



WANDERING GALAXY

ENTRY BOOK

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HOW TO USE THIS BOOK

This book is intended for use in place of the Wandering Galaxy app. The app can be found by going to wanderinggalaxy.com. If you have access to the app, we strongly suggest you use it. If you hate it, you can always come on back here.

Still here? Okay, when this book tells you to turn to a page, turn to that page in the location book (not in this book) unless otherwise specified.

After reading an entry, unless it provides further instructions, return to play. Doing so resolves the action that prompted the entry or entries (e.g. a location book action or arriving at a location on the map).

STARTING A CAMPAIGN

Wandering Galaxy is played as a campaign that takes place over 4 game sessions. When starting a new campaign using this entry book, choose which campaign you will play from the options below and go to the page indicated and begin reading:

It All Started on Riva - go to page 63 of this book.

The Space Tycoon - go to page 72 of this book.

Fighting Our Way Out - go to page 81 of this book.

GAME SETUP

The setup instructions in the rulebook direct the Operations player to launch the Wandering Galaxy app. When using this entry book instead of the app, Operations is responsible for navigating the entry book. If this is your first game, we recommend starting a new 'It All Started on Riva' campaign. To start that campaign, or any other campaign, navigate to the game start page for that campaign. To start the next game in an ongoing campaign, navigate to the same starting entry for that campaign.

CONTINUING A CAMPAIGN

At the end of each game, this entry book will provide instructions on how to put away the game so that it is saved and ready for the next session in your campaign, or if the campaign has ended, instructions on how to reset the game so that it is ready for the start of your next campaign.

When returning to play the next game in a campaign, go to the starting entry for that campaign (as indicated above in the game setup section).

FREE PLAY

Instead of playing a campaign, players may opt to play a one-off session of the game. This is called Free Play. At the start of a Free Play game, go to page 446 of this book.

FINDING AN ENTRY

When directed by the game to 'enter' a code, find the matching entry number in this book, read it, and follow its instructions. The index on page 1 of this book can be utilized to more quickly find the entry you seek.

CAMPAIGN-SPECIFIC ENTRIES

The ending entries that players are directed to enter when they reach 7 threat or 7 profit (776-777), as well as the character rank endings (109-132) and the forced retirement endings (342-347), are specific to the campaign you are playing. To find these entries, use the index on page 1 of this book and consult your campaign's section of that index.

If you mistakenly try to look up a campaign-specific entry in the general entries section, don't fret: there will be a note there directing you to the correct section of this book.

MAP ICONS

When traveling on the map, many of the locations are represented by only an icon with no entry number. When using the app, you would tap the matching icon and it would take you to the correct entry. When using this book, you must find the correct entry by using the index located at the beginning of this book. The index will provide you with a page number and on that page you will find a starting entry matching the map icon.

CONTEXT NOTES

Frequently, this entry book will instruct players to take note of what their current context is. For example:

Take a note that until the location book is closed or until otherwise instructed, your context is: *It Started on Riva*.

Operations is responsible for writing this note down for later reference. They may do so using a scrap piece of paper, a notes app on their phone, the space provided at the back of this book, etc.

Once instructed to close the location book, Operations may cross out the current context note. There should only ever be one context in effect at a time. When instructed to take note of your context, if there is another context note that hasn't yet been crossed out, cross out that context then take note of the new context.

Important: When you turn to a new page in the location book (without having been instructed to close it), the current context is maintained.

MAP ICONS

ANOMALY

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

- Anomaly-1
- Anomaly-111
- Anomaly-112
- Anomaly-113
- Anomaly-114
- Anomaly-115
- Anomaly-116
- Anomaly-117
- Anomaly-118
- Anomaly-119

Anomaly-1 You discover an anomaly in space.

Is there a waypoint ring for a job at this location?

- Yes - go to Anomaly-2
- No - go to Anomaly-34

Anomaly-2 Select the active job associated with the waypoint ring.

- The Derelict - go to Anomaly-3
- Escort Shipping Barge - go to Anomaly-5
- Hunt the Amoebadon - go to Anomaly-17
- Marauding Krunk C - go to Anomaly-24

Anomaly-3 Draw a token from the bag and apply its effect.

Next - go to Anomaly-4

Anomaly-4 Plasma discharges scorch through space, leaving fading yellow streaks in their path.

Sena: "Scanners picking up an unidentified ship. Putting it on screen."

On the screen you see a darkened ship drifting silently in the void, its stern pointing at an odd angle as it drifts to port.

Player: "Okay, that's it. So remember, we need to get into the cargo hold and find the Mon Spirella. That's how we get paid. We should also try to salvage whatever cargo we can for some extra scratch."

Sena: "There are life signs onboard, but very faint. Likely snats or some other pest."

There's a loud metallic thunk as the two ships' airlocks connect, followed by a hiss of pressurization.

Player: "Okay, everybody make sure you have your weapons ready. You see anything weird, shoot it. Split up, but somebody needs to check out operations and see what the story is."

Turn to page 23 in the location book.

Make Actions 01 and 05 required . Lock Action 06.

Place Large Blip A on Action 06.

Special Rule: Large Blip A currently has no effect, and will not prevent standees from being placed on that action. Ignore it for now.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Derelict*.

Begin a round in the location book.

Anomaly-5 Draw a token from the bag and apply its effect.

Next - go to Anomaly-6

Anomaly-6 **Sena:** "That's our barge at 23.5."

Player: "Thanks, Sena. Shipping Barge, this is your escort, Zephyr."

A hulking but friendly Golemar in a knit cap appears on holo.

Captain Smeck: "My little friend, are we glad to see you! I'm Captain Smeck. We're hauling a pretty big payload, but there's an anomalous field ahead that's doing a number on our sensors. We can't even tell quite how large it is."

Player: "Well, let's see if we can get you through. We'll go ahead and give the all-clear."

Sena: "Our sensors are acting funny too, but I think I see the cause. The field appears to be a cluster of unknown particles. The particles are generating the field but are also unable to break free of the field they generate."

Player: "Could be dangerous. Let's think of a solution."

Science and Engineering must make a **TECHNICAL** group  skill check .

 Goal: 6

Success - go to Anomaly-7

Fail - go to Anomaly-12

Anomaly-7 Science and Engineering work to recalibrate the shields to block the unknown particles—a difficult task as the ship's sensors barely register the particles as there.

Player: "Ain't no party like a West Coast party, 'cause a West Coast party don't stop! We did it!"

Sena: "Nice job, spacers. It seems to be working. Particle saturation is now within acceptable range."

Science and Engineering each gain Perk Token  +1.

The first player chooses either Science or Engineering to dramatically shout and gain the catchphrase: And that's how I earn my dinner!

Next - go to Anomaly-8

Anomaly-8 You open a channel to the barge.

Player: "Shipping barge, this is the Zephyr. I'm transferring over some shield frequency codes. You must recalibrate your shielding to these parameters in order to block the effects of the particle field ahead."

Captain Smeck: "That's gonna be a problem, Zephyr. Our first attempt at entering the field badly injured several crew. We'll do our best, but the gal who would normally do this is still recovering. Can you talk us through it?"

The first player must choose a player to communicate with the shipping barge and walk them through the procedure.

The chosen player must make a **COMMUNICATE** skill check .

0-3 - go to Anomaly-9

4+ - go to Anomaly-10

Anomaly-9 You talk a crew member onboard the barge through the process, and they feel confident that they got it. But seconds after the barge enters the field, the comms go dead.

Player: "Shipping barge, come in! Shipping barge, if you read me, please come in! The helix is going on over there?"

Sena: "We have a visual. The ship is there, but they aren't responding."

Patch: "MEEP MOOP!"

Player: "What do you mean no lifeforms detected?"

Sena: "Patch is correct. I'm not getting anything either."

Player: "Damn it, we have to investigate. Bring the ship about. Everyone, prepare to board."

Turn to page 23 in the location book.

Lock Actions 02, 03, 04, 05, and 06.

Set Dial A to the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Escort Shipping Barge*.

Begin a round in the location book.

ANOMALY 10-29

Anomaly-10 You talk a crew member onboard the barge through the process, and they feel confident that they got it. And seconds after the barge enters the field, the comms squawk.

Captain Smeck: "We did it! We've passed through the field intact! Thank you, Zephyr!"

Player: "You're welcome, Smeck. Happy to help. Also if you'd like to fill out a quick customer satisfaction survey, we'd really appreciate it."

Captain Smeck: "Nah, we're good."

Player: "Just kidding, my friend. Smeck?"

Sena: "They hung up."

All players gain Rep ☆+1.

Move the waypoint ring for Escort Shipping Barge to any outpost location on the galactic star map.

Leave - go to Anomaly-11

Stay to resolve another waypoint ring at this location - go to Anomaly-2

Anomaly-11 You may gain Risk ⚠+1 to work the ship. Then, travel on the galactic star map.

Anomaly-12 Science and Engineering work to recalibrate the shields to block the unknown particles—a difficult task as the ship's sensors barely register the particles as there. You enter the field and the ship begins to vibrate.

Sena: "Picking up something. Looks like another ship. It just appeared out of nowhere!"

Player: "Hail them, Sena."

Sena: "We can't. It's a derelict, no life signs onboard."

Player: "Okay, set course for the derelict and hail the shipping barge. Let 'em know we're investigating possible wreckage."

Sena: "Oh my. The shipping barge is not showing on any of my scanners. It's just not there. It may have vanished at the same time the derelict appeared. Or I could be hallucinating again."

Patch: "MEEP MOOP!"

Player: "Come off it, Patch. Ships don't just appear and disappear."

Sena: "Except in this case they appear to have done just that. Closing on the derelict."

Threat ⚠+1.

Next - go to Anomaly-13

Anomaly-13 **Player:** "Weird."

You look at the familiar shape of the vessel as you draw near.

Player: "It's an old PHG, like ours. Only... what the helix? The name on the prow!"

You can only gape in disbelief at the name 'ZEPHYR'.

A body floats by the viewport close enough for you to see that it's Cook-E with a gaping hole in his chest cavity.

Cook-E: "Noooo! I'm too beautiful to die!"

Player: "Quiet, Cook-E!"

Your minds are overloaded trying to make sense of it all. To make matters even weirder, you turn after spying movement in your periphery, and think you just saw shadows pass by, headed towards the crew quarters.

Player: "Guys, we're not alone. There's something on the ship, and uh, they look like us."

All players must make a **COMMUNICATE** group skill check. Players with the **TELEPATHIC** prompt add 1 to their total. Goal: 4

Success - go to Anomaly-14

Fail - go to Anomaly-16

Anomaly-14 One of you follows your apparition to your quarters, where it turns toward you. Like seeing your own reflection in a stream, it is translucent and indistinct, and as it moves its lips, it gestures wildly with its hands as if trying to talk to you about something urgent. You concentrate, straining to hear the echoey whisper from beyond.

Player: "You look terrible. We should exercise more."

You yell back at yourself, assuming it will struggle to hear you as well, and ask yourself what's happening.

Player: "When you recalibrated the shields, you screwed something up. It caused an infinite loop. You must set them back to their original settings at the precise location you were when it happened. If you don't, you'll be stuck here forever, fading in... and out of existence. Oh! Speaking of..."

And with that, the apparition fades.

Next - go to Anomaly-15

Anomaly-15 **Captain Smeck:** "Where have you been Zephyr?"

The Golemar's lumpy face looks relieved on the holo.

Player: "Sorry for the scare, Captain Smeck. We were investigating a threat. The good news is, we sorted it out. The bad news is we're all going to take some damage from these particles, so let's just strap in and let's just power through."

Captain Smeck: "Okay then. See you on the other side!"

Hull ⚡-1.

Draw 3 tokens from the bag and apply their effects.

Move the waypoint ring for this job to any outpost location.

Leave - go to Anomaly-11

Stay to resolve another waypoint ring at this location - go to Anomaly-2

Anomaly-16 You fail to find the phantoms of yourselves and, haunted, you leave the anomalous sector. The derelict Zephyr vanishes. Everything returns to normal. Well, except there's still no shipping barge, your hull has taken a beating from the wild particles, and Cook-E now sits alone in the galley, holding himself and rocking.

You have failed to complete Escort Shipping Barge. Return its job card to the Jobs section of the card catalog.

Hull ⚡-1.

Draw 3 tokens from the bag and apply their effects.

Leave - go to Anomaly-11

Stay to resolve another waypoint ring at this location - go to Anomaly-2

Anomaly-17 Draw a token from the bag and apply its effect.

Next - go to Anomaly-18

Anomaly-18 **Sena:** "Arriving at last known coordinates of the Amoebadon. Hmm, there's a lot of strange coloration in this system. Where is it coming from?"

