He must make a roll against his ORIGINAL PH at the beginning of each of his turns. If this roll is successful, he remains unconscious, but continues to live; if he fails, he dies. While in critical condition, his comrades can use a medi-beam or other attempts at healing to bring him back above zero hit points.

Damage is recovered normally at a rate of 1 PH per day of complete rest. Using a medi-beam on the injured character can restore PH faster (see Equipment Table, below). A medi-beam will not restore a dead character to life.

Experience

As characters adventure and survive, they eventually become more powerful and experienced. An evening of successful adventuring grants each character two experience points. If the adventure was unsuccessful, only one point is granted. This can be modified by plus or minus one additional point, if the GM thinks the adventure was particularly hard (a +1) or easy (-1), and on an individual basis if a specific character was particularly heroic (+1) or cowardly (-1). The lowest potential award is zero points for an easy, unsuccessful adventure in which the character played it safe (negative experience is impossible), to a maximum of four points for a difficult, successful adventure in which the character was played with particular heroism. Three and four point awards should be rare.

Each experience point earned translates into one point of PH, AG, ME or KI which the character adds to his totals. Every three additional points of ME also grants the character another skill.

Maximum Requisites

Human characters can reach a maximum score of 16 in any requisite, as this represents the maximum limits to which the humanoid body and brain can be pushed. KI is an exception, however, relying as it does on the purely non-physical universe, and KI has no maximum score. Thus, unlimited experience can be obtained and is always useful. Similar limitations should be placed on most non-human player characters as well.

Equipment and Weapons

Ordinarily, characters begin with 2d6 x 10 Credits with which to buy equipment and weapons. However, this can be varied by the GM. If he decides that they are working for the government, or some huge interstellar corporation, they may get a lot more or be assigned specific equipment. If the GM decides they are down and out, they may start with nothing at all.

Equipment Table

<u>Item</u>	<u>Cost</u>	<u>Notes</u>
Backpack	10	Carries 10 small items.
Ship passage	25	Cost is per day of travel.
Comm-unit	5	500 km range, 4 hours per charge.
Flak Vest	25	Defense 1d3, chest and back.
Datacube	5	Holds 8 levels of data.
Powered Armor	55	Defense 1d6, entire body. 24 hours use per charge.
Flashlight	5	20 hours per charge.
Spacesuit	80	Defense 1d2. 10 hours hostile atmosphere protection per charge.
Neutron Shield	100	Defense 1d4, prevents shock and stun effects. 24 hours use per charge.
Quadicorder	40	Analyzes substances/energy sources (and intensity), 10 space range.
4 man Skimmer	1500	Speed 100KPH, 10 hours use per charge.
Hand Computer	50	4 levels active, 24 hours use per charge.
Skimmer-truck	3500	Speed 60KPH, 24 hours use per charge.
Hotel Room	10	Cost is per day's lodging.
Medi-Beam	40	3 uses per charge. Roll of ME heals 1d6 PH. Failed roll still loses one charge, and the beam cannot be used again on the same character within 24 hours.
Power cell	30	Recharges any personal technological item in 1 hour, three uses before it must be recharged (1 hour from the ship's engines or 24 hours by solar energy).
Rations	2	Food for 1 man/day.
Toolkit	18	+2 on skill rolls with mechanical/electronic equipment.
Utility Cord	15	Very strong, 50m long.
Ammo Pack	5	Takes one round to reload any weapon, specific to one weapon type.

Armor: Roll the listed dice for the armor type each time the character is hit. The number rolled is subtracted from the damage caused. Some armors also prevent certain special effects.

Weapons Table

<u>Weapon</u>	<u>Cost</u>	<u>Damage</u>	<u>Shots</u>	<u>Range</u>	<u>Special</u>
Disruptor	30	2d6	6	20	Shock
Disruptor Rifle	60	3d6	10	40	Shock
Stun Pistol	40	NA	4	15	Stun
Proton Grenade	5	2d6	1	10	Thrown, Grenade, Area, Shock
Heavy Disruptor	150	4d6	20	80	Crew Served, Area, Shock
Primitive Pistol	20	1d6	4	10	
Primitive Rifle	40	2d6	10	20	
Grenade	5	2d6	1	10	Thrown, Grenade, Area
Machinegun	70	3d6	20	50	Crew Served, Area
Knife	5	1d6	NA	1	Melee
Sword	20	1d6+3	NA	1	Melee
Spear	15	1d6	1	10	Thrown, Melee
Unarmed Attack	NA	1d6-2	NA	1	Melee

Each weapon can fire once per turn (but see the Lightning Shot skill). After the total number of shots is exhausted, it requires one turn to reload, if ammo packs are available.

Special Rules for Weapons

Any weapon with a range greater than 1 attacks at a 5 point penalty if the target is within 1 inch/space.

Area weapons affect not only the target character, but will also attack anyone within one inch of the target. One attack roll is made on the target, and everyone else within one inch/space. Each rolls to defend separately.

Crew served weapons require two crew to fire. One is designated as the shooter, and the other is the loader, who can do nothing else. Firing an area weapon without a loader is possible, but a 4 point penalty applies to the roll to attack.

Grenade weapons can be dropped. If the character rolls a 1 on the attack die, he drops the grenade on himself, and may damage himself and anyone within one space (square or inch).

Melee weapons cause an additional d6 of damage if the attacker has a greater original PH than the defender.

Stun weapons do not cause damage, but the target must roll vs. his PH or be knocked unconscious for 2d6 turns. He can add his armor Defense bonus to this roll.

Shock Weapons cause normal damage, but if your character falls below half his original hit points because of damage from a shock weapon, he automatically goes unconscious until the end of the combat encounter.

Thrown weapons leave the character unarmed, once used. He must spend his entire next turn drawing a new weapon, if he has one, or fight unarmed.

Starship Exploration

Starships move through hyperspace at speeds based on the size of their engines as compared to the size of the rest of the ship. For the purposes of this game, just base this on the class of the ship as below:

Ship Class	Speed	Cost
Fast yacht, scout or smuggler	6 light years per week	2,000
Patrol cutter or corsair	5 light years per week	5,000
Corvette or destroyer	4 light years per week	10,000
Cruiser or light merchant	3 light years per week	25,000
Bulk freighter or large merchant	2 light years per week	50,000
Capital ship or Troop transport	1 light year per week	100,000

Possible astrogation hazards include gas clouds, singularities, neutron stars or wormholes. These will have effects as set by the GM.

Most ships carry ramscoops, and thus have virtually infinite fuel. Fuel is only a concern if the ramscoop is damaged. In any case, fuel spent to travel in-system is usually insignificant, unless the GM decides special problems exist, such as having to pull away from the grasp of a black hole, or, of course, fuel-sucking space worms.

Travel to a star system is uncertain, as warp drive is not perfect, and will basically spit the ship out somewhere on the edge of the system, about as far away from the primary as Pluto is from Sol. As such, travel time in-system is totally subjective, and is up to the GM.

Starship Combat (Boarding Actions)

The following system assumes that most starship combats either involve a few hits to destruction, or a boarding action, with the crews fighting it out among the consoles and bulkheads.

One crewmember is designated as the pilot. Each turn, the pilot of each ship must make an Agility check (2 point bonus to roll for military vessels) or each crewmember takes 1D6-2 damage from flying debris as the ship is hit with disruptor cannons and proton torpedoes. Personal armor does not protect against this.