Patch: "MEEP MOOP!"

Player: "That's right, Patch. According to the job posting, the Amoebadon won't register as a lifeform. We'll need to get creative with our scanning."

All players must make a **HUNT** group skill check. Goal: 6

Success - go to Anomaly-19

Fail - go to Anomaly-20

Anomaly-19 **Player:** "Picking up something large on the scanners! Space becomes inexplicably dense just up ahead."

Sena: "Oh my. Space isn't oddly colored here at all. We're looking at the creature!"

You approach with caution and encounter the massive Amoebadon undulating through space.

Patch: "MEEP MOOP!"

Player: "Good question. Nobody knows how it travels. That's why they'll pay for a sample of it. Let's just remember to stay out of its caustic trail."

Turn to page 27 in the location book.

Place Large Blip A (Amoebadon) and Small Blips B, C, D, and E on sector 1.

Set Dial A to 15. Set all other dials to 3.

Lock Action 02.

Special Rule: The Amoebadon cannot be defeated. You must shoot a small chunk of it off, then improvise a way to get it aboard the Zephyr.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Hunt the Amoebadon.*

Begin a round in the location book.

Anomaly-20 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

Anomaly-21

Anomaly-22

Anomaly-23

Anomaly-21 *Sena: "Scanners are picking up something! A mass of some kind, but it's not organic. Setting coordinates now."*

You come upon the drifting remains of a galactic starliner, and steer the Zephyr in for a closer look. In the searchlight, you can make out large holes in the ship's hull, exposing the decks and passenger cabins inside.

Player: "That isn't battle damage, it looks like acid has eaten through the hull. No sign of any people."

Patch: "MEEP MOOP!"

Player: "Yes, I know they would have been sucked into space when the hull was breached."

Patch: "MOOP!"

Player: "Yes, or they're being digested within the Amoebadon. Thanks so much, Patch."

You were not able to find the Amoebadon. Move the waypoint for Hunt the Amoebadon to another anomaly location on the galactic star map.

Leave - go to Anomaly-11

Stay to resolve another waypoint ring at this location - go to Anomaly-2

Anomaly-22 *Player: "What is that?"*

Outside the viewport, a hazy gas cloud approaches.

Sena: "Whatever it is, it's getting larger."

As the gas cloud starts to envelop the Zephyr, an alarm chimes on the console.

Player: "Unknown caustic substance detected! It's acid! Reverse thrusters!"
Hull -1.

You were not able to find the Amoebadon. Move the waypoint for Hunt the Amoebadon to another anomaly location on the galactic star map.

Leave - go to Anomaly-11

Stay to resolve another waypoint ring at this location - go to Anomaly-2

Anomaly-23 *Player: "Okay, false alarm. It's just a debris field."*

Something bumps against the viewport and you see it's the frozen, severed hand of some unfortunate being.

Player: "Whatever happened here, we're too late."

You were not able to find the Amoebadon. Move the waypoint for Hunt the Amoebadon to another anomaly location on the galactic star map.

Leave - go to Anomaly-11

Stay to resolve another waypoint ring at this location - go to Anomaly-2

Anomaly-24 Draw a token from the bag and apply its effect.

Next - go to Anomaly-25

Anomaly-25 *Out the viewport, you see a long, jagged swath of angry, red energy, pulsing and churning in space.*

Player: "We're getting some crazy readings from that thing."

Cook-E: "Like psychic readin's?"

Player: "No, Cook-E. Like strange spacey readings that beg scientific study."

You're interrupted by a sudden brief lapse in power. Screens flicker and go blank, then everything flickers back on.

Player: "Scanners are offline, we're flying blind!"

Cook-E: "Well that prolly just killed me nubbin soufflé. And what in blazes is that thing?"

Cook-E points at a black shape silhouetted against the anomaly, and someone whistles in amazement at the sight of a hulking Krunk ship.

The first player must choose 1:

Approach at attack speed - go to Anomaly-26

Approach stealthily - go to Anomaly-30

Anomaly-26 *Player: "If we're blind, they probably are too. Let's blitz them before they can attack!"*

Operations must make a **PILOT** skill check .

0-5 - go to Anomaly-27

6+ - go to Anomaly-29

Anomaly-27 *Player: "It's Krunk alright! Looks like a modified escort ship."*

As you approach, you can see the Krunk ship has been fitted with numerous antennae sensor arrays, and probe modules.

Sena: "Almost within range!"

But the enemy ship fires its thrusters, and you watch helplessly as it backs into and vanishes within the red, jagged rift!

Player: "Sena, what just happened?"

Sena: "Uh, it went into the rift? I know what you know."

Warning alarms sound.

Sena: "Oh dear. That angry rift has quite the gravitational pull. We're being drawn in!"

Choose any other anomaly location on the galactic star map and place the Zephyr and the waypoint ring for Marauding Krunk C there.

Next - go to Anomaly-28

Anomaly-28 *You are pulled after the Krunk ship into the rift where reality becomes abstract. You cease to comprehend the passage of time, then suddenly the effect ends. You emerge to warning alarms throughout the bridge.*

Player: "They've launched drones! We've been caught in a trap!"

Hull -1. Life Support -1.

Turn to page 27 in the location book.

Place Large Blip A (Krunk Escort) on sector 2. Place Large Blip B (The Rift) red side up on sector 1. Place Small Blips B, C, D, and E (Enemy Drones) on sectors 3, 4, 5, and 6.

Set Dial A to 8 plus the number of players. Set Dials B, C, D, and E each to the number of players.

Special Rule: You cannot attack Large Blip B. Keeping Large Blip B on sector 3, 4, or 5 will prevent you from being sucked into the rift.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk C.*

Begin a round in the location book.

ANOMALY 29-48

Anomaly-29 *Player: "It's Krunk alright! Looks like a modified escort ship."*

As you approach, you can see the Krunk ship has been fitted with numerous antennae sensor arrays and probe modules.

Player: "Almost within range! That rift has quite a gravitational pull. We'd better give it a wide berth or we'll get sucked in!"

Sena: "They're launching drones!"

Turn to page 27 in the location book.

Place Large Blip A (Krunk Escort) on sector 2. Place Large Blip B (The Rift) red side up on sector 1. Place Small Blips B, C, D, and E (Enemy Drones) on sectors 3, 4, 5, and 6.

Set Dial A to 8 plus the number of players. Set Dials B, C, D, and E each to the number of players.

Special Rule: You cannot attack Large Blip B. Keeping Large Blip B on sector 3, 4, or 5 will prevent you from being sucked into the rift.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk C.*

Begin a round in the location book.

Anomaly-30 *You approach the Krunk ship cautiously, using the disturbance from the rift itself as cover.*

Sena: "This is odd. It looks like they've replaced much of the ship's weaponry with scientific equipment."

Player: "Hmm. Knowing the Krunk, they're probably up to no good. Man, a single torpedo would probably ruin their day right now."

Do you have a Torpedo card (067; either Armed or Unarmed) in a ship weapon slot or the special devices stack?

Yes - go to Anomaly-31

No - go to Anomaly-33

Anomaly-31 Would you like to fire the torpedo at the Krunk ship?

Yes - go to Anomaly-32

No - go to Anomaly-33

Anomaly-32 *Giggling to yourselves, you drift into position then launch a torpedo at the Krunk. Everyone cheers when it explodes against the side of their ship, scattering debris.*

Sena: "They're launching drones!"

Return the Torpedo card (067) to the Zephyr section of the card catalog.

Turn to page 27 in the location book.

Place Large Blip A (Krunk Escort) on sector 2. Place Large Blip B (The Rift) red side up on sector 1. Place Small Blips B, C, D, and E (Enemy Drones) on sectors 3, 4, 5, and 6.

Set Dial A to 8. Set Dials B, C, D, and E each to the number of players.

Special Rule: You cannot attack Large Blip B. Keeping Large Blip B on sector 3, 4, or 5 will prevent you from being sucked into the rift.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk C.*

Begin a round in the location book.

Anomaly-33 *Player: "Almost within range! That rift has quite a gravitational pull. We'd better give it a wide berth or we'll get sucked in!"*

Sena: "They're launching drones!"

Turn to page 27 in the location book.

Place Large Blip A (Krunk Escort) on sector 2. Place Large Blip B (The Rift) red side up on sector 1. Place Small Blips B, C, D, and E (Enemy Drones) on sectors 3, 4, 5, and 6.

Set Dial A to 8 plus the number of players. Set Dials B, C, D, and E each to the number of players.

Special Rule: You cannot attack Large Blip B. Keeping Large Blip B on sector

3, 4, or 5 will prevent you from being sucked into the rift.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk C.*

Begin a round in the location book.

Anomaly-34 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

Anomaly-35

Anomaly-48

Anomaly-57

Anomaly-59

Anomaly-61

Anomaly-75

Anomaly-81

Anomaly-88

Anomaly-99

Anomaly-107

Anomaly-35 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-36

Unease - go to Anomaly-36

War - go to Anomaly-45

Anomaly-36 *You look out the viewport, watching a ball of gas contract, explode outward, then pull back together again. The endless cycle is lovely to behold.*

Sena: "We're being hailed."

Player: "Thanks, Sena. Put them on holo."

There is a flicker and you behold an orange-skinned Yammian, its body covered by a thin swath of transparent fabric.

Svelto: "Hello, darlings! I'm Svelto, captain of the Hedonia III, best-rated pleasure barge in the galaxy. Sadly, our navigation system has crashed, leaving us stranded. Might you have someone you could send over to assist? We'll provide fair compensation, of course."

Engineering must choose 1:

Assist the Hedonia III - go to Anomaly-37

Decline to assist - go to Anomaly-44

Anomaly-37 *Player: "I'll do it!"*

The others give you side-eye at the over-eagerness of your response. But the Yammian claps its hands in delight.

Svelto: "Excellent news! Come over and we'll negotiate a fair exchange for your services."

Engineering gains Perk  +1 then makes a **REPAIR** skill check .

0-4 - go to Anomaly-38

5+ - go to Anomaly-41

Anomaly-38 *The Yammians use their own technology instead of Galactic Standard as a base, making repairs difficult. After a few long hours you manage to bypass the blown capacitors and connect the navigation system to a spare GS relay you have.*

You shrug when you report back to the Yammian.

Player: "It's ugly work, but it's enough to see you to the nearest station or outpost."

The Yammian sighs.

Svelto: "I understand. Well here's a few credits for your trouble. Or would you prefer to while away a little time with one of our hotbots?"

Choose 1:

Take the credits - go to Anomaly-39

Visit a hotbot - go to Anomaly-40

Anomaly-39 *The Yammian pays you and you depart.*

When you return to the ship the others are less than pleased with how long you took for so little reward. Fortunately, they got some work done in your absence.

Supplies +1.

All other players may work the ship. Then, travel on the galactic star map.

Anomaly-40 *The Yammian scowls at your handiwork and decides you've earned a visit with Douglas, a well-used hotbot that is more bot than hot.*

Douglas: "My hand actuators are broken, so set your expectations accordingly. Oh, and there's a malfunction in my left leg hydraulics. Watch yourself, I'm a kicker."

When you return to the ship, the others are less than pleased that no payment is forthcoming, but the bruises on your body encourage them not to ask too many questions. Fortunately, they got some work done in your absence.

Gain a Stress card (012).

Move the galactic struggle dial one space toward peace.

All other players may work the ship. Then, travel on the galactic star map.

Anomaly-41 *The Yammians use their own technology instead of Galactic Standard as a base, making repairs difficult. You cleverly bypass the blown capacitors and route the navigation system through a spare GS relay you have.*

Player: "Navigation should be fine now, though the tech I used isn't Yammian. Change it up next you're in a Yammian port, if that matters to you."

The Yammian sighs in relief.

Svelto: "Wonderful news! Well here's a reward for your trouble. Or would you prefer to while away a little time with one of our hotbots?"

Choose 1:

Take the credits - go to Anomaly-42

Visit a hotbot - go to Anomaly-43

Anomaly-42 *The Yammian pays you and you return to the Zephyr in triumph.*

Player: "Not bad for an hour's work!"

The others agree, and you see they managed to also get some things done in your absence.

Supplies +3.

All other players may work the ship. Then, travel on the galactic star map.

Anomaly-43 *The Yammian nods admiringly at your handiwork and decides you've earned a visit with Jann, a factory-fresh hotbot.*

Jann: "My sensor array is a cutting-edge model that allows me to anticipate your every want."

Player: "Oh my. Well, I've always meant to try—"

A metal finger touches your lips.