One crewmember is designated as the gunner and can make an Agility check each turn to hit the enemy vessel (2 point bonus to roll for military vessels attacking). One hit destroys a fighter, two hits destroys a yacht, scout or smuggler, three hits destroy a cutter or corsair, four hits destroy a corvette or destroyer, five hits destroy a cruiser or light merchant, six hits destroy anything larger. Both sides fire simultaneously. The player's pilot can attempt either a boarding action OR escape through entering hyperspace, by making an Agility check each turn, but the player's ship cannot fire and attempt to board or escape on the same turn. Whether the players are attempting boarding or escape must be announced before the roll is made. If the roll is unsuccessful, the next attempt of the same action (boarding or escape) is made at a 1 point bonus, cumulative for each such unsuccessful attempt, however, each attempt at the opposite action is then made at a 1 point penalty, also cumulative.

If the ship is destroyed, all PCs (and important NPCs) onboard must make successful AG rolls to make it to the life pods. A failed roll causes 1d6 damage as the PC sucks vacuum and radiation, but he can keep trying, once per turn, until he either makes the roll successfully or is killed or unconscious (effectively dead in this situation, unless the GM rules that other PCs can aid him).

Detailed Boarding Actions

A successful boarding attempt ends all ranged combat. From this point forward, the GM sets up the battle as a fight between PCs and NPCs. These can enter at airlocks, or via boarding torches, at other points on the ship as designated by the GM. Enemy ships will usually have 1d6 marines per size level (i.e. 1d6 marines for a smuggler, 2d6 for a cutter, 3d6 for a destroyer, etc.).

The GM should maintain a couple of battlemaps (readily found online) for starship boarding actions, if this method of combat resolution is preferred. The battlemaps should (for 25-30mm figures) be drawn with roughly one inch square grids, but when you get a nice starship map, scan it and shrink it to roughly graph paper size (maybe 5x5 squares per square inch). Each side (generally players vs. GM, unless the battle is between two player factions) gets its own graph paper sized battlemap, and draws on it the initial positions of its figures. The side that successfully rolled to board is the attacker, and draws his figures adjacent to the exterior squares of the defender's ship. The defender draws his figures, inside his vessel.

Then, each side reveals his map, the figures are placed on the battlemap, and the boarding action begins. Boarding actions are fought as standard combats by the Void Trek 3007A.D. rules with the following modifications:

1. Figures outside the ship (or inside the ship, if so desired) and armed with proton grenades can blow a one-square-wide hole in the ship's hull, and can move through it next turn.
2. Figures that break morale will flee as quickly as possible directly away from the enemy by the shortest route possible. If the only escape takes them closer to the enemy, they will instead surrender. If a fleeing figure passes adjacent to any friendly figure, that figure too must make a morale check, or will also flee. Starship interiors are somewhat fragile, and missed shots tend to damage things.
3. Whenever you shoot at an enemy figure and miss, if the path of the shot (use a straightedge) passes into anything on the following list, roll the weapon's damage. If 2+ points of damage are caused to a civilian vessel, or 6+ to a military vessel, the following effects take place:
COMPUTER TERMINAL=ship's computer becomes useless from that terminal. COMPUTER BANK=that computer and anything it controls becomes useless. FUEL TANK=tank ruptures, fire starts in all adjacent areas not separated by doors, each figure in that area must make a PH roll every turn, or take 1d6 damage from fire. ENGINEERING STATION=ship's computer, in a

monotonous feminine voice says, “Emergency. Emergency. Nuclear meltdown imminent in twenty, nineteen, eighteen...”, if she counts down to zero, the ship blows up; a ME roll by a character adjacent to a still-functioning engineering station will halt the process, though if it starts back up, it does so from the next number in the countdown. DOOR/IRIS VALVE either becomes jammed (1-3 on d6) or destroyed, and an open passage. ELEVATOR/LIFT either becomes jammed (1-3 on d6) or is destroyed, and an open vertical passage. WEAPONS LOCKER: Ammunition explodes, causing 2d6 to all figures in the area and not separated by an intact door, unless each figure saves against PH, SHIP’S WEAPONS BATTERY: A turret starts firing in a random direction at the beginning of each round, as a heavy disruptor, at AG 8 (1-3 on d6) or is destroyed. MEDICAL EQUIPMENT, GRAVITATIONAL CONTROLS, BRIG, ALIEN ZOO, etc. There are, of course, all sorts of additional possibilities. The GM should make these up as he goes along.

And what happens after the PCs make it to the life pods? Well, that is the stuff adventures are made of...

Special Starship Combat Situation: Planetary Assault

This situation is really no different than an ordinary boarding action fought between two starships, just replace one starship battlemat with a planetary battlemat, and lay the two edge to edge. The planetary map can be anything you want, depending on the type of world you want to represent (desert, city, ice world, etc.) and the military strength of the world represented is simply determined by placing one to six “fortresses” on the planet. These can be individual buildings or defense batteries of between 2 and 6 squares per side each. Any hit to the planet removes one of the fortresses and replaces it with rubble.

Troops can shelter inside the fortresses, and gain a 2 point armor bonus while doing so, but, if the fortress is destroyed, all troops inside (friendly and enemy) take 3d6 damage (armor rolls are allowed). Whenever a fortress is destroyed, roll a die. An odd number allows the defender to decide which is destroyed, otherwise the attacker decides.

Optional Rules: Fighter Combat

If appropriate for your campaign type, some ships can carry and deploy fighters. These small ships are for close combat only, and do not carry faster than light drives. They must return to their mothership or home planet to refuel after every battle.

A cruiser can carry a single fighter. A capital ship can carry a wing of three fighters. A carrier can carry a squadron of six fighters. A carrier counts as a capital ship, but gets no military vessel bonus to any die roll for attack or defense.

To simulate fighters, after the opposing ships are set up, but before any marines are placed, each player takes it in turns (dice to see who goes first) to place one fighter on the map. Fighters should take up something like 2-3 squares width and 4-6 squares length on the map. They can be placed in empty space only, and not adjacent to other fighters, ships, or planets. If it is not possible to place any additional fighters because these requirements cannot be met, no additional fighters can be placed.

At the end of each turn, after all other actions have taken place, each player dices randomly. The high roller is considered the Active Player, and rolls 2d6 on the Fighter Combat Table, below:

Fighter Combat Table (2d6)

Note that if one side loses all of its fighters, and the other side has fighters remaining, only the side with fighters can be the active player, and must roll as active player each turn.

- 2 The active player rolls an attack (called a pinpoint attack) on an enemy player character or important npc. This is equivalent to a shot with a disruptor rifle. It can be targeted anywhere on either map, and intervening walls, bulkheads, armor, etc. do not effect it.
- 3 The active player rolls a pinpoint attack on any system of the enemy vessel (COMPUTER BANK, FUEL TANK, ENGINEERING STATION, etc.) Effects are as per rule #3 of Detailed Boarding Actions, above, or, if the inactive player controls a planet, the active player can pinpoint a heavy disruptor attack anywhere on the planet. It can be targeted anywhere on the planet, and intervening fortress walls, cover, armor, etc. do not effect it.
- 4 Kamikaze Run: The active player automatically loses one fighter. The inactive player automatically takes one hit on his ship or one of his fortresses. The active player can choose which fighter he loses, but he MUST lose one.
- 5 Torpedo Run: The inactive player's ship takes one hit, or his planet loses one fortress.
- 6 Dog Fighting: The side with more fighters presently in play destroys one enemy fighter. Choose which randomly.
- 7 Loops and Barrel Rolls: No effect this turn.
- 8 Torpedo Run: The inactive player's ship takes one hit, or his planet loses one fortress.
- 9 Hornet's Nest: Each side loses one fighter.
- 10 Anti-Fighter Batteries: The active player loses one fighter.
- 11 Dog Fighting: The side with more fighters presently in play destroys one enemy fighter. Choose which randomly.
- 12 Magazine Hit: The side with more fighters presently in play hits the enemy's magazine. The enemy ship is destroyed (or its core reactor implodes if he controls a planet). The battle is over. Any remaining forces on the board escape if the GM rules that this is possible, or are taken prisoner otherwise.