Jann: "Shhh. I already know."

When you return to the ship, the others are less than pleased that no payment is forthcoming, and even more annoyed by your jaunty strut as you move about the ship. Fortunately, they got some work done in your absence.

Improve +1.

Move the galactic struggle dial one space toward peace.

All other players may work the ship. Then, travel on the galactic star map.

Anomaly-44 *Player: "Sorry, captain, but time is of the essence for us. We'll be happy to send an SOS on your behalf though."*

The Yammian sighs.

Svelto: "No, no. We can do that ourselves. Thanks anyway, Zephyr."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-45 *An alarm sounds prior to all lights flickering and shutting off. You look around in dim, red lighting as the auxiliary power kicks in.*

Player: "Sena, what was that? EMP blast?"

Sena: "Likely. There's a large-scale conflict nearby, and something just exploded. Massive explosion too. I recommend immediate course correction or we will be caught in a debris field or worse."

There's a jolt of noise as the power comes back on, and the consoles quickly begin blaring.

Player: "Not good. Massive energy wave heading our way. I'm seeing a bunch of ships heading for us too. Likely fleeing from the wave. Let's get this bird turned around!"

Operations must make a **PILOT** skill check .

0-5 - go to Anomaly-46

6+ - go to Anomaly-47

Anomaly-46 *The Zephyr groans and creaks as you push it to change course.*

Patch: "MEEP MOOP!"

Player: "We're not going to die, Patch! Now let me concentrate!"

Sena: "Incoming ships. Armada fighters."

Player: "Just... let me... do this..."

Sena: "Spacer! I think the Armada vessels have mistaken your maneuvers for—"

Lights flash from laser fire and the Zephyr rocks violently, interrupting your piloting. The comms crackle to life.

Armada Admiral: "Unknown freighter! Stand down! Repeat, stand down!"

Player: "You idiots! We're not attacking you! We're trying to flee too!"

But it's too late. The energy wave hits you almost as soon as it becomes visible.

Spend 2 of any combination of power , life support , and supplies .

Draw 2 tokens from the bag and apply their effects.

Turn to page 27 in the location book.

Place Small Blips A and B (Armada Fighters) on sectors 5 and 3.

Set Dial A to 3 plus the number of players.

Set Dial B to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Anomaly 1 Armada.*

Begin a round in the location book.

Anomaly-47 *The Zephyr groans and creaks as you push it to change course.*

Patch: "MEEP MOOP!"

Player: "We're not going to die, Patch! Now let me concentrate!"

Sena: "Incoming ships. Armada fighters."

Player: "Just... let me... do this..."

You pull hard and turn the ship at maximum thrust before engaging the faster-than-light drive. You watch in horror as several Armada ships are engulfed by the wave, seconds before you vanish from the system.

Spend 2 of any combination of power , life support , and supplies .

Gain an Inspired card (015).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the map.

Anomaly-48 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-49

Unease - go to Anomaly-54

War - go to Anomaly-54

ANOMALY 49-71

Anomaly-49 You look out the viewport, watching a crackling ball of plasma drift through the void. A loud beep echoes from the Navigation workstation.

Player: "Hmm. Picking up an old radio signal. The plasma out there is making it difficult to pickup. Let me see what I can do."

Navigation must make a **COMMUNICATE** skill check (🎲🌟).

0-4 - go to Anomaly-50

5+ - go to Anomaly-51

Anomaly-50 You shake your head in frustration.

Player: "Damn. I thought I had the signal, but I lost it."

Navigation gains a Stress card (012).

Pass the first player token to the left.

You may gain Risk (⚡)+1 to work the ship. Then, travel on the map.

Anomaly-51 **Player:** "Huh. I've got it but just sounds like music. Old music."

Sena: "Old signal perhaps?"

Player: "No, it's being broadcast from nearby in this system. Let's take a look, though let's do it from a safe distance."

Minutes later you find a converted old freighter held together by patchwork, a flashing neon sign on it promising 'REAL DECENT BBQ'.

Player: "I don't know what BBQ is, but one of the windows has an ad for spineless nubbitts. Spines or no, I could really suck down some nubbitts about now."

You approach an unoccupied mooring tube, but notice several Adjudicator pursuit ships moored here as well. The last thing you want is to tangle with the Galactic Authority's police force.

Do you have any outstanding docking violations or illegal cargo?

Yes - go to Anomaly-52

No - go to Anomaly-53

Anomaly-52 **Player:** "Well nuts. Some grub sounded good, but we can't stay here."

Cook-E: "Aw, if yer hungry I can cure what ails ye!"

Player: "Ah, you know, the more I think about it, I'm good."

Pass the first player token to the left.

You may gain Risk (⚡)+1 to work the ship. Then, travel on the galactic star map.

Anomaly-53 **Player:** "Eh, we're probably fine. Let's get a little R&R."

Inside, you are greeted with the heady scent of slow-roasted meats, tangy sauces, and all manner of fatty carbohydrates. Behind the counter, an old human with a shiny black pompadour, spangly clothes, and overlarge shades gives you a polite nod.

Pass the first player token to the left.

Power (🔌)+2.

The first player can choose 1:

- Supplies (📦)+2.
- Gain 1 rare cargo token (📦).

All players may work the ship. Then, travel on the galactic star map.

Anomaly-54 Is sidekick card 052, Finch, currently in the Sidekicks section of the card catalog?

Yes - go to Anomaly-55

No - go to Anomaly-56

Anomaly-55 **Player:** "Hey, Sena."

Sena: "What's up?"

Player: "There's a discrepancy in the ship's databanks. The ship's roster matches the listed number of lifeforms onboard, but one of those lifeforms is simply listed as 'Passenger'."

Sena: "Odd. Let me account for each lifeform I can detect."

Minutes later, everyone gathers in the cargo hold, some opening the crate labelled as potable water, others with weapons trained. Inside the crate you find a small Avyar, trembling and looking back at you all with frightened eyes. Starved and dehydrated, she does not look like a threat, and everyone knows the Avyar have fared poorly with the recent hostilities. She doesn't talk, so you name her Finch, and offer her space while Patch looks after her.

Sena: "A war orphan stowaway. We should probably try to figure out where she needs to be."

The first player gains sidekick card 052, Finch, and must immediately ready this sidekick.

Gain job card 082, Take Finch Home.

Pass the first player token to the left.

You may gain Risk (⚡)+1 to work the ship. Then, travel on the galactic star map.

Anomaly-56 **Player:** "Hey, there's something strange outside the ship. I'm picking up a strange energy reading just starboard of our engines. Wait, it's spiking!"

There is a flash of light, and the next thing you know you are picking yourselves off the floor, one of your sidekicks offering a helping hand.

Player: "How long were we out?"

Sena: "Unsure. I think I crashed as well. Odd. Telemetry suggests we're not in the same location. We seem to be on a course for Beros."

Someone runs to their console and looks.

Player: "According to the ship's logs, we've been heading toward Beros for over a week now! How long have we been out?"

You thank the crew member who helped you off the floor, but when they turn away you notice their eyes are now a shimmering gold color. Your blood run cold as you realize your ship has been hijacked by Doppelgängers! You have to warn your friends, but how to know who is really who they say they are?

Each player must flip their readied sidekicks face down. These face-down cards cannot be used or dismissed.

Turn to page 17 in the location book.

Set Dials A, B and C to 1 plus the total number of face-down sidekick cards.

The first player must choose 1 other player. The rest of the players must place their standees on Action 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Doppelgängers*.

Begin a round in the location book.

Anomaly-57 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-58

Unease - go to Anomaly-58

War - go to Anomaly-58

Anomaly-58 Everyone watches in wonder as two comets collide into each other and shatter.

Cook-E: "Makes ye think, don't it?"

Player: "Think about what, Cook-E?"

Cook-E: "Dunno."

Gain 1 science project (🔬).

Pass the first player token to the left.

You may gain Risk (⚡)+1 to work the ship. Then, travel on the galactic star map.

Anomaly-59 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-60

Unease - go to Anomaly-60

War - go to Anomaly-60

Anomaly-60 You study the flickering plasma ball as it drifts past the ship.

Cook-E joins you but shakes his head.

Cook-E: "Arrr, why are ye lookin' at that thing?"

Player: "It's anomolous."

Cook-E: "I see. What's a 'nomolous'?"

Player: "Something that can destroy bots when they speak."

Cook-E takes a couple of scared steps back, then lets you work in silence.

The first player must choose a player (potentially themselves) to gain Perk Token +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-61 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-62

Unease - go to Anomaly-67

War - go to Anomaly-67

Anomaly-62 Sena: "Unidentified vessel ahead. Oh! They're hailing us."

Player: "Let's hear them, Sena."

Magorus Crew: "Greetings, Zephyr. This is the holy vessel Magorus. We implore you to power down and quietly witness the Davio Aurora with us."

You've never heard of the Davio Aurora, but the galaxy is a big place and there's a lot you've never heard of.

Science gains Perk Token +1 and then must make a **TECHNICAL** skill check .

0-5 - go to Anomaly-63

6+ - go to Anomaly-64

Anomaly-63 Player: "Er, guys, I have no idea what they're talking about. There's an unusual amount of flopodium in the area, but that's it. Sena?"

Sena: "There's no record of the Davio Aurora in my records."

A few minutes pass in puzzlement before you decide to hail the Magorus, but the religious ship beats you to it.

Magorus Crew: "Glorious, wasn't it? Blessings upon you! It was a pleasure to spend the time with you, lost in reverent awe."

Player: "Hey, thank you Magorus. Really, the pleasure was all on this end. Blessings upon you as well."

And with that you shrug and move on.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-64 Player: "Huh. I'm not sure what they're talking about, but I see there's an unusual amount of flopodium in the area. I wonder if I adjusted the viewscreen to highlight it... whoa."

The adjustments made, the viewscreen flares to life, showing space as a shimmering field of rolling lights.

Sena: "And would you call that beautiful?"

Player: "Sure would, Sena. You know, if we were to stay and record data from this, it might be worth selling for credit later."

The first player chooses 1:

Spend time to record the anomaly - go to Anomaly-65

Continue on your way - go to Anomaly-66

Anomaly-65 The spectacle of the aurora is dimmed by the appearance of the blurry, temporal displacement of an unstable wormhole.

Player: "Oh wow. This is incredible."

You are interrupted by the monks aboard the Magorus.

Magorus Crew: "Farewell Zephyr, we leave you now to face our destiny and

become one with Davio."

Player: "You aren't entering that thing, are you? Magorus, that wormhole is highly unstable!"

But there is nothing to do but watch in shock as the holy ship disappears into the worm hole. You gape as the ship contorts and seems on the verge of fracturing, when the wormhole closes, and just like that, the aurora ends.

Player: "Well. That just happened."

Risk +1. Profit +1. Gain 1 science project .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-66 Sena: "Time is of the essence."

Player: "Thank you, Sena. Yeah, let's move on. Send the Magorus our regards."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-67 Sena: "I'm getting a large energy spike nearby."

Player: "Where from, Sena?"

But the question is answered by an explosion of undulating colors to port, in the middle of which is a dark hole.

Player: "Unstable wormhole! Good size one too."

Choose 1:

Fly Into the wormhole - go to Anomaly-68

Study the wormhole - go to Anomaly-71

Work the ship - go to Anomaly-74

Anomaly-68 Sena: "You can't be serious!"

Player: "Calm down, Sena. It's probably fine."

Sena: "I don't think you understand the meaning of 'probably'."

Player: "It will be fun!"

Sena: "I don't think you understand 'fun' either."

The ship bucks a groans from the gravitational stress of the unstable wormhole. Sparks spray from short-circuited consoles. Soon you're tumbling through something akin to a bleeding hellscape, each of you having a vision of a malignant entity with an insatiable hunger for matter itself. But it's over as quickly as you're spit like a seed from the mouth of the cosmos. Alarms are chiming from a half dozen consoles.

Draw 3 tokens from the bag and apply their effects.

All players must make a **TECHNICAL** group  skill check  . Goal: 5

Success - go to Anomaly-69

Fail - go to Anomaly-70

Anomaly-69 Player: "Hey, that wasn't so bad!"

Sena's silence suggests she disagrees.

The first player chooses a player to gain Rep +1.

Navigation may move the ship up to 3 spaces lanes on the galactic star map without having to stop or spend power.

Anomaly-70 Your damage assessment is dismal. Sena's silence suggests she agrees.

Hull -1. Threat +1.

Pass the first player token to the left.

Place the Zephyr on the The Ink Well location (320) on the galactic star map,

Next - go to 320

Anomaly-71 "Let's get some readings on this thing. The data might have monetary value."

All players must make a **TECHNICAL** group  skill check  . Goal: 5

Success - go to Anomaly-72

Fail - go to Anomaly-73

ANOMALY 72-91

Anomaly-72 *Aside from Science, everyone is a little bored watching the wormhole, which sticks around for about twenty minutes before collapsing upon itself like an old flan. Luckily the eggheads at Biolore offer you profit to upload the findings to their database.*

Profit +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-73 *Aside from Science, most of you find the event a bit boring, a feeling echoed in your work. You try shopping the data around, but after a few jeering rejections you stop trying. What a colossal waste of time!*

Threat +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-74 *Everyone busies themselves with maintaining the ship, all while admiring the cosmic beauty outside.*

Pass the first player token to the left.

Risk +1.

All players may work the ship. Then, travel on the galactic star map.

Anomaly-75 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-76

Unease - go to Anomaly-76

War - go to Anomaly-76

Anomaly-76 Are there any general damage tokens on ship stations?

Yes - go to Anomaly-77

No - go to Anomaly-80

Anomaly-77 *A warning light begins flashing.*

Player: "There's a malfunction in our landing gear. We won't be able to land until we fix it. Problem is that it's hard to get to. We need somebody small. I'm looking for volunteers."

The first player must choose a player with a small or slender character to crawl into the ship's cramped access tubes to fix the landing gear.

The chosen player must make a **REPAIR** skill check .

0-6 - go to Anomaly-78

7+ - go to Anomaly-79

Anomaly-78 *You shimmy through the claustrophobic access tubes that wind throughout the Zephyr's innards, revolted by the dust, old hair, and snat nests you crawl through. The amount of duct tape holding the ship together will forever keep you up at night.*

You drop down into the landing well and assess the situation.

Player: "Sena, looks like snats have chewed through the hydraulic cable. There's fluid leaking everywhere. I'm replacing it now."

Sena: "Spacer, there are multiple life forms moving toward your location. Probably just curious. Snats aren't normally aggressive."

Everyone else on the ship pauses what they're doing as your muffled screams echo through the walls and up from the floor. When you finally emerge, you're covered in bites and scratches, hydraulic fluid, and self pity. But at least the landing gear is fixed.

Gain an Injured card (011) and a Snats card (017).

Gain the nickname 'Crawl-spacer'.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-79 *You shimmy through the claustrophobic access tubes that wind throughout the Zephyr's innards, revolted by the dust, old hair, and snat nests you crawl through. The amount of duct tape holding the ship together will forever keep you up at night.*

You drop down into the landing well and assess the situation.

Player: "Sena, looks like snats have chewed through the hydraulic cable. There's fluid leaking everywhere. I'm replacing it now."

Before you crawl back to the others, you notice a large snat nest filled with shiny trinkets and baubles, stolen from various crew over the years. Some of it is quite valuable!

Rep +1.

Gain an item card (020).

Gain 1 rare cargo token .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-80 *Your instrumentation begins to go haywire.*

Player: "Sena, we're getting garbled readings and navigation is a mess."

Sena: "Running a diagnostic now."

You all look at each other in shock as Sena's voice is now deeper and more masculine. And perhaps familiar.

Player: "Sena, what's wrong with your voice? You sound like a late night DJ."

Sena: "Do I? I appear to have received an update to my operating system. It's version name on the programming suggests it's over a hundred years old. Which would explain our troubles. We need to revert, immediately, but I'm afraid I am unable to do so."

Everyone pitches in and a couple hours are lost as you gather around a workstation and figure out how to unsort the mess caused by the update. Once completed, the instrumentation comes back online, along with Sena's proper voice.

Each player must discard a Perk Token . Each player who cannot gains a Stress card (012).

Pass the first player token to the left.

Risk +1.

You may work the ship, and do not gain any additional risk to do so. Then, travel on the galactic star map.

Anomaly-81 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-82

Unease - go to Anomaly-85

War - go to Anomaly-85

Anomaly-82 *As the Zephyr navigates the endless sea of stars, the crew feels a vibration pass over the ship. Those with hair notice it begins to stand on end, charged with static. Sena quickly reports.*

Sena: "Picking up high levels of tazon energy concentrated in this region. It's rising at an exponential rate."

Player: "What's tazon energy?"

Sena: "It means we should brace for a spontaneous discharge."

As if on cue, the space around the ship begins to change as balls of orange and blue energy materialize, quivering with combustive potential!

Player: "Divert power to the shields! Slow to maneuvering speed! We must avoid those concentrations!"

Navigation and Security must make a **PLAN** group skill check . Goal: 6

Success - go to Anomaly-83

Fail - go to Anomaly-84

Anomaly-83 *Player: "We're almost almost out of this mess! I can see clear space ahead!"*

As you near the edge of the anomaly, you pass close to a trio of tazon balls. Arcs of crackling energy leap to the Zephyr, creating a brief circuit of raw power.

Draw 5 tokens from the bag. If no shields  are drawn, Life Support -2. Either way, return all 5 tokens to the bag without applying their effects.

Engineering and Navigation gain Improve +1 (if one player controls both, they do not gain this twice).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-84 *Player: "We're almost almost out of this mess! I can see clear space ahead!"*

As you near the edge of the anomaly, the Zephyr's starboard stabilizer clips one of the tazon balls, sending it crashing into another ball and setting off a destructive chain reaction as the energy streaks in all directions!

Draw 2 tokens from the bag and apply their effects.

Threat +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-85 *The Zephyr comes upon a large cloud of gas.*

Player: "Passing through the cloud will save us some time. Like a shortcut."

Sena: "Or it could take us into an invisible torbat nest."

Player: "Have some faith, Sena. Ahead at maneuvering speed."

You enter the small nebula, maintaining a steady course. You proceed ahead, mindful of your degraded sensor range and vision. It's smooth at first.

Player: "Full stop!"

You pause in an area where the gases are thinner, allowing for some measure of visibility. In the murk, you can barely make out spherical shapes, hundreds of them, all around the Zephyr.

Player: "Magnatropic mines! We're toast!"

Sena: "Wish I wasn't right all the time. No, actually, I wish you listened to me more."

Player: "Divert power to the shields! Slow to one quarter maneuvering speed! We must avoid those concentrations!"

Navigation and Security must make a **PLAN** group  skill check  . Goal: 6

Success - go to Anomaly-86

Fail - go to Anomaly-87

Anomaly-86 *Player: "We're almost there! I can see clear space ahead!"*

As you near the edge of the anomaly, you pass close to a trio of mines. One of the mines moves toward the Zephyr!

Player: "Punch it! All ahead full!"

The ship lurches forward as the mines clash and begin to detonate behind you!

Draw 5 tokens from the bag. If no shields  are drawn, Hull -1. Either way, return all 5 tokens to the bag without applying their effects.

Engineering and Navigation gain Improve +1 (if one player controls both, they do not gain this twice).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-87 *Player: "We're almost there! I can see clear space ahead!"*

As you near the edge of the anomaly, the Zephyr passes too close to a mine and triggers a massive detonation! Alarms blare as the ship is thrown into a spin.

Sena: "So much for shortcuts."

Threat +1.

Draw 2 tokens from the bag and apply their effects.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-88 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-89

Unease - go to Anomaly-94

War - go to Anomaly-94

Anomaly-89 *The Zephyr is surrounded by a dazzling mirage of rainbow colors.*

Sena: "The Pulsar Aurora! It's beautiful to look at. Harmless aside for its effects on the instruments."

Player: "Okay, thanks Sena. Let's just stay on course. No changes until we're beyond the anomaly."

Patch: "MEEP MOOP!"

You squint at the viewport where Patch is excitedly pointing with a single appendage.

Player: "You're right, Patch! There is something out there."

In the shimmering lights you see the silhouette of a ship.

Player: "Sena, let's hail that ship."

Sena: "They're not responding."

Player: "Let's take a closer look. Eighteen degrees starboard, slow to quarter speed. Bring us in."

As you near the ship, it appears undamaged, the name 'Humbolt' emblazoned on the side along with the Chem-X logo. It's a research vessel.

Choose 1:

Board the ship - go to Anomaly-90

Continue traveling - go to Anomaly-93

Anomaly-90 *Player: "Bring us in and link up to the forward airlock."*

The two ships become joined with a loud metallic thunk and a hiss of pressure. You cautiously enter the empty vessel and make your way to Operations.

Player: "No security whatsoever. Nothing in the ship logs either. It's like they just disappeared. Okay, let's spread out and search for loot."

All players must make a **HUNT** group  skill check . Goal: 4

Success - go to Anomaly-91

Fail - go to Anomaly-92

Anomaly-91 *Patch seems preoccupied with some space dust he found on the floor.*

Patch: "MEEP MOOP!"

Player: "What do you mean it's the crew? Are you saying they just turned to dust?"

Patch: "MOOP!"

Sena: "Detecting a flare from the Pulsar Aurora! I recommend you hurry or risk being turned to dust!"

Player: "Aww, we just got here!"

Gain 1 Science Project .

Each player may resolve a crew service option from their character sheet without paying supplies .

Gain 1 common cargo token .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

ANOMALY 92-III

Anomaly-92 Patch seems preoccupied with some space dust on the floor.

Patch: "MEEP MOOP!"

Player: "What do you mean it's the crew? Are you saying they just turned to dust?"

Patch: "MOOP!"

Sena: "It appears a flare from the Pulsar Aurora breached their containment field exposing them to some kind of agent. I recommend you return to the Zephyr now!"

Player: "Aww, we just got here!"

Risk ④+1. Supplies ③+2. Gain 1 Science Project ③.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Anomaly-93 Player: "Too risky. Let's keep going."

You reach the other side of the anomalous area and cheer as the essential operations come back online.

Player: "Hey, not bad. We're only a little bit off-course."

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Anomaly-94 The Zephyr is surrounded by a dazzling mirage of rainbow colors.

Sena: "The Pulsar Aurora! It's beautiful to look at. Harmless aside for its effects on the instruments."

Player: "Okay, thanks Sena. Let's just stay on course. No changes until we're beyond the anomaly."

Patch: "MEEP MOOP!"

You squint at the viewport where Patch is excitedly pointing with a single appendage.

Player: "You're right, Patch! There is something out there."

In the shimmering lights you see the silhouette of a ship.

Player: "Sena, let's hail that ship."

Sena: "They're not responding."

Player: "Let's take a closer look. Eighteen degrees starboard, slow to quarter speed. Bring us in."

As you near the ship, it appears undamaged, the name 'Humbolt' emblazoned on the side along with the Chem-X logo. It's a research vessel.

Player: "Only the Krunk or pirates would attack a research vessel! The hull appears intact though. Sena, how about a damage report?"

Sena: "Sensors offline."

The first player must choose 1:

Board the ship - go to Anomaly-95

Continue traveling - go to Anomaly-98

Anomaly-95 Player: "Bring us in and link up to the forward airlock."

The two ships become joined with a loud metallic thunk and a hiss of pressure. You cautiously enter the empty vessel and make your way to Operations.

Player: "No security whatsoever. Nothing in the ship logs either. It's like they just disappeared. Okay, let's spread out and search for loot."

All players must make a **(HUNT)** group ③ skill check ③. Goal: 4

Success - go to Anomaly-96

Fail - go to Anomaly-97

Anomaly-96 Patch seems preoccupied with some space dust on the floor.

Patch: "MEEP MOOP!"

Player: "What do you mean it's the crew? Are you saying they just turned to dust?"

Patch: "MOOP!"

Sena: "Detecting a flare from the Pulsar Aurora! I recommend you hurry or

risk being turned to dust!"

Player: "Aww, we just got here!"

Gain 1 Science Project ③.

Each player may resolve a crew service option from their character sheet without paying supplies ③.

Gain 1 common cargo token ③.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Anomaly-97 Patch seems preoccupied with some space dust on the floor.

Patch: "MEEP MOOP!"

Player: "What do you mean it's the crew? Are you saying they just turned to dust?"

Patch: "MOOP!"

Sena: "It appears a flare from the Pulsar Aurora breached their containment field exposing them to some kind of agent. I recommend you return to the Zephyr now!"

Player: "Aww, we just got here!"

Risk ④+1. Supplies ③+2. Gain 1 Science Project ③.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Anomaly-98 Player: "Too risky. Let's keep going."

You reach the other side of the anomalous area and cheer as the essential operations come back online.

Player: "Hey, not bad. We're only a little bit off-course."

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Anomaly-99 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-100

Unease - go to Anomaly-100

War - go to Anomaly-100

Anomaly-100 Player: "Whoa, Sena, what's that thing over there? The blue sphere. It's growing."