Fighters and Space Marines

Marines and fighters that are adjacent to each other can fight. Note that this is always a result of the space marines moving into contact with a fighter, as fighters effectively do not move on the battlemaps. When this happens, the two can interact with their personal weapons. If a fighter pilot is killed or otherwise incapacitated in this manner, his fighter is unoccupied, and can be taken over by an enemy marine who can enter the cockpit square, on the turn after he enters.

Note that hand weapons and even heavy disruptors or sonic grenades carried by space marines are not powerful enough to effect fighters, and these count as blocking terrain for this purpose. Fighters can only be attacked by engaging the pilots as above.

Player Character Fighter Pilots and Daring Maneuvers

A player character can be assigned as a fighter pilot. If this happens, he must be placed in a fighter cockpit at the beginning of the battle and cannot leave it until the battle is over. If the fighter he pilots is destroyed, the PC takes damage equal to a heavy disruptor hit (armor protects) and, if he survives, drifts unconscious in his spacesuit for the rest of the battle, unless rescued by a friendly marine or killed or captured by an enemy marine.

Daring Maneuvers: Each player character pilot can attempt a daring maneuver each turn after the Fighter Combat Table roll is made. This roll is made against Agility, modified by Ace Pilot skill (if the PC has it) and Kismet (if the PC wants to and has points to spare). If the Daring Maneuver is successful, the pilot can choose to re-roll that turn's Fighter Combat Table roll. The second roll is final, even if the PC pilot likes it less than the first one. For this second roll only, his side becomes the Active Side.

Note that if multiple pilots attempt Daring Maneuvers, and are successful in their attempts, only the pilot who succeeded with the lowest roll gets to re-roll the Fighter Combat Table roll. If more than one pilot succeeds with equal best rolls, dice randomly between them to see which pilot gets the Daring Maneuver.

Special Starship Combat Situation: Fleet Combat

For those who wish to, enormous space battles can be fought between multiple ships, and planetary fortresses and huge waves of fighters. Just line all of each sides' forces up against the other sides (matching opposing ships and planets more or less opposite each other in a continuous line) and have at it. Each side's planets and ships pretty much only effect the ones directly opposite, though space marines can move around the boards with impunity.

Note that this becomes increasingly unrealistic, but if you wanted realism, you'd be playing something else.

Damn the torpedoes! Full speed ahead!

Alien Worlds

Each alien world can be scanned by the ship's sensors for atmospheric conditions, hazards, life forms, and the rare chance of an ancient alien artifact that emits a signal powerful enough so that it scans separately from those artifacts that may be generated on the encounter tables.

Mercurian: Surface is extremely hot, with frequent lava flows and high tectonic activities (Hazard chance 1-3 on d20 per turn). Life is not (native BEM chance 1 on d20, if BEMs are present, native intelligent life chance is 1-5 on d20, otherwise native intelligent life chance is 1 on d20), though it can exist. Alien artifacts almost never occur (artifact chance is 1%). Spacesuits, skimmers or powered armor are required for survival, and even then, things are very chancy.

Venusian: Hot, high pressure world with some tectonic activities (Hazard chance 1-2 on d20 per turn). Life is not common, though it can exist (native BEM chance 1-2 on d20, if BEMs are present, native intelligent life chance is 1-5 on d20, otherwise native intelligent life chance is 1 on d20). Alien artifacts almost never occur (artifact chance is 1%). Spacesuits, skimmers or powered armor are required for survival.

Tellurian (Earthlike): This world is sufficiently Earthlike. It has reasonable gravity and temperatures, free standing water and an oxygen-nitrogen atmosphere (Hazard chance is insignificant, though 1 on d20 per turn is okay for dangerous areas like swamps and mountains). Life will usually exist in some form (native BEM chance 1-12 on d20, if BEMs are present, native intelligent life chance is 1-15 on d20, otherwise native intelligent life chance is 1-3 on d20). A Tellurian world is ready for colonization without terraforming. Alien artifacts will be very rare (artifact chance is 2%).

Martian: This world is marginally earthlike. Some frozen water exists at the poles, though most of the planet is dry. The atmosphere is very thin, though it exists (Hazard chance 1 on d20 per turn). Life may exist (native BEM chance 1-7 on d20, if BEMs are present, native intelligent life chance is 1-7 on d20, otherwise native intelligent life chance is 1 on d20). A Martian world can be colonized after being terraformed. If Earth is seeking colonies, these worlds are more valuable than any except the Tellurian. Spacesuits may not be necessary, though an oxygen supply always is. Alien artifacts have a small chance to exist (artifact chance is 2%).

Jovian Gas Giant (or Uranian or Neptunian): Exploration of the surface is impossible due to massive wind speeds and crushing gravity. The chance of BEMs is inconsequential, as we can't get to them. Native

intelligent life may exist (chance is 1 on D20), but would need to possess space faring technology for us to contact them. However, the upper atmosphere can be skimmed for fissionable materials useful for fuel.

Saturnian Gas Giant: Similar to a Jovian world, though its gaseous rings can hide pirates and other astrogation hazards (Hazard chance in orbit is 1-3 on d20 per turn).

Plutonian: This ancient world is a useless rockball with only a trace atmosphere. However, it is very old, as this tends to be the final fate of most planets that do not fall into a sun (Hazard chance 1 on d20 per turn). Chance of life is minimal (native BEM chance 1 on d20, if BEMs are present, native intelligent life chance is 1-3 on d20, otherwise native intelligent life chance is 1 on d20). As such, it is more common than any other world to contain an alien artifact (possibly in an ancient installation) than any other, though this is still, of course, quite rare (artifact chance is 5%).

Asteroid Belt: Like a Mercurian world, asteroid belts contain valuable mineral deposits, though they are almost as dangerous to mine (Hazard chance 1-2 on d20 per turn). Possibility of ancient artifacts is reasonable, for the same reasons as the Plutonian world (artifact chance is 4%). Life could only be weird, vacuum dwelling creatures (native BEM chance 1 on d20, if BEMs are present, native intelligent life chance is 1-2 on d20, otherwise native intelligent life chance is 1 on d20).

Alien Civilization Level

If intelligent life is present roll for its technology level on 1d100: 1-50=No technology, 51-75=Ancient, medieval or renaissance earth, 76-87=19th- early 20th Century Earth, 88-93=later 20th- early 21st Century Earth, 94-97= Space faring (as PCs, but no star drive), 98-99=Star faring, 100=Ancients level.

Creature Compendium

Average Human (or Similar Alien) Soldier

Can be a corporate guard, spaceship security, ground trooper, etc.

PH: 7 ME: 7 AG: 7 KI: 7

Move: 4

Skills: unarmed combat, weapon specialization-disruptor

Equipment: disruptor or disruptor rifle.

Other Abilities: none

Elite Human (or Similar Alien) Soldier

Top-paid corporate guard, space marine, bug-hunter, etc.

PH: 9 ME: 9 AG: 9 KI: 9

Move: 5

Skills: unarmed combat, weapon specialization-disruptor, tactics

Equipment: disruptor or disruptor rifle, proton grenade.

Other Abilities: none

Recruit Level Human (or Similar Alien) Soldier

Old men and boys scraped into a fighting force with minimal training.

PH: 5 ME: 5 AG: 5 KI: 5

Move: 3

Skills: weapon specialization-disruptor

Equipment: disruptor or disruptor rifle.

Other Abilities: none

Evil Algolian Reptile-Like Alien Overlord (Major Villain)

PH: 12 ME: 21 AG: 10 KI: 15

Move: 6

Skills: Ace Pilot, Genius (2), Mutation (2)- Dimension Shift, Tactics, Weapon Specialty-Sword.
Equipment: Disruptor, Sword, Proton Shield, Stasis Key
Other Abilities: His guard consists of a medium sized BEM and ten elite human (or similar alien) soldiers.

Robots

Service Robot

PH: 15 ME: 10 AG: 10 KI: 6

Move: 8

Skills: Can be reprogrammed in two hours with three points of skills.

Equipment: None

Other Abilities: Robots feel no pain, never sleep, and never check morale. However, each time the robot is hit on a roll of one, it goes berserk. Each turn, the GM and players dice for control of the robot, whichever side controls it can make it perform any action that turn. A berserk robot cannot be repaired and must be destroyed. Cost is 500 credits.

Battle Robot (takes up 1x2 square on the battlemap)

PH: 35 ME: 10 AG: 8 KI: 6

Move: 10

Skills: Can be reprogrammed in two hours with three points of skills.

Equipment: heavy disruptor, neutron shield

Other Abilities: As service robot (above) just stronger and tougher. Combat robots are also specially designed so they can operate heavy disruptors at full efficiency without a second team member. Cost is 1,000 credits.

Command Robot (takes up 2x2 square on the battlemap)

PH: 50 ME: 14 AG: 6 KI: 6

Move: 3

Skills: Can be reprogrammed in two hours with three points of skills.

Equipment: heavy disruptor, neutron shield

Other Abilities: A battle-level unit that controls other robots programmed to accept its orders. Command robots have all of the abilities of battle robots and can coordinate the fire of all friendly robots within line of sight so that they gain a 2 point requisite bonus to attack (only one such bonus to each robots under command, no matter how many friendly command robots are in play). However, if the last friendly command robot on the battlemap is destroyed, all friendly robots must make an ME saving throw or immediately develop a programming glitch. (See Optional Rule: Robot Player Characters) Cost is 1,000 credits

Infantry Robot

PH: 20 ME: 10 AG: 9 KI: 6

Move: 10

Equipment: disruptor rifle, sword, 1d3 armor

Other Abilities: A lighter battle robot. Cost is 750 credits.

Spy/Assassin Robot

PH: 8 ME: 12 AG: 15 KI: 6

Move: 8

Equipment: stun pistol and dagger, concealed.

Other Abilities: 2 point requisite bonus to sneaky actions. Cost is 1,000 credits.

Scout/Recon Robot

PH: 15 ME: 11 AG: 12 KI: 6

Move: 6

Equipment: disruptor pistol.

Other Abilities: 2 point requisite bonus to reconnaissance and exploration actions. Cost is 1,000 credits.

Engineering Robot

PH: 8 ME: 13 AG: 13 KI: 6

Move: 6

Equipment: quadricorder, tool kit, utility cord, 4 times power cells.

Other Abilities: 2 point requisite bonus to repair or construct technological items. Cost is 1,000 credits.

Black Tide Cyborg

PH: 10 ME: 6 AG: 6 KI: 4

Move: 3

Equipment: built in blade (equivalent of sword) 1 point of armor

Other Abilities: A living creature captured by the Black Tide and implanted with slave control devices.

They never check morale, but, if all Black Tide Command Robots on the battlemat are destroyed, the cyborgs instantly shut down, and the brain dies.

Bug Eyed Monsters (BEMs)

These are alien monsters of any kind. They may have evolved naturally, be genetically created combat-creatures, or whatever. Appearance can be anything you like. Giant bugs or lizards, humanoid, flying brains with tentacles, etc.

Small BEM (wolf sized, takes up 1x1 square on the battlemat)

PH: 15 ME: 6 AG: 13 KI: 8

Move: 8

Skills: None

Damage Per Attack: 1d6

Other Abilities: Roll 1d6-3 times on BEM Special Powers Table.

Medium BEM (grizzly bear sized, takes up 1x2 squares on the battlemat)

PH: 25 ME: 6 AG: 12 KI: 8

Move: 13

Skills: None

Damage Per Attack: 2d6

Other Abilities: Roll 1d6-3 times on BEM Special Powers Table.

Large BEM (dinosaur sized, takes up 1x4 squares on the battlemat if snake-like, otherwise 2x2 squares)

PH: 50 ME: 6 AG: 10 KI: 8

Move: 25

Skills: None

Damage Per Attack: 4d6

Other Abilities: Roll 1d6-3 times on BEM Special Powers Table.

BEM Special Powers Table

Roll 1d20 as often as desired to space up any BEMs.

- 1 Combat Teleport: If creature is attacked, on a 1-3 on d6 he “flickers” and is not hit.
- 2 Dimension Shift: Creature can make small hyperspace jumps of up to 10 spaces per turn.
- 3 Invisibility: Creature cannot be seen beyond 10 spaces, 4 point penalty to be attacked otherwise
- 4 Poison Attack: When hit, roll against PH after damage or unconscious from poison.
- 5 Radiation: All characters within 1 space of monster save vs PH or 1d6 radiation damage each turn.
- 6 Multiple Attacks: Creature can attack three times each turn.
- 7 Regeneration: Each turn, the creature heals 1 PH from damage. At 0 it is unconscious, but still regenerates. Must be disintegrated to be destroyed.

- 8 Energy Invulnerability: Immune to disruptors and proton grenades.
- 9 Impact Invulnerability: Immune to bullets, frag grenades and primitive weapons.
- 10 Surprise: This creature always gets a hazard turn on its first attack.
- 11 Illusion: This creature can generate 1d6 images of itself once per hour. When the image is attacked successfully, it is destroyed.
- 12 Killing Machine: Creature never checks morale.
- 13 Telekinetic Missile: Creature can attack at a range of up to 10 spaces.
- 14 Natural Armor: Creature has 1d6 armor.
- 15 Metamorph: Creature can take on the form (not the abilities) of anything else of close to (+/-25%) its own size. Only telepathy or a Quadricorder scan can reveal this.
- 16 Electric Charge: Each time the creature attacks successfully, the target must save vs AG or any electronic equipment possessed is shorted out.
- 17 Leap: This creature can move within 1 space of enemies without stopping.
- 18 Super Cunning: Despite low ME, the creature has an instinctive understanding of technology. It can bypass sensors, set off explosives, pick electronic locks, etc.
- 19 Sonic Blast: Creature can make an area effect sonic attack (2d6 damage) to a range of 20.
- 20 Metamorphosis: Creature comes in two forms, adult and egg. Eggs have no requisites, cannot move or attack, are automatically destroyed if hit (AG 0) and have no BEM special powers except metamorphosis. Each time the BEMs win the initiative roll, either all of the adults on the board lay eggs (in the square directly behind them) or all eggs on the board are replaced with adults, which have all of their listed BEM powers. The GM decides, tactically, whether the eggs grow or the adults lay eggs when the BEMS win initiative.