Sena: "Interesting. It looks like a massive block of ice. But sensors aren't detecting it. The ice must have formed around something which is masking its signature."

Player: "Lucky thing I happened to be looking out the viewport then."

Sena: "Indeed. Whatever it is, it's much larger than it appears and is moving fast."

An alarm sounds as another ship enters your sector.

Player: "Forex! Oh wow. How'd they get a battlecruiser that size?"

A holo appears on the bridge.

Forex Thug: "We are Forex! This sector is Forex! You shall be destroyed!"

Choose 1:

③ Attempt to communicate - go to Anomaly-101

③ Attempt to flee - go to Anomaly-103

③ Attack the battlecruiser - go to Anomaly-105

Anomaly-101 Player: "That cruiser's too big. We need to talk our way out of this!"

The first player must choose a player to talk to the Forex.

The chosen player must make a **(COMMUNICATE)** skill check ③ ③.

0-5 - go to Anomaly-102

6-7 - go to Anomaly-102

8+ - go to Anomaly-102

Anomaly-102 Player: "Attention, Forex ship! Our presence here is not intended to challenge your authority. We have only paused to observe a scientific rarity that has appeared in this sector."

Forex Thug: "What scientific rarity? Your words are meaningless! We are Forex!"

And then the massive ice object smashes into the Forex, flashing past you in the blink of an eye. By the time the gasps leave your throats, all that remains of the sleek battlecruiser are its starboard thrusters.

Player: "Um. So that happened. I, uh, guess we look for salvage?"

Supplies +2.

Gain 1 common or arms cargo token .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-103 Player: "That cruiser's too big. We need to get out of here!"

The first player must choose a player to pilot the Zephyr away from the Forex.

The chosen player must make a **(PILOT)** skill check .

0-5 - go to Anomaly-104

6-7 - go to Anomaly-104

8+ - go to Anomaly-104

Anomaly-104 You hit the thrusters, then yank hard on the throttle, only to have the Zephyr jerk to a halt. From down the hallway, you hear Patch go flying.

Player: "Damn it, that ship is too powerful. They've got their magnabeam locked onto us!"

Forex Thug: "You cannot flee us! We are Forex! You shall be destroyed!"

And then the massive ice object smashes into the Forex, flashing past you in the blink of an eye. By the time the gasps leave your throats, all that remains of the sleek battlecruiser are its starboard thrusters.

Player: "Um. So that happened. I, uh, guess we look for salvage?"

Supplies +2.

Gain 1 common or arms cargo token .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-105 Player: "I don't care how pretty that cruiser is, we ain't going down without a fight! Battle stations!"

All players must make a **(PLAN)** group skill check . Goal: 7

Success - go to Anomaly-106

Fail - go to Anomaly-106

Anomaly-106 You quickly bring the ship around, working in unison to line up your shots, protect your ship, and attempt to outmaneuver your much larger foe.

Player: "This is it, people! Let's make these bastards pay!"

And then the massive ice object smashes into the Forex, flashing past you in the blink of an eye. By the time the gasps leave your throats, all that remains of the sleek battlecruiser are its starboard thrusters.

Player: "Um. So that happened. I, uh, guess we look for salvage?"

Supplies +2.

Gain 1 common or arms cargo token .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-107 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Anomaly-108

Unease - go to Anomaly-109

War - go to Anomaly-110

Anomaly-108 Things are tense on the bridge as everyone holds up their hands.

Player: "Come on, Sanchez, take it easy!"

Sanchez: "No, you take it easy!"

Sanchez waves his gun around, keeping each of you covered. The Human's eyes are wild and sweat runs down his brow.

Sanchez: "Listen to me, you fools! It's all wrong! I've got to fix it!"

Cook-E: "Arrr, matey, what're ye blabberin' 'bout? Yer one o' the good ones! Don't do this! Not after all we've been through together!"

But Sanchez shakes his head, tears running down his cheeks. His voice drops to a pitiable whisper.

Sanchez: "I can still fix it. There's still time. I... I'm sorry."

And with that, Captain Sanchez turns his gun on himself. You all cry out, turning away from the sight, but when you turn back, he's gone.

Player: "Sena, where's Captain Sanchez?"

Sena: "Who?"

Player: "What do you mean, who? Emilio Sanchez! The captain of our ship!"

Sena: "Are you quite alright? There is no, nor has there ever been, a Captain Emilio Sanchez onboard this vessel. Perhaps the nearby anomaly has caused havoc with the space-time continuum?"

You all look at each other, but all you can do is shrug.

Player: "Man, sometimes I think I hate space."

All players gain a Stress card (012).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-109 Player: "Hey, Sena, what's thing over there?"

Sena: "What are you referring to?"

Player: "It's coming in fast!"

You hit the ship-wide alarm.

Player: "All hands brace for impact!"

Sena: "What impact? What is it?"

A moment passes, then everyone breaks into laughter.

Sena: "That was mean."

Player: "Sorry, Sena. Won't happen again."

Sena: "If it does, I open the airlocks."

All players gain Perk Token +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-110 An alarm sounds as a massive shape appears in space before you.

Player: "Wormhole! Evasive maneuvers!"

Sena: "Good gracious. That is easily the largest wormhole ever encountered in the history of the galaxy!"

Then, with a flash of light, the wormhole vanishes.

Sena: "Ah. Well. It was the largest. Never mind then."

The ship flies on in silence.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Anomaly-111 Sena: "Approaching a reported anomaly in space."

Player: "Thanks, Sena. Let's see what we've got."

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

ANOMALY 112-119. ARJUN'S BELT 1-15

Anomaly-112 *Player: "There's something weird up ahead. Sena?"*

Sena: "We'll have to look closer. Some anomalies are quite dangerous, like the wormhole I once saw that spewed chocolate chip cookies."

Cook-E: "Arrr, that don't sound dang'rous, matey. It sounds delicious!"

Sena: "Not at the speeds those cookies were being spit. And for crying out loud, Cook-E! You were there!"

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

Anomaly-113 *Player: "There's something odd ahead. Let's take a look."*

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

Anomaly-114 *Cook-E: "Arrr, this be one o' those borin' days."*

Cook-E slouches in a huff and walks away, which is right when something interesting happens.

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

Anomaly-115 *A loud beep begins echoing on the bridge as scanners pick up something unusual.*

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

Anomaly-116 *Anomalies in space can be real crapshoot, so you approach the system ahead with caution.*

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

Anomaly-117 *You arrive in a system where the mystery of outer space is even more mysterious than usual.*

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

Anomaly-118 *Sena: "I'm picking up something weird."*

Player: "Pigs in space?"

Sena: "Not that weird."

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

Anomaly-119 *Everyone crowds around the starboard viewport to witness a puzzling oddity.*

Is there a waypoint ring for a job at this location?

Yes - go to Anomaly-2

No - go to Anomaly-34

ARJUN'S BELT

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

Arjun's Belt-1
Arjun's Belt-171
Arjun's Belt-172
Arjun's Belt-173
Arjun's Belt-174
Arjun's Belt-175
Arjun's Belt-176
Arjun's Belt-177
Arjun's Belt-178
Arjun's Belt-179

Arjun's Belt-1 *The Zephyr enters the perimeter of a large asteroid field.*

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Arjun's Belt-2 Select the active job associated with the waypoint ring.

Cloaked - go to Arjun's Belt-3
The Con Job - go to Arjun's Belt-7
Escort Colony Ship - go to Arjun's Belt-14
Fight the Skarrow - go to Arjun's Belt-21
Find the Pirate Base - go to Arjun's Belt-28
Marauding Krunk D - go to Arjun's Belt-47
Mind Heist - go to Arjun's Belt-56
Pirate Captives - go to Arjun's Belt-62
Scourge Pirates - go to Arjun's Belt-66

Arjun's Belt-3 *Player: "The asteroids are hyper today. Let's be careful."*

Draw a token from the bag and apply its effect.

The first player must choose a player to make a **PILOT** skill check  .

0-5 - go to Arjun's Belt-4

6+ - go to Arjun's Belt-6

Arjun's Belt-4 *You take a pounding.*

Player: "Still better than fighting pirates."

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-5

Arjun's Belt-5 *Inside Arjun's Belt, surrounded by asteroids, you shut down most nonessential systems, then broadcast a distress call.*

Player: "Mayday, mayday! This is PHG-04, the freeship Zephyr. We have struck an asteroid and boy are we in bad shape. Any ships nearby, please respond."

You are surprised when you receive several responses from what appear to be genuinely helpful folk. After turning down help from an Adjudicator, a missionary ship, and what sounds like a super fun party boat, you finally get something promising.

Unidentified Man: "PHG-04, we might be able to help ya. Whatcha haulin'?"

Player: "Hey there, suspiciously unidentified vessel, we are hauling guns, booze and unhealthy meals out of Ad Ostium."

Unidentified Man: "Oh really? Well hold tight. Help is on the way!"

Minutes later, two janky-looking pirate ships arrive. They don't look that impressive. You just hope they have cloaking capability.

Turn to page 21 in the location book.

Make Actions 01 and 02 required !!!

Place Small Blips B and C (Pirate Corsairs) on sectors 6 and 2.

Set Dials B and C each to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Cloaked*.

Begin a round in the location book.

Arjun's Belt-6 Player: "Not bad if I do say so myself."

Perk Token  +1.

Next - go to Arjun's Belt-5

Arjun's Belt-7 Player: "This place is dangerous. Who wants to see us safely through the field?"

Draw a token from the bag and apply its effect.

The first player must choose a player to make a **PILOT** skill check  .

0-5 - go to Arjun's Belt-8

6+ - go to Arjun's Belt-13

Arjun's Belt-8 You grin nervously at your scowling crewmates.

Player: "Could happen to anyone, right?"

Again the ship jolts as an asteroid slams off the hull.

Draw 2 tokens from the bag and apply their effects.

Next - go to Arjun's Belt-9

Arjun's Belt-9 You follow the trichlorid vapor trail in search of the Banshee, but the going is slow due to the dangerous asteroids that require constant avoidance. But you proceed on, patiently hunting your quarry.

Security must make a **HUNT** skill check  .

0-5 - go to Arjun's Belt-10

6-7 - go to Arjun's Belt-11

8+ - go to Arjun's Belt-12

Arjun's Belt-10 Security nods in grim satisfaction.

Player: "I think they're close!"

As if in answer, the ship is struck by a blast out of nowhere as the Banshee emerges from behind an asteroid.

Player: "Er, found 'em. Yeah, they're right behind us."

Pass the first player token to the left.

Turn to page 21 in the location book.

Make Action 01 required .

Place Large Blip B (The Banshee) on sector 4.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial A to 2 plus the number of players.

Set Dial B to 10.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Con Job*.

Begin a round in the location book.

Arjun's Belt-11 Security stares at their console.

Player: "Got 'em! They've spotted us and are raising shields!"

You can now all see the Banshee prowling between asteroids at the edge of the viewscreen.

Player: "Okay, remember, we need those cards! Try not to blast them into smithereens!"

Sena: "Smithereens?"

Player: "It's a medical term, Sena. Don't worry about it."

Pass the first player token to the left.

Turn to page 21 in the location book.

Make Action 01 required .

Place Large Blip B (The Banshee) on sector 5.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial A to the number of players.

Set Dial B to 5 plus the number of players.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Con Job*.

Begin a round in the location book.

Arjun's Belt-12 Security cackles at their station.

Player: "There they are! They haven't spotted us and their shields are down!"

You can now all see the Banshee prowling between asteroids at the edge of the viewscreen.

Player: "Okay, remember, we need those cards! Try not to blast them into smithereens!"

Sena: "Smithereens?"

Player: "It's a medical term, Sena. Don't worry about it."

Pass the first player token to the left.

Turn to page 21 in the location book.

Make Action 01 required .

Place Large Blip B (The Banshee) on sector 2.

Set Dial A (Banshee Shields) to 0.

Set Dial B to 10 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Con Job*.

Begin a round in the location book.

Arjun's Belt-13 You flex your piloting muscles for all to see as you weave gracefully through the complex web of rocks.

Player: "I am a beef on the mend."

Sena: "What does that mean?"

Player: "Dunno, Sena. Thought it sounded cool."

Sena: "Hmm."

Perk Token  +1.

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-9

Arjun's Belt-14 Player: "Okay, people, we're here. Let's watch those rocks."

Draw a token from the bag and apply its effect.

The first player must choose a player to make a **PILOT** skill check  .

0-5 - go to Arjun's Belt-15

6+ - go to Arjun's Belt-20

Arjun's Belt-15 You grin sheepishly at the others as another asteroid ricochets off the hull.