Alien Artifacts

The universe is a very old place, and ancient forerunner races, some with technologies far in advance of man's came before him. Sometimes these devices are encountered on lost alien worlds

Alien Equipment Table

Item	Notes
2 nd Gen Artifact	Roll up another random artifact. The GM doubles it's abilities in a single, relevant way.
Aegis Screen	Starship shield; crew and vessel roll 1-3 on 1d6 to take no damage from each attack.
AI Computer	Artificially intelligent hand computer. Thinks independently; has vast alien knowledge.
Assault T-porter	Each turn, can teleport 1 crew onto enemy vessel in boarding action. Drop a single d6 from about 1' up in the middle of the enemy vessel battlemap. The crewman lands where the d6 falls, acting and attacking in the same turn. If the d6 lands in the engines, he's dead; if it lands outside the ship, he can be placed anywhere in the enemy ship by the controlling player.
Auto-Batteries	The ship's weapons can fire twice per turn, or once if another action is taken.
Brain Taper	Copies/maintains the memories of any single sentient from the time the copy was made.
Cloaking Device	Allows starships to move undetected by enemy vessels.
Antimatter-Pack	Ammo pack allows unlimited shots with any personal energy weapon.
Combat RNA	RNA booster that grants +5 to Agility and Physique for 24 hours.*
Combat T-porter	Medallion sized. If wearer is attacked, on a 1-3 on d6 he "flickers" and is not hit.
Data-tesseract	Holds unlimited levels of data
Educator RNA	RNA booster that grants +5 to Mentality and a single random skill for 24 hours.*
Gene Seeker	DNA modifying nanobots seek out latent mutation. Character gains a roll on the BEM. Special Powers Table. One use only, and future uses of a gene seeker will kill the PC.
Golu Tank	Creates a duplicate body from any sentient. Mindless, but a Brain Tape can be uploaded.
Hard Light Box	Creates/maintains any simple, material object, if it has a sufficient power source.
Hyper Comm	Comm unit with unlimited range.
Life-Beam	Installed in spaceship. Roll ME or less to revive dead character, one attempt only.
Memory Implant	Adds an extra skill while "jacked-in", only one can be used at a time.

M-Jump Engine	After each turn of space combat, the pilot can make a KI roll to micro jump and escape.
Nutri-Microbes	Permanently eliminates the character's need for food and water.
Quinticorder	Improved Quadricorder with planetary range.
Phosyn Microbes	Permanently eliminates the character's need for air.
Portable Hole	Characters can move into another dimension, close it, and remain there for 6 turns.
Precursor Meme	Ancient alien training that allows double skill bonus for a single skill.
Precursor-Bot	A standard robot design (any type) with a built in BEM special power (random).
Precursor Map	Computerized map to a Predecessor world.
Proton Shield	Defense 1d10, prevents shock and stun effects. 10 hrs hostile atmosphere protection.
Psionic Fusil	Pocket sized crystal, counts as range 30, area, stun weapon, but the attack is ME vs. ME.
Psionic RNA	RNA booster that grants +5 to Kismet for 24 hours.*
Regen Implant	Character heals 1 hit point per turn, rather than per 24 hours. Negative PH is still fatal.
Sonic Ratchet	5 point bonus on skill rolls with mechanical/electronic equipment.
Star Cracker	Capital ship weapon that causes a star to go nova. Huge, slow and difficult to conceal.
Stasis Box	Stops time inside the box, impenetrable without stasis key. Can be tiny or planet-sized.
Stasis Key	Opens stasis boxes.
Sybiline Program	The ship's computer gains the Genius skill. Cannot be copied onto another computer.
Trans-H Drive	Doubles the starship's hyperspace speed.
Virus Projector	Statistics as a disruptor; hit shuts down any non-Predecessor computer or robot, no save.
Warp Door	Gate between worlds for instantaneous travel. Immobile, leads to/from one other door.
X Gen Artifact	Roll up another random artifact. The GM quadruples it's abilities in a single, relevant way, BUT roll 1d20 each time it is used: 1-17=functions properly, 18=octuple (8x) effect, 19=explodes as a proton grenade, 20=explodes as a quadruple effect proton grenade.

*1d6 ampoules discovered if found randomly. RNA ampoules are single use, and dangerous. Using more than one in a 24 hour period causes automatic unconsciousness for 1d6 standard days, from which the character cannot be prematurely awakened.

Alien Weapons Table

Superior versions of each of the following weapons, roll 1d6: 1=Disruptor, 2=Disruptor Rifle, 3=Proton Grenade, 4=Heavy Disruptor, 5-6=Sword (this becomes a laser or monofilament sword) have been improved on by the ancients. Roll on the table below for the modification (1d6):

1	Double Damage
2	Double Shots (attack twice per turn)
3	Double Range (swords can attack out to 2 squares distance).
4	Can fire twice each turn.
5	Ignores armor (except proton shields, and these only defend at 5).
6	Roll twice more, re-rolling any additional 6s.

Encounter and Idea Generator Tables

These can function whenever the GM wants an idea to advance the plot, or just roll 1d6 every turn, hour, day, week, or whatever is appropriate, and run into something on a 6. Roll as you see fit!

Note that these tables make some use of [The Black Tide, One Page Science Fiction Role Playing Campaign](#)®, and extensive use of the [Spacefarer's Guide](#) series, long out of print but graciously released into the public domain with the kind permission of the author, Edward Lippsett, to whom we are infinitely indebted. The [Spacefarer's Guide to Alien Monsters](#), [Spacefarer's Guide to Alien Races](#), [Spacefarer's Guide to Planets Sector One](#), and [Spacefarer's Guide to Sector Two](#), can all be downloaded from Facebook, here, <https://www.facebook.com/groups/1614384882210987/1618566931792782/> though you must join the facebook group to do it. These are excellent sfrpg resources that have aged extremely well, and are perfect additions to any space opera style campaign.

Main Planetary Encounter Table (1d100)

Start by rolling twice on the main table. The two encounters will involve each other in some way.

1-16	Situation
17-32	Alien Race
33-36	Planet
37	First Empire Biological Combat Machinery
38-44	BEM (Bug Eyed Monster)
45-46	Human Augment
47-53	Black Tide
54-55	Alien Artifact
56-70	Robot
71-86	Alien Monster
87-88	Blood Nebula (BN GmBH) Corporate Executive
89-00	Clubs, Guilds and Associations

Situations

1	Smuggling	11	Hospital/Medical Bay
2	Skirmish	12	University of Zacania
3	Robbery/Burglary/Kidnapping	13	Diplomacy/Bureaucracy
4	Religious Rite/Paranormal	14	Finance/Treasury
5	Conspiracy	15	Piracy/Naval
6	Archaeology/Ruins/Derelict Starship	16	Ground War/Military
7	Experiment	17	Gamesmen of Naeth
8	Salvage/Treasure Hunt	18	Initiation
9	Rescue/Big Game Hunt/Bug Hunt	19	Code Breaking
10	Construction/Demolition	20	Exploration

Alien Race

Roll 1d100 randomly from among the races in the Spacefarer's Guide to Alien Races. Note that the assumption is that any encounter that does not specifically reference alien races, creatures, planets, organizations, Human Augments, BEMs or robots generally involves standard, terrestrial human citizens of the Blood Nebula. *If you don't have access to the appropriate Spacefarer's Guide, the alien is a humanoid with distinguishing features (blue skin, antennae, pointy ears, or whatever, and a weird culture.*

Planet

Roll randomly to determine whether the encounter is generated from Spacefarer's Guide to Planets Sector One, or Spacefarer's Guide to Sector Two, then generate a random planet from one of those volumes. The encounter can be with that planet, or with creatures, starships, inhabitants, artifacts, or whatever the GM thinks appropriate, from that planet. *If you don't have access to the appropriate Spacefarer's Guide, just re-roll this result.*

First Empire Biological Combat Machinery

These are extremely deadly, potentially civilization/world destroying monsters, generated by rolling 1d6 on page 5 of the Spacefarer's Guide to Alien Monsters. These are almost always NOT simply monsters that should just pop up, but should make up the centerpiece of an adventure or even a series of adventures. They are likely to destroy a group of unwary PCs who just blunder in. Use with care. *If you don't have*

access to the appropriate Spacefarer's Guide, just make this a large BEM with no less than 6 BEM special powers.