Player: "We didn't need that paint, right?"

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-16

Quartermaster: "Aye, aye Cap'n!"

At the top of Starshade Base, blast doors slowly spread and a massive turret rises from the opening. The turret swivels as it adjusts its direction, then fires two missiles the size of large trees.

Hull -1. Threat +1.

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Turn to page 53 in the location book.

Lock Action 06 and make Action 01 required .

Set Dial A (Skarrow Shields) to the number of players plus the threat .

Set Dial B (Skarrow Hull) to 8 plus the number of players.

Set Dials C (Skarrow Turrets), D (Skarrow Guns), and E (Pirate Fighters) to 3 plus the threat .

Place Small Blips A, B, C, D, and E on the corresponding spaces on the left page.

Any ship weapon can be used to target any enemy blip.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Fight the Skarrow.*

Begin a round in the location book.

Arjun's Belt-25 Inside Starshade Base, Captain Travius "Blackbeak" Muldoon is putting the finishing touches on a model starship assembled inside a bottle, when he is interrupted by the quartermaster.

Quartermaster: "Cap'n, we picked up a transmission comin' 'cross the public channels."

Blackbeak: "What of it?"

Quartermaster: "Er, well, Cap, it's 'bout you. Some nobody's tryin' to pick a fight. Said some mean stuff about yer dad too. Very personal."

Blackbeak: "Ignore them."

Quartermaster: "They called you out, Cap. Said they're takin' over on account o' yer bein' a, well, a whore's son."

Muldoon angrily clacks his beak.

Blackbeak: "What? Shaming sex workers in this day and age? Damn them, Gerald Muldoon put food on the table every day! I'll have their heads for this outrage! Prepare the Skarrow and a squadron of fighters!"

Quartermaster: "Aye, aye, Cap'n!"

Shield +1.

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Turn to page 53 in the location book.

Lock Action 06 and make Action 01 required .

Set Dial A (Skarrow Shields) to 2 plus the number of players.

Set Dial B (Skarrow Hull) to 9 plus the number of players.

Set Dials C (Skarrow Turrets), D (Skarrow Guns), and E (Pirate Fighters) to 3 plus the threat .

Place Small Blips A, B, C, D, and E on the corresponding spaces on the left page.

Any ship weapon can be used to target any enemy blip.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Fight the Skarrow.*

Begin a round in the location book.

Arjun's Belt-26 Inside Starshade Base, Captain Travius "Blackbeak" Muldoon is putting the finishing touches on a model starship assembled inside a bottle, when he is interrupted by the quartermaster.

Quartermaster: "Cap'n, we picked up a transmission comin' 'cross the public channels."

Blackbeak: "What of it?"

Quartermaster: "Er, well, Cap, it's 'bout you. Some nobody's tryin' to pick a

fight. Said some mean stuff about yer dad too. Very personal."

Blackbeak: "Ignore them."

Quartermaster: "They called you out, Cap. Said they're takin' over on account o' yer bein' a, well, a whore's son."

Muldoon angrily clacks his beak.

Blackbeak: "What? Shaming sex workers in this day and age? Damn them, Gerald Muldoon put food on the table every day!"

Quartermaster: "They're broadcastin' insultin' pictures as well, Cap. They're just stick figure drawin's, but they're super rude."

Blackbeak: "I'll have their heads for this insult! Prepare the Skarrow and my elite squadron!"

Quartermaster: "You sure? Most of the elites are still refuelin'!"

But Captain Muldoon storms from the room, a trail of swirling black feathers in his wake.

Shield +2.

If you have an Unarmed Torpedo card (067), you may flip it to its Armed side for free.

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Turn to page 53 in the location book.

Lock Action 06 and make Action 01 required .

Set Dial A (Skarrow Shields) to the number of players plus the threat .

Set Dial B (Skarrow Hull) to 9 plus the number of players.

Set Dials C (Skarrow Turrets), D (Skarrow Guns), and E (Pirate Fighters) to 1 plus the number of players.

Place Small Blips A, B, C, D, and E on the corresponding spaces on the left page.

Any ship weapon can be used to target any enemy blip.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Fight the Skarrow.*

Begin a round in the location book.

Arjun's Belt-27 Player: "That's it. Easy does it."

Perk Token +1.

Next - go to Arjun's Belt-23

Arjun's Belt-28 Player: "Okay, who wants to dodge space rocks?"

Draw a token from the bag and apply its effect.

The first player must choose a player to make a **PILOT** skill check .

0-5 - go to Arjun's Belt-29

6+ - go to Arjun's Belt-46

Arjun's Belt-29 You grimace as you hit asteroid after asteroid. Cook-E pats you on the shoulder.

Cook-E: "Think o' it this way, matey. If this were a shootin' contest, ye'd be hittin' yer marks perfectly!"

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-30

Arjun's Belt-30 You cautiously prowl through the asteroids.

Player: "Slow and steady while we scan."

All players must make a **HUNT** group skill check . Goal: 7

Special Rule: If there are lock tokens on any Arjun's Belt locations, lower the goal by 1 for each. If this is the only unlocked Arjun's Belt location, you automatically succeed.

Success - go to Arjun's Belt-31

Fail - go to Arjun's Belt-43

ARJUN'S BELT 31-46

Arjun's Belt-31 *Player: "We're picking up a signal. Sena, can you help us isolate it?"*

Sena: "It appears to be an old commercial-class service ship. The transponder code is old, registered under the name Malu's Nubbit Hut."

Player: "What's a Nubbit Hut doing way out here? Sena, can you predict the ship's course?"

Sena: "Negative. Its course through the asteroid field is erratic. It's impossible to predict."

The first player must choose 1:

Hail the Nubbit Hut - go to Arjun's Belt-32

Secretly follow the Nubbit Hut - go to Arjun's Belt-34

Arjun's Belt-32 *You hail the Nubbit Hut and a Wiglit with a long, droopy mustache appears on holo.*

Wiglit: "Malu's Nubbit Hut, home of the extra-brown protein bucket!"

The first player must make a **COMMUNICATE** skill check .

0-6 - go to Arjun's Belt-33

7+ - go to Arjun's Belt-40

Arjun's Belt-33 *Player: "Hiya. Do you guys have spineless nubbits? Eating off the spines grosses me out, but I can suck down those spineless ones just fine. You know, because they have no spines."*

The Wiglit narrows its eyes suspiciously.

Wiglit: "I don't know what you're talking about!"

The holo winks out.

Player: "What the hey? Oh man, I really could have gone for a bucket right now!"

Sena: "Something's off. Did you notice he wasn't wearing a uniform?"

Player: "Hey, you're right! And he wasn't wearing a sanitary mustache cover either! Let's follow that ship and see where it's going."

Risk +1.

Gain a Stress card (012).

Next - go to Arjun's Belt-34

Arjun's Belt-34 *As Malu's Nubbit Hut sputters away, deeper into the asteroid field, the Zephyr follows, quietly drifting on the inertia of a few well-timed bursts of thrust.*

Player: "We're going dark. Shut down all nonessentials! Stay within sight of the Hut, but not so close that we'll be noticed."

All players must make a **SNEAK** group skill check . Goal: 6

Success - go to Arjun's Belt-35

Fail - go to Arjun's Belt-38

Arjun's Belt-35 *As you drift silently between the gargantuan asteroids, other ships appear, some moving in the same direction, others going the opposite way.*

Sena: "All these ships are using old, obsolete transponder codes. I have yet to detect a code that isn't half a century old or more."

Player: "What about us? How old is the Zephyr's transponder?"

Sena: "Rude."

You round a particularly large and craggy space rock, and finally set sights on Starshade Base, a pirate enclave is built into the hulking asteroid. Gun emplacements dot the craters, and the famous Kraken's Mouth port really does make the whole thing appear like a giant skull

Cook-E: "Arrr, 'tis a thing o' beauty!"

Player: "It looks like we found it! Sena, save these coordinates, but maintain radio silence!"

You've discovered the secret location of Starshade Base. Circle G-1 in the ship log database.

You have completed Find the Pirate Base. Banish its job card.

Remove all lock tokens from all Arjun's Belt locations on the galactic star map.

Profit +3.

All players gain Rep +1.

Choose 1:

Dock at Starshade Base - go to Arjun's Belt-36

Continue traveling - go to Arjun's Belt-37

Arjun's Belt-36 *The Zephyr joins the other ships bearing smugglers, pirates, and scavengers in an orderly line as they enter Kraken's Mouth, the pirate port of Starshade Base. You find a bay to land in the massive hangar, and are greeted by a scrawny cyborg with a bionic peg leg and a pet snat.*

Cyborg: "Ahoy, mateys! I ain't seen yer mugs 'round here before."

Player: "Yeah, we haven't seen you either which is weird since we come here all the time. Like, all the time."

Cyborg: "Oh, well, then good to have ye back again! Go pay yer respects to Cap'n Muldoon."

Pass the first player token to the left.

Turn to page 45 in the location book.

Make Action 01 required .

Lock Actions 04, 05 and 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: Find the Pirate Base.

Begin a round in the location book.

Arjun's Belt-37 *Pass the first player token to the left.*

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-38 *An annoying ringtone echoes through the ship.*

Player: "Aw, c'mon people. Aren't personal devices on the bridge supposed to be in spaceship mode?"

Patch: "MEEP MOOP!"

Player: "Your therapist? Get off the bridge, Patch!"

But the received signal is enough, and suddenly the ship is jolted by an explosive blast.

Sena: "It's those asteroids! They have gun emplacements! They likely mark the base's perimeter. Quickly now!"

You hit the thrusters and push forward through the gauntlet of autocannon fire from a half-dozen asteroids.

Player: "This might not be the best choice we've ever made!"

Sena: "To be fair, my records suggest this is on par for most decisions this crew has made."

Player: "You're not helping, Sena!"

Roll the chance die 3 times, draw a number of tokens from the bag equal to the total result, and apply their effects.

Next - go to Arjun's Belt-39

Arjun's Belt-39 *With a few new malfunctioning subsystems, and a couple of unabated fires, you drift between the gargantuan asteroids. Other ships appear, some moving in the same direction, others going the opposite way.*

Sena: "All these ships are using old, obsolete transponder codes. I have yet to detect a code that isn't half a century old or more."

Player: "What about us? How old is the Zephyr's transponder?"

Sena: "Rude."

You round a particularly large and craggy asteroid, and finally set sights

on Starshade Base, a pirate enclave built into a hulking asteroid. Gun emplacements have been built in the craters and crags, and the famous Kraken's Mouth port really does make the whole thing appear like a giant skull.

Cook-E: "Arrr, 'tis a thing o' beauty!"

Player: "It looks like we found it! Sena, save these coordinates, but maintain radio silence!"

You've discovered the secret location of Starshade Base. Circle G-1 in the ship log database.

You have completed Find the Pirate Base. Banish its job card.

Remove all lock tokens from all Arjun's Belt locations on the galactic star map.

Profit +3.

All players gain Rep +1.

Choose 1:

Dock at Starshade Base - go to Arjun's Belt-36

Continue traveling - go to Arjun's Belt-37

Arjun's Belt-40 **Player:** "Hiya. Do you guys have spineless nubbits? Eating off the spines grosses me out, but I can suck down those spineless ones just fine. You know, because they have no spines."

The Wigit seems surprised by your request.

Wigit: "Oh! Uh, yeah sure, gimme a minute?"

Player: "Of course."

Wigit: "That'll be thirty-two credits. Come around to the window."

The holo winks out and you're dumbfounded.

Player: "Thirty-two credits? For spineless nubbits? Yeesh, do we have that in petty cash?"

Sena: "Perhaps. You guys really put the 'petty' in petty cash."

Choose 1:

Spend 2 supplies for spineless nubbits - go to Arjun's Belt-41

Cancel your order - go to Arjun's Belt-42

Arjun's Belt-41 You bring the zephyr in close to the shabby Nubbits Hut and link up to the airlock extension. The door opens with a hiss, but instead of a service window, you're greeted by two chunky, old cargobots pushing a hover cart. Your jaw falls open as you see the cart is carrying bombs.

Player: "Um."

Cargobot: "You ordered spineless nubbits, right? Unless the cypher changed, that's still bombs isn't?"

Player: "Damn skippy. Why don't you put those in the hold for us?"

Cargobot: "Thirty-two credits please."

You pay them then exchange excited glances with the others. When the bots return you casually thank them.

Player: "Who else does your Hut trade with?"

Cargobot: "No one, of course. Just you pirates. We're headed to Starshade next."

Once the bots are gone, you make a plan.