BEM (Bug Eyed Monster)

Roll 1d6: 1-3=1d6 small BEMs, 4-5=1d4 medium BEMs, 6=1d3 large BEMs.

Human Augment

Humans genetically engineered to be superior, with requisites usually ranging from 10-15 (1d6+9) and appropriate skills. Their existence is illegal throughout the Blood Nebula, though their superior abilities often find them secretly in high position, or working as well paid specialists. They will want to keep themselves and their status secret, and most will ruthlessly destroy any threat.

Black Tide

Ancient alien robots attempting to destroy all life. Refer to The Black Tide, One Page Science Fiction Role Playing Campaign®. This is almost always a combat encounter to the death. Roll 1d4: 1=1d6 Cyborgs and 1 Engineering Robot, and roll again on this table, 2=1d3 Battle Robots and 1 Spy/Assassin Robot and roll again on this table, 3=1d4 Infantry Robots and 1 Scout/Recon Robot, and roll again on this table, 4=1d2 Command Robots or 1 Experimental Android (50% chance of each) and stop rolling. Note that, for the Black Tide only, Experimental Androids have the same command abilities as Command Robots.

Alien Artifact

May be in the possession of an enemy, secreted somewhere, or being sold in a curio shop as the GM sees fit.

1-2	2 nd Gen Artifact
3-4	Aegis Screen
5-6	AI Computer
7-8	Assault T-porter
9-10	Auto-Beams
11-12	Brain Taper
13-14	Cloaking Device
15-16	Antimatter-Pack
17-20	Combat RNA
21-22	Combat T-porter
23-24	Data-tesseract
25-28	Educator RNA
29-30	Gene Seeker
31-32	Golu Tank
33-34	Hard Light Box
35-36	Hyper Comm
37	Life-Beam
38-40	Memory Implant
41-42	M-Jump Engine
43-44	Nutri-Microbes
45-46	Quinticorder
47-48	Phosn-Microbes
49-50	Portable Hole
51-52	Precursor Meme

53-54	Precursor-Bot
55-56	Precursor Map
57-58	Proton Shield
59-60	Psionic Fusil
61-64	Psionic RNA
65-66	Regen Implant
67-70	Sonic Ratchet
71	Star Cracker
72-73	Stasis Box
74-76	Stasis Key
77-78	Sybiline Program
79-80	Trans-H Drive
81-82	Virus Projector
83-84	Warp Door
85-86	X Gen Artifact
87-90	Artifact Weapon: Disruptor
91-92	Artifact Weapon: Disruptor Rifle
93-98	Artifact Weapon: Proton Grenades (2d6)
99-00	Artifact Weapon: Heavy Disruptor

Robot

1d12: 1-3=1d6 Service Robots, 4=1d2 Engineering Robots, 5=1d3 Battle Robots, 6= Command Robot, 7-8= 1d4 Infantry Robots, 9=1d2 Spy/Assassin Robots, 10-11=1d3 Scout/Recon Robots, and 12=1 Experimental Android. Roll 1d6 for their status: 1-2=Powered down. 3-4=Functioning normally. 5-6=Crazed and virus infected.

Alien Monster

Roll on one of the random encounter tables from the Empire Spacefarers Guide to Alien Monsters. *If you don't have access to the appropriate Spacefarer's Guide, the creature is a small BEM.*

BNGmbH Executive

The executive has the following statistics: PH: 7 ME: 11 AG: 7 KI: 14

Move: 4

Skills: rank, influence, one other random skill

Equipment: 1d6-3 random alien artifacts and enough credits to do pretty much anything on a local level.

In addition, the executive gets 2 rolls on the bodyguard table, and 1d4-1 rolls on the following table:

Random Executive Companions (1d20)

1	Secretary	11	Treasure Hunter
2	Doxy	12	Empath (Specialist)
3	Planetologist (Specialist)	13	Ambassador
4	Mad Scientist	14	Singer/Actor/Poet
5	Telepath (Specialist)	15	Programmer (Specialist)
6	Priest/Prophet	16	Nobility/Royalty
7	Cripple	17	Escaped (?) Slave/Prisoner
8	Fanatic	18	Executive's Son/Daughter
9	Barbarian Chieftain	19	Random Specialist*
10	Pirate Admiral	20	Random Situation**

Any random companions should be given a statistic of about 1d6+5 in the most essential requisite for his or her profession (if he has one, for example, Kismet for a Telepath or Empath, Mentality for an Ambassador

or Planetologist. Cripple and Fanatic and similar, are not professions, but the GM can give such characters any powers or drawbacks or both that seem appropriate) and a single skill equivalent to a 2 point bonus with any actions involving that profession.

*A Random Specialist companion has 1d2+1 levels of a single, randomly generated character skill. If his Mentality is too low for the skill he rolls, it is increased to the lowest score necessary to accommodate these skill levels.

**A Random Situation companion allows the GM to roll up a random situation, and “characterize” it. For example, a roll of 7 on the Situations Table would create a “Conspirator” companion.

Clubs, Guilds and Associations

Go to the Spacefarers Guide to Sector Two, pg. 9, and roll 1d100. If the number is 35 or less, the party has encountered members of the organization generated. If the number generated is 36 or higher, roll again. THIS TIME, if the number generated is 1-35, you have run into an enemy of the organization generated, or a freelance organization that does the same thing, but is probably outlawed.

If the number generated is 36 or higher, you can generate your own table from the Trade Companies starting on page 13. Just number the 12, 20, or however many of the Trade Companies you think are interesting and generate a random one. *If you don't have access to the appropriate Spacefarer's Guide, just re-roll this result.*

Bodyguards (1d20)

While the main tables generate no specific encounter for bodyguards, pretty much any important person will have a roll on this table, with planetary level VIPs (governors, planetary corporate administrators, military base commanders) having 1d3 rolls, and system or higher level VIPs having 1d6 rolls. The bodyguards table can also be used if you need random mercenaries, assassins, brigands, space pirates, or any other potentially hostile encounter.

1-2	1d6 Recruit level soldiers with primitive pistols
3-5	1d6 Recruit level soldiers with disruptors
6-8	1d6 Average level soldiers with disruptors and 2 proton grenades each.
9-10	1d4 Elite level soldiers with disruptors, powered armor and 2 proton grenades each.
11-12	1d3 trained small BEMs, roll again on this table, using 1d10.
13	1d3 Elite level soldiers with one random BEM special ability each and disruptors.
14	Specialist: Statistics and weapons as elite level soldier w/Living Computer skill, roll again, 1d10.
15	Specialist: Statistics and weapons as elite level soldier with Master Criminal skill, roll again, 1d10.
16	Specialist: Statistics and weapons as elite level soldier w/Master of Disguise skill, roll again, 1d10.
17	Specialist: Statistics and weapons as elite level soldier with Telepath skill, roll again, 1d10.
18	One trained medium sized BEM, roll again, roll again, 1d10.
19	1d4 service robots, modified and armed with disruptors.
20	1d2 war robots.

Main Space Encounter Table (1d100)

For encounters in outer space. First roll on this table, then roll on the Main Planetary Encounter Table. The two encounters will involve each other in some way.

If the ship type is not specified, roll 1d6 twice, and encounter the smaller vessel: 1=yacht, scout or smuggler, 2=patrol cutter or corsair, 3=corvette or destroyer, 4=cruiser or light merchant, 5=capital ship or large merchant, 6=troop transport or bulk freighter. If the numbers are doubles, the ship has an elite level crew (9 in all requisites), otherwise the crew is average level (7 in all requisites).