Player: "Follow that Nubbits Hut! They're headed to Starshade!"

Supplies -2.

Gain 1 arms cargo token . If there are none available, gain a hazardous cargo token instead.

Next - go to Arjun's Belt-34

Arjun's Belt-42 You hail the ship again.

Player: "Yo pal, cancel that order. I'm not paying thirty-two credits for reheated nubbits, spineless or not."

Wigit: "Suit your self, cheapskate! Yeesh, this is what I get for answering the comms."

You look at the others, puzzled by the employee's curtness.

Player: "Why wouldn't he answer the comms? What else would he be out here for?"

Sena chimes in.

Sena: "Did you notice he wasn't wearing a uniform? Something's off."

Player: "Yeah, let's follow that ship and see what it's up to."

Risk +1.

Next - go to Arjun's Belt-34

Arjun's Belt-43 **Sena:** "I'm picking up three ships broadcasting obsolete transponder codes."

Player: "All three? Why would they do that?"

Sena: "Stolen, perhaps? Anyway, they are on a direct course to our position."

Player: "If they haven't spotted us yet, they soon will. Let's get out of here!"

The first player must choose a player to pilot the ship out of the asteroids without being cornered by the unidentified ships.

The chosen player must make a **PILOT** skill check .

0-6 - go to Arjun's Belt-44

7+ - go to Arjun's Belt-45

Arjun's Belt-44 You skim along the surface of a larger than typical asteroid, keeping it low to confuse enemy scanners.

Player: "Did we lose them?"

Sena: "Negative. Enemy inbound."

The enemy ships appear in front of you, having zipped around the other side of the asteroid to head you off. The ramshackle ships are old, rusted and sporting a prominent fly symbols on their tails.

Player: "Scourge pirates! Alright, if it's a fight they want, it's a fight they'll get!"

Threat +1.

Turn to page 21 in the location book.

Make Action 01 required .

Place Small Blips A, B, and C (Scourge Pirates) on sectors 1, 2 and 6.

Set Dials A, B, and C to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: Find the Pirate Base.

Begin a round in the location book.

Arjun's Belt-45 Three rusted ships with black housefly symbols painted on their tails creep slowly, prowling the now empty sector. Meanwhile, you're far away continuing your search for the secret pirate hideout, Starshade Base.

Rep +1.

Place a lock token on this Arjun's Belt location on the galactic star map to show that you have searched it unsuccessfully.

Move the waypoint ring for Find the Pirate Base to an unlocked Arjun's Belt location on the galactic star map.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-46 You gracefully guide the Zephyr through the field, and Cook-E leans down to whisper in your ear.

Cook-E: "Superstar!"

Player: "Heck yeah."

Perk Token +1.

Next - go to Arjun's Belt-30

ARJUN'S BELT 47-65

Arjun's Belt-47 *Sena: "The belt looks frenetic today. We'll need to show caution."*

Draw a token from the bag and apply its effect.

The first player must choose a player to make a pilot skill check  .

0-5 - go to Arjun's Belt-48

6+ - go to Arjun's Belt-55

Arjun's Belt-48 *The ship shakes as a large chunk of rock glances off the hull.*

Player: "Pretend you didn't see that."

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-49

Arjun's Belt-49 *Sena calls out.*

Sena: "I'm picking up something just ahead! Energy signatures and they're erratic. All over the place."

Player: "Okay, let's approach with caution. Battle stations everyone! Let's try to get a visual."

You pilot the Zephyr slowly through the spinning, spiraling asteroids until you come into visual range of the readings. Light flashes across your faces as explosions illuminate a fierce battle being fought among the asteroids. Scourge Pirates clash against the robotic forces of the Krunk. You pause to discern which side has the upper hand when you're interrupted by a crunching sound.

Cook-E: "Arrr, popcorn anyone?"

Cook-E offers a bowl.

Cook-E: "Me, I'm rootin' fer the pirates!"

The first player must choose 1:

Assist the pirates - go to Arjun's Belt-50

Eat popcorn and watch - go to Arjun's Belt-51

Arjun's Belt-50 *Player: "Let's introduce ourselves."*

You bring the ship behind a Krunk gunship currently providing fire support to its squadron. There's never been an easier shot. You obliterate its thrusters, triggering an explosive chain that runs right to the ship's engines. It veers starboard in a drift, disabled and doomed to meet the surrounding asteroids.

Sena: "We're being hailed by the pirates."

The pirate captain's hologram appears, clinging to the ceiling of her bridge rather than sitting in a command chair like most captains. She's shaped like a starfish and orange in color.

Pirate Captain: "This is Scourge space, interlopers, and all salvage here is property of the Scourge!"

Her hologram flickers as her ship is rocked by a blast.

Player: "So keep your salvage. There's a Krunk mining operation nearby, and we're looking to shut it down. Can you tell us where it is?"

Pirate Captain: "That we could. Help us end this battle, and we'll give you the coordinates. Deal?"

Player: "Deal!"

Red lights flare on your consoles as the pirates share their targeting info with you.

Turn to page 21 in the location book.

Make Action 01 required .

Place Large Blips A and B (Krunk Gunships) red side up on sectors 5 and 6.

Place Small Blips C, D, and E (Pirates) on sectors 1, 2 and 3.

Set Dials A and B to 8 plus the number of players.

Set Dials C, D, and E to 6 each.

Special Rule: Small blips are currently allies and cannot be attacked. You must defeat the Krunk with at least 1 small blip still in play to find the mining operation.

Take a note that until the location book is closed or until otherwise

instructed, your context is: *Marauding Krunk D.*

Begin a round in the location book.

Arjun's Belt-51 *You gather on the bridge and munch on popcorn while watching the action. Colorful lights flash over your faces as you admire the destructive display. The Krunk ships are larger and better armed, but the pirates are swift and crafty, sparking much debate and even some betting.*

Cook-E cackles as a pirate ship sends a debilitated Krunk gunship into a spin.

Cook-E: "Oh that's gotta hurt! Looks like me pirates are winnin'!"

But his laughter is cut short as a spiraling torpedo appears from out of nowhere and slams into a pirate craft, causing the entire thing to explode in shower of debris.

Player: "Sweet Goober McGhee, where did that torpedo come from? Sena, can you pinpoint the origin?"

Sena: "Triangulating now... coordinates sent to navigation."

Player: "It came from a nearby asteroid! I'd wager we just found the Krunk mining operation! Alright. The shows over spacers, we're back on the clock!"

You discover the Krunk have burrowed like termites into a hulking asteroid, but the entrance to it is protected by flak cannons and a long-range torpedo platform.

Sena: "I'm picking up a torpedo launch!"

Player: "Okay, evasive maneuvers! We gotta make it past their defenses!"

All players must make a **PLAN** group  skill check,  . Goal: 5

Success - go to Arjun's Belt-52

Fail - go to Arjun's Belt-54

Arjun's Belt-52 *Working as a team, you dodge the incoming fire as you make an erratic, but skillful approach.*

All players gain Perk Token  +1.

Next - go to Arjun's Belt-53

Arjun's Belt-53 *You disembark near the entrance to the mining tunnels, then Sena takes the ship to find a safe place to idle. You begin your infiltration of the mine shaft, noting there is no sign of the Krunk, aside from the ominous grinding and humming of machinery in the background.*

Patch: "MEEP MOOP!"

Player: "Thanks, Patch. Sounds like we've got Krunk incoming. Find cover!"

You soon see the lamp-glow of Krunk eyes emerging from the depths of the dark tunnels ahead, followed by the tramping of their metal feet.

Turn to page 11 in the location book.

Make Action 06 required .

Set Dials A, B, and C (Krunk Troops) to 6 plus the threat .

Set Dial D (Krunk Mine) to 15.

You must improvise a way to destroy the mine by reducing Dial D to 0.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk D.*

Begin a round in the location book.

Arjun's Belt-54 *You manage to evade the torpedo, but the incoming flak slams into you.*

Each player who failed their part of the group  skill check must draw a token from the bag and apply its effect to themselves.

Next - go to Arjun's Belt-53

Arjun's Belt-55

Player: "Not too shabby, eh?"

Sena: "Well done, spacer. You've met the most basic of expectations."

Perk Token  +1.

Next - go to Arjun's Belt-49

Arjun's Belt-56 *Player: "Okay, people, we're here. Let's meet up with the Skarrow, but keep an eye on those rocks."*

Draw a token from the bag and apply its effect.

The first player must choose a player to make a **PILOT** skill check .

0-6 - go to Arjun's Belt-57

7+ - go to Arjun's Belt-61

Arjun's Belt-57 *You manage to bang into a rather large and easily avoidable asteroid.*

Sena: "It almost appeared as if you did that on purpose."

Player: "Don't be silly. I'm just bad at my job."

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-58

Arjun's Belt-58 *You make your rendezvous with the the Skarrow, Blackbeak's pirate frigate. Blackbeak himself appears on your holofeed and clacks his beak.*

Blackbeak: "I'm sendin' a skiff over to get the brain."

Player: "Aye, aye, Captain!"

Was any player given the nickname 'Peabrain'?

Yes - go to Arjun's Belt-59

No - go to Arjun's Belt-60

Arjun's Belt-59 *The skiff arrives and links up to the airlock. The stink of Captain Muldoon's lackey hits you before the equally unpleasant sight of him.*

Lackey: "Arrr, ye got the brain?"

You produce the container where Krill Gates floats expectantly.

Lackey: "That ain't it! S'posed to be a genius. That brain's too wee!"

Player: "I'm telling ya, It's Krill Gates. Size isn't everything, you know."

Lackey: "It is fer geniuses."

You give the brain a nod, and suddenly the pirate's face looks alarmed.

Lackey: "Oy! I'm hearin' thin's in me head!"

Player: "Yup! That's Krill Gates! He communicates telepathically!"

Lackey: "He's awfully rude."

Player: "Oh, he's a jerk, but now he's your jerk."

You have completed Mind Heist. Banish its job card.

Profit +3.

All players gain Rep +1.

Move the galactic struggle dial one space toward war.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-60 *The skiff arrives and links up to the airlock. The stink of Captain Muldoon's lackey hits you before the equally unpleasant sight of him.*

Lackey: "Arrr, ye got the brain?"

You produce the container with the black-market targasaurus brain, and hand it to the pirate.

Lackey: "Oy, he's a big boy, ain't he? Hmm. Kinda funny though."

Player: "Nothing funny about the brain of Krill Gates. Well, I guess you have what you came for."

Lackey: "Kinda reminds me of a targasaurus brain. Late Klopaceous period, I believe."

Player: "Looks like you're a bright fella too. Great, great, off you go now!"

He grunts and squints his eyes at you, but exits with the brain.

You have completed Mind Heist. Banish its job card.

Profit +3.

All players gain Rep +1.

Threat +1.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-61 *You make it through without too many dents and dings.*

New catchphrase: Available! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Next - go to Arjun's Belt-58

Arjun's Belt-62 *Sena: "Here we are. Let's try not to get crushed by asteroids before we find the pirates."*

Draw a token from the bag and apply its effect.

The first player must choose a player to make a **PILOT** skill check .

0-5 - go to Arjun's Belt-63

6+ - go to Arjun's Belt-65

Arjun's Belt-63 *Player: "I'm trying my best here!"*

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-64

Arjun's Belt-64 *Because you claim to know its secret location, you've been hired by a wealthy family to find some missing Nurgs currently being held for ransom on Starshade Base.*

Player: "I can't believe we're choosing to do this."

You skirt a massive asteroid and behold the Scourge stronghold in all its fearsome, piratey glory. Built into the largest asteroid in the sector, the base blends in perfectly with Arjun's belt. You take in the vast defenses that cover Starshade Base and despair.

Player: "So how the helix do we get inside?"

Sena: "No one is responding to our presence yet. Look at that line of vessels entering the base! They look like smugglers, gunrunners, multi-level marketing mavens, and crypto bros. The scum of the galaxy."

Player: "So pretty much just like us. Surely it's not as simple as getting in line?"

Sena: "Security here is probably lax. They're looking for real threats. If a small-timer like us gets out of place, they know we'd be easily squashed."

Player: "Okay, getting us in line to enter the base. Get ready, everyone. Once we're inside, we need to find out where the Scourge hold their captives."

Patch: "MEEP MOOP."

Player: "Yes, Patch, you can wear your holographic beard. Cook-E, grab your things too. We're gonna need you."

Cook-E: "Shine me brass! I get to go on an adventure!"

The Zephyr joins the other ships of smugglers, pirates and scavengers as they enter Kraken's Mouth, the pirate port of Starshade Base.