- 1-16 Blood Nebula Vessel
- 17-32 Black Tide Vessel
- 33-44 Alien Vessel: Ship is crewed by a random race from the Empire Spacefarers Guide to Alien Races. *If you don't have access to the appropriate Spacefarer's Guide, the alien is a humanoid with distinguishing features (blue skin, antennae, pointy ears, or whatever, and a weird culture.*
- 45-53 Derelict Vessel: May be a booby trap, or contain valuable cargo or artifacts, or be salvageable.
- 54-68 Empire Space Encounter: Spacefarers Guide to Sector Two, pg. 17 *If you don't have access to the appropriate Spacefarer's Guide, roll 1d6: 1=pirate ship, 2-3=merchant ship, 4=warship, 5=ship broadcasting a distress signal, 6=battle between two random ships.*
- 69-85 Brotherhood of Tarl Space Encounter: Spacefarers Guide to Sector Two, pg. 19. *If you don't have access to the appropriate Spacefarer's Guide, see Empire Space encounter, above.*
- 87-98 Unity of Shildai Space Encounter: Spacefarers Guide to Sector Two, pg. 20. *If you don't have access to the appropriate Spacefarer's Guide, see Empire Space encounter, above.*
- 99-00 The Mind Master: Party encounters an alien lifeform millions of years more evolved than they are. For whatever reason, and despite all this evolution, it can't think of anything better to do than annoy primitive races like (you). The Mind Master will test the adventurers with a logic puzzle. I recommend Spock's Logic Puzzles: More Than 100 Riddles, Conundrums and Observations from Across the Galaxy by Tim Dedopulos, though any book of brain teasers will do. *The players get five minutes to solve the puzzle (more if the GM thinks it is hard, less if he thinks it is easy). If they are successful, they roll 1d6 to determine what reward the Mind Master gives the group: 1=Each adventurer gains one point of Physique. 2=Each adventurer gains one point of Agility. 3=Each adventurer gains one point of Mentality. 4=Each adventurer gains one point of Kismet. 5=A single random party member is genetically manipulated and gains a single random BEM power. 6=The party gains a single random alien artifact. If the party fails, roll 1d6 to see how the party is punished: 1=Attacked by randomly generated BEMs. 2=Attacked by randomly generated Alien Monsters. 3=Transported to a random planet without their vessel; they have their personal equipment only. 4=Attacked by randomly generated robots. 5=Each character loses a random item carried. 6= Each character loses two random items carried. Note that the Mind Master is really into evolving these "lesser" creatures. Thus, "punishment" never comes down to instantly killing them (though it may amount to that), rather, the Mind Master decides the creatures need more "natural selection", and generally provides this by throwing some kind of nasty encounter at them. Then the Mind Master leaves. For now.*

Star System Generation

Use the tables in Spacefarer's Guide to Planets Sector One. Don't have it? Tough. Get it. It's free. Again: <https://www.facebook.com/groups/1614384882210987/1618566931792782/>

Optional Rule: Robot Player Characters

Artificial Intelligence (AI) has not been perfected in the year 3007 A.D., however, galactic science has increased to the point that it does occur randomly, with a few (perhaps 1/10th of 1%) non-sentient robots awakening to true sentience. In addition, some of the Predecessor races could make AI machines, (these are occasionally unearthed) and the Uonter (Spacefarer's Guide to Alien Races) race is composed completely of robots, many of which are AIs. Any of these is a potential source for a player character AI, if the GM allows.

AI robots are really defined by their computer-brains. These can be transferred to different robotic bodies by a competent roboticist given one standard week, on a successful ME roll. Failure leaves the brain helpless, though the same attempt can be made in another week.

PC Robots can be reprogrammed with new skills, which requires about an hour if the software is present (each 1 point skill costs 50 credits, 2 point skills cost 150 credits, though once a single program is purchased, copies can be made). However, each time a robot is reprogrammed, there is a chance that a glitch occurred in the programming, and there is no way to know whether this occurred until the robot encounters a high stress situation. Make the programmer's skill roll only when this first occurs (2 point requisite bonus if at least a full week was taken to test the programming). If a glitch takes place, roll 1d12 on the table below:

Robot Programming Glitches (1d12)

- | | |
|-------|---|
| 1-9 | Parse Time Error: Robot performs properly for one turn, then shuts down and must be reprogrammed. This requires one hour. Under battlefield conditions it can be done in one turn, but if the programming roll fails, it automatically causes a logical error (see below). |
| 10-11 | Run Time Error: As Parse Time Error, but a 4 point penalty is applied to the reprogramming roll. |
| 12 | Logical Error: This, of course, turns the robot into a crazed berserker which seeks to exterminate all life, and will begin doing so by attacking its party members and any other potential combatants indiscriminately. If disabled (knocked unconscious) the robot can be reprogrammed, as per a Run Time Error, above. |

Player Character Robot Requisites

Unlike organic life player characters, robot player characters are not designed but rolled for on 1d12: 1-3= Service Robot, 4= Engineering Robot, 5=Battle Robot, 6-8=Infantry Robot, 9=Spy/Assassin Robot, 10-11=Scout/Recon Robot, and 12=Experimental Android. The android appears human and is created as a human character, but all robot rules apply including those for programming; *androids are illegal and will be destroyed if exposed.*

Optional Rule: D6 Lightning Fast Play For Large Battles

Some Void Trek: 3007 A.D.© battles can become quite large, especially Fleet Combats, some of which can require (literally) over a hundred figures on a side. When this happens, or, if the players and the GM simply want to get an adventure done more quickly, the Lightning Fast Play Rules are available. All Void Trek: 3007 A.D.© rules are in force unless modified below or by the GM.

Lightning Fast Play Combat

To resolve each Lightning Fast Play Combat attack, roll a number of D6s as calculated as below. The attacker is at least somewhat successful if ANY of the dice score 6 (individual 6s, not dice adding to 6 or higher), and otherwise unsuccessful:

Each attack begins with 2d6. Add more d6s for each of following that applies (**shown in bold**, below):

If the **attacker's AG is more than 2 points greater than the defender's AG, add 1d6**. Note that the AG score includes modifiers for skills and possibly equipment or situation bonuses that would modify the AG for the attack roll, such as Weapon Specialist skill, if he is using the weapon in which he specializes, or covering terrain if it applies to the target.

If the **attacker's modified PH is more than 2 points above the defender's PH, add 1d6**.

If the **attacker is using a disruptor or disruptor rifle, or a sword, add 1d6**.

If the **attacker is using a heavy disruptor or proton grenade, the attacker adds 2d6**.

If the **attacker is using a weapon that is an alien artifact, the attacker adds a bonus of 1d6 IN ADDITION TO THE BONUS FOR ITS ORDINARY TYPE, for each special ability that it possesses** (Thus an alien artifact disruptor with one special ability adds a total of 2d6 for the weapon).

Now subtract d6s for each of the following that applies (underlined, below):

If the attacker's modified AG is more than 2 points below the defender's AG, subtract 1d6.

If the attacker's modified PH is more than 2 points below the defender's PH, subtract 1d6.

If the defender is wearing any armor, subtract 1d6.

If the defender is wearing armor that is an alien artifact, the attacker subtracts 1d6 IN ADDITION TO THE ORDINARY ARMOR PENALTY.

Example: Dirk Squarejaw (PH 10 AG 13) is swinging his stasis-field sword (alien artifact) at Xorog the Destroyer (Evil Algolian Reptile-Like Alien Overlord PH: 12 AG: 10, Weapon Specialty-Sword). He starts with 2d6, gets no bonuses or penalties for either high or low PH or AG, +2d6 for his weapon (1d6 bonus because it is a sword, and another 1d6 bonus because it is an alien artifact), note that he loses no dice because of Xorg's Weapon Specialist skill with his sword, as this raises Xorg's effective AG to 12, but it still doesn't raise it to a level that is more than 2 points above Dirk's AG. There are also no terrain modifiers, armor modifiers, or anything else that come into play, so Dirk rolls 4d6. Assuming Dirk rolls 4, 3, 6, and 4 he hits with the single 6.

Zero Dice and Negative Dice

There is always at least some chance that an attack succeeds, even against enormous odds, and even when the calculation would result in no dice or actually in *negative* dice.

If the dice calculation results in zero dice, the attacker instead rolls 1d12, and, if the roll on the d12 is 6, (not 12, or 1, but 6) he succeeds with a single "d6 hit."

If the dice calculation results in any negative number of dice, the attacker instead rolls 1d20, and, if the roll on the d20 is 6, (not 20, or 1, but 6) he succeeds with a single "d6 hit."

Combat Results

In Lightning Fast Play, a character does not lose PH if he is wounded, neither does he make damage rolls, armor rolls or saving throws. Instead, he is always at one of three status levels: *Unwounded*, *Wounded*, or *Grievously Wounded*.

If the attacker scores one '6', but no more than one, the defender is *Wounded*. He is knocked off balance, or blood is drawn, or he is otherwise placed in a disadvantageous position. He can take no action during the next round. He cannot move, attack, or use a skill, though he can still communicate, and still defends himself normally.

Place the miniature representing the character on its side to represent *Wounded* status.

If the attacker scores two or more rolls of '6' in an attack (not possible if rolling one, zero, or negative dice), or any number of '6s' against a target that is presently in *Wounded* status, the defender is *Grievously Wounded*. He is killed, knocked unconscious for at least the remainder of the battle, is pushed off a cliff to an unknown fate, or otherwise removed from play. A *Grievously Wounded target is not necessarily dead*. Maybe he falls out of an aircraft into the clouds below, or his comrades manage to rescue him and carry him off, anything can happen. Of course, he could also be wearing some pre-programmed teleporter necklace, that whisks him away just when his vital signs reach critical levels...

Very Minor NPCs

A low level, unimportant NPC, created to be a danger and obstacle to the PCs (or to support them), but not much more, is simply killed or removed from play if taken to *Wounded* status or worse, unless the GM decides otherwise. Remember, not all minor characters are necessarily minor.

Recovery

A character reduced to *Wounded* status recovers completely (though perhaps a bit winded, bruised and bloody) at the end of his next round (during which he may do nothing), unless he is wounded again first. The miniature representing him is placed upright, and play continues as normal. A *Grievously Wounded* character may be dead, or require a medi-beam, etc., to fully recover. This is up to the GM, though good or bad roleplaying should be a factor.

Player Character Heroics

A player character or important NPC can recover from *Wounded* status instantly by declaring *PC Heroics*. He is immediately placed upright. However, he now is a *Wounded Hero* for at least the remainder of the battle. Place a red bead on the base of the miniature, to represent his *Wounded Hero* status.

If he is again returned to *Wounded* status, he is automatically slain.

Other Actions in Lightning Fast Play

The above rules pretty much apply to skill rolls, and anything else as well. If the PC wants to attempt an action that the GM rules will require a skill roll, the player will ordinarily get 2d6 to roll, +/-1d6 for high/low requisites (usually a 5 will be low for most things, a 9 will be high, and a 7 about average. A very high requisite (usually around 14+) will give an additional +1d6. The GM can add or subtract up to 3d6 for situational modifiers (including the controlling requisite of an opponent), and should inform the PC of this before he rolls. A single 6 is at least a partial success, and multiple 6s are complete success.

Kismet and Lightning Fast Play

Kismet points can be spent to effect rolls in Lightning Fast Play. They are simply added to the player's controlling requisite, rather than used to modify the roll of a D20.

Skill Rolls, Hazard Rolls, and Lightning Fast Play

A requisite score of 6 or less is considered low (1d6) a 10 is considered high (3d6, and anything in between is average (2d6). Situational and skill modifiers will apply as above. For combat, and an opposed skill roll will also be figured as above. The GM should generally tell the players his view of the situation and how it will affect their available dice. For skill rolls, a 6 should be at least a partial success, and 2 or more 6s should be complete success. Hazard rolls against KI follow the same system, though you still have to keep track for KI points available to apply to Hazard rolls; this does not change from normal Void Trek: 3007 A.D.© play.

The Black Tide

Also from Dragon Trove, LLC, this is a one dollar, one page campaign that can be easily incorporated into Void Trek 3007 A.D. ©. Everybody on DriveThruRPG seems to hate or love it. But it's a dollar, and a lot of fun. I have told them to grow up: http://www.drivethrurpg.com/product/189323/The-Black-Tide-System-Neutral-Interstellar-Role-Playing-Campaign-Rules?term=The+Black+Tide&test_epoch=0

Void Trek 3007 A.D. Design Philosophy: The Original Campaign

Void Trek was designed with the radical notion that anyone picking up these rules should be playing the game within about an hour. Unlike most role playing games, which require a lot of design work by the GM in building a universe before play can begin, Void Trek requires almost none, this is based on the system of the Rotating Game Master, which works as follows.

The original campaign rules did not include The Black Tide©, or its system. These campaign rules are still a lot of fun by themselves, and can be played as below, with or without The Black Tide© or the *Spacefarer's Guides*.

The campaign begins with a piece of graph or hexagon paper with fifty or so stars drawn onto it. Each hex/square is one light year across. The star nearest the middle of the table is Sol, the year is 3007 A.D. The solar system has been colonized. Earth just built its first warp drive spaceship. The PCs are the crew.

From there, one player is nominated to be the initial GM. This guy tells the players about the political situation in the solar system, and their motivation for exploration. He makes a few notes on sheets of paper, 3x5 cards, a computer file, or whatever, as to what the players will likely be encountering in the first session, and off the game goes.

At the end of the session, another player is nominated to run the next game, and the former GM turns over his notes. He now expands on the first GM's ideas, writes up his own notes for the next adventure, and runs the next session. Each new GM should feel free to contribute his own ideas to the script, and the campaign develops as play goes along.

The idea behind all this is that the real fun of science fiction is the EXPLORATION OF THE UNKNOWN. In Void Trek, the players don't know how things will develop at all, and truly don't know what is out there in the universe. The fun is in finding out. Maybe the galaxy is controlled by a corrupt and tyrannical galactic empire eager to expand its slave holdings by incorporating a (seemingly) helpless Earth. Maybe

the PCs encounter a friendly, enlightened society facing a danger from savage aliens, and eager to recruit the primitive but warlike Earthmen to fight for them. Maybe super-intelligent aliens have actually drawn us (all unwittingly) to the stars for their own enigmatic purposes. Who knows? But we'll find out together.

The GM's PC

One word about the GM's player character. When the GM is running the game, the other PC's get to control his character as a friendly NPC. He cannot gain more than one experience point per adventure while being run as an NPC, but he cannot be killed either. Any damage that would kill him simply renders him unconscious, captured, or otherwise incapacitated for the rest of the adventure. When the next GM takes over and he is no longer an NPC, a mini-adventure can revolve around returning him to health, freedom, or whatever.

However, the GM is free to use his character's personality, personal history, knowledge, or whatever, to add plot elements to the campaign as he sees fit.

Lastly, it should by now be obvious that this game is NOT about hard scientific realism. It is about TV realism. It is about battling with evil alien masterminds while rescuing swooning space princesses. If you want the hard stuff, take courses in physics and calculus; you'll have more fun.

Notes and House Rules

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VOID TREK: 3007 A.D.

FAST PLAY RULES FOR SPACE
OPERA ROLE PLAYING

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