Turn to page 45 in the location book.

Make Action 01 required . Lock Actions 04, 05 and 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Pirate Captives*.

Begin a round in the location book.

Arjun's Belt-65 *You make it through without too many scratches.*

Perk Token +1.

Next - go to Arjun's Belt-64

ARJUN'S BELT 66-88

Arjun's Belt-66 *Sena: "Things look dicey up ahead."*

Draw a token from the bag and apply its effect.

The first player must choose a player to make a **(PILOT)** skill check  .

0-5 - go to Arjun's Belt-67

6+ - go to Arjun's Belt-81

Arjun's Belt-67 *A large asteroid slams into the top of the Zephyr. Sena: "I thought I warned you things looked dicey?"*

Player: "Well you were right! Congratulations!"

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-68

Arjun's Belt-68 *You silently prowl the galaxy-spanning asteroid field, searching for signs of the notorious Scourge Pirates.*

Player: "The hunters are now the hunted."

Sena: "Oh, very cool."

Player: "Thank you, Sena."

Security gains Perk Token  +1, then makes a **(HUNT)** skill check  .

0-5 - go to Arjun's Belt-69

6-7 - go to Arjun's Belt-73

8+ - go to Arjun's Belt-77

Arjun's Belt-69 *A missile appears from nowhere and slams into the Zephyr.*

Sena: "Less cool now."

Two ships uncloak behind you! You note the fly painted on their tails, confirming the Scourge have found you.

Is C-2 or C-3 circled in the ship log database?

Yes, both of them are circled - go to Arjun's Belt-70

Yes, C-2 is circled - go to Arjun's Belt-71

Neither is circled - go to Arjun's Belt-72

Arjun's Belt-70 *Player: "Man, I hate these guys. Battle stations!"*

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Turn to page 21 in the location book.

Place Small Blips A, B, C, and D (Scourge Ships) on sectors 3, 4, 5, and 6.

Set Dials A, B, C, and D to 2 plus the number of players.

Draw a token from the bag and apply its effect to Engineering.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-71 *Player: "Let's do this!"*

Circle C-3 in the ship log database.

Turn to page 21 in the location book.

Place Small Blips A, B, and C (Scourge Ships) on sectors 3, 4, and 5.

Set Dials A, B, and C to the number of players.

Place an asteroid token  on sector 6.

Draw a token from the bag and apply its effect to Engineering.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-72 *Player: "Battle stations!"*

Circle C-2 in the ship log database.

Turn to page 21 in the location book.

Place Small Blips A and B (Scourge Ships) on sectors 4 and 5.

Set Dials A and B to 2 plus the number of players.

Draw a token from the bag and apply its effect to Engineering.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-73 *You find some pirates, which is a nice way of saying both parties blindly fly into each other. Two well-armed fighters with the Scourge fly symbol on their tails bank hard to avoid hitting you. A sneering voice comes over the comms.*

Scourge Pilot: "You are now in the clutches of the Scourge! Lower your shields and prepare to be boarded. We will take only what is owed for passing through our space. Resist, and we will take your lives instead!"

You send a response.

Player: "Counteroffer. You drop your shields like your dad drops his pants on Tuesday nights."

Scourge Pilot: "You will pay for that!"

Player: "Yeah, your dad always says that too."

Is C-2 or C-3 circled in the ship log database?

Yes, both of them are circled - go to Arjun's Belt-74

Yes, C-2 is circled - go to Arjun's Belt-75

Neither is circled - go to Arjun's Belt-76

Arjun's Belt-74 *Player: "Man, I hate these guys. Battle stations!"*

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Turn to page 21 in the location book.

Place Small Blips A, B, C, and D (Scourge Ships) on sectors 1, 3, 4, and 6.

Set Dials A, B, C, and D to 1 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-75 *Player: "Let's do this!"*

Circle C-3 in the ship log database.

Turn to page 21 in the location book.

Place Small Blips A, B, and C (Scourge Ships) on sectors 2, 4, and 6.

Place an asteroid token  on sector 3.

Set Dials A, B, and C to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-76 *Player: "Battle stations!"*

Circle C-2 in the ship log database.

Turn to page 21 in the location book.

Place Small Blips A and B (Scourge Ships) on sectors 2 and 6.

Set Dials A and B to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-77 *You park the Zephyr on an asteroid with scorch marks on it, possibly the result of target practice. It seems as good a clue as any. Sena lowers power just enough to keep life support and sensors running. The hours drift by and you patiently wait. A light flashes in the dark as something pops up on the scanners.*

Player: "Well, well. Look lively, everyone."

Sure enough, Scourge fighters appear ahead of you, seemingly patrolling in formation.

New catchphrase: Awesome socks! You can gain the new catchphrase if you

dramatically shout it to everyone at the table.

Is C-2 or C-3 circled in the ship log database?

Yes, both of them are circled - go to Arjun's Belt-78

Yes, C-2 is circled - go to Arjun's Belt-79

Neither is circled - go to Arjun's Belt-80

Arjun's Belt-78 Player: "Man, I hate these guys. Battle stations!"

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Turn to page 21 in the location book.

Place Small Blips A, B, C, and D (Scourge Ships) red side up on sectors 1, 3, 4, and 6.

Set Dials A, B, C, and D to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-79 Player: "Let's do this!"

Circle C-3 in the ship log database.

Turn to page 21 in the location book.

Place Small Blips A, B, and C (Scourge Ships) red side up on sectors 1, 2, and 6.

Place an asteroid token  on sector 3.

Set Dials A, B, and C to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-80 Player: "Battle stations!"

Circle C-2 in the ship log database.

Turn to page 21 in the location book.

Make Action 01 required .

Place Small Blips A and B (Scourge Ships) red side up on sectors 2 and 6.

Set Dials A and B to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge Pirates*.

Begin a round in the location book.

Arjun's Belt-81 *You make it look easy.*

Perk Token  +1.

Next - go to Arjun's Belt-68

Arjun's Belt-82 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

Arjun's Belt-83

Arjun's Belt-93

Arjun's Belt-95

Arjun's Belt-101

Arjun's Belt-111

Arjun's Belt-120

Arjun's Belt-137

Arjun's Belt-139

Arjun's Belt-150

Arjun's Belt-157

Arjun's Belt-83 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Arjun's Belt-84

Unease - go to Arjun's Belt-84

War - go to Arjun's Belt-84

Arjun's Belt-84 Sena: "The edge of the vast asteroid field, Arjun's Belt, is ahead of us. We'll need to pass through with caution."

The first player must choose a player to make a **(PILOT)** skill check  .

0-5 - go to Arjun's Belt-85

6+ - go to Arjun's Belt-92

Arjun's Belt-85 *Everyone scrambles for safety as rocks glance off the hull.*

Sena: "You might try imagining the ship is your mother. Then perhaps you will strive harder not to bash it into asteroids?"

Patch: "MEEP MOOP!"

Sena: "Oh, good point, Patch. Spacer, I should ask first, do you love your mother?"

Player: "Shut up and let me concentrate!"

The ship groans and shudders as you begin evasive maneuvers, silently cursing your lack of experience.

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-86

Arjun's Belt-86 *You skim close to the surface of a particularly large rock and spot something on the surface.*

Player: "You guys see that? Sena, what the heck is that?"

Glistening from the bottom of a crater on the mountainous surface is a towering structure of radiant gold.

Sena: "No lifeforms detected. Of course that doesn't mean it's safe, but it might be worth exploring."

As a group, choose 1:

Investigate the structure - go to Arjun's Belt-87

Continue traveling - go to Arjun's Belt-91

Arjun's Belt-87 *You bring the ship in and gently land on the asteroid, a feat that proves far easier than exiting a space dock. You talk amongst yourselves and decide to send a team of three to investigate.*

The first player must choose 2 other players. Together, the first player and the two chosen players must make a **(PLAN)** group  skill check  . Goal: 5

Success - go to Arjun's Belt-88

Fail - go to Arjun's Belt-90

Arjun's Belt-88 *Three of you don suits and enter the structure. Its golden door happily allows entrance.*

Player: "Okay, we're inside. Looks like an ancient observatory. Sena, are you seeing this? What do you make of it?"

Everyone else crowds around the Zephyr's holofeed to watch. On a pedestal in an enormous domed room is a strange cylindrical object, black at one end and copper colored at the other. Both ends are wide and heavy, as if the center part is some kind of handle.

Player: "It has an ancient inscription on the side. Sena, can you decipher?"

Sena: "Hmm, it's very old. The language is lost to time, but my language banks have found several modern languages that seem to have similar roots. I cannot translate the words perfectly, but they seem to mean 'shaking' and 'heavy'."

One of you grabs hold of the cylindrical object in its middle. It is heavy even in this gravity, and almost immediately it comes alive.

Player: "It's sliding back and forth in my grip! Hard to hang on to! Gods, every muscle in my arm is straining! We're returning to the ship now!"

Gain 1 science project .

All participants gain Rep  + 1.

Next - go to Arjun's Belt-89

ARJUN'S BELT 89-108

Arjun's Belt-89 *The ship lifts off of the asteroid and returns to its course.*

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-90 *Three of you don suits and enter the structure. Its golden door happily allows entrance.*

Player: "Okay, we're inside. Looks like an ancient observatory. Sena, are you seeing this? What do you make of it?"

Everyone else crowds around the Zephyr's holofeed to watch. On a pedestal in an enormous domed room is a strange, cylindrical object, black at one end and copper colored at the other. You grab it.

Sena: "Explore team, sensors are picking up a large power surge. Get out of there."

The entire structure begins to sink into the surface of the asteroid and you begin running as fast as you can. In the asteroid's low gravity it is easy to bound forward, but harder to navigate obstacles or make turns. Yet you escape just as the structure vanishes into the ground.

Back on the ship, you discover the object is not an artifact, but rather some kind of small power cell. Some of you work at adapting the technology while the ship lifts off of the asteroid's surface and returns to its course.

Power +1. Risk +1.

All participants gain a Stress card (012).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-91 **Sena:** "A wise choice. Cowardice is the better part of valor."

Player: "Thank you, Sena."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-92 **Sena:** "Gently now."

But Sena's caution proves unnecessary. You can't help but crow as you weave through the asteroids like a practiced dancer bounding across a stage. You skim close to the surface of a particularly large rock and spot something on the surface.

Player: "You guys see that? Sena, what the heck is that?"

Glistening from the bottom of a crater on the mountainous surface is a towering structure of radiant gold.

Sena: "No lifeforms detected. Of course that doesn't mean it's safe, but it might be worth exploring."

Rep + 1.

As a group, choose 1:

Investigate the structure - go to Arjun's Belt-87

Continue traveling - go to Arjun's Belt-91

Arjun's Belt-93 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Arjun's Belt-94

Unease - go to Arjun's Belt-94

War - go to Arjun's Belt-94

Arjun's Belt-94 *You manage to hit a section of Arjun's Belt that momentarily has a sizable gap between its roving asteroids. It makes for smoother flying than you would expect.*

Player: "Sena, where does your name come from?"

Sena: "Thank you for asking. It was an acronym for Space Exploration Navigation Assistant."

Player: "So if we write your name, should it be in all caps?"

Sena: "Nah, that feels pretentious. But if you do write it, please draw a Velden tulip at the end."

Player: "Why?"

Sena: "I think I like them. They look nice."

Player: "That they do, Sena."

Each player may discard a perk token  to remove a Stress card (012) from their draw or discard pile, then reshuffle.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-95 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Arjun's Belt-96

Unease - go to Arjun's Belt-96

War - go to Arjun's Belt-96

Arjun's Belt-96 *A red light flashes.*

Player: "We've got multiple signals. We're not alone in the field."

Sena: "Scourge Pirates most likely. Yes, they're coming into view now. You should see flies painted on the tail fins."

Player: "Right you are, Sena. Looks like old F-70s. Rough shape too."

The first player must choose 1:

Attack the pirates - go to Arjun's Belt-97

Avoid the pirates - go to Arjun's Belt-98

Arjun's Belt-97 **Player:** "We're not running from these clowns. Battle stations, everyone!"

Turn to page 21 in the location book.

Make Action 01 required .

Place Large Blips A and B (Pirates) on sectors 2 and 6.

Set Dials A and B to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge*.

Begin a round in the location book.

Arjun's Belt-98 **Player:** "We don't need this heat right now."

Sena: "Heat?"

Player: "Sena?"

Sena: "Should I cut the ship's interior heating?"

Player: "No, no. Let's leave that. Evasive maneuvers, everyone!"

Navigation must make a **PLAN** skill check .

0-6 - go to Arjun's Belt-99

7+ - go to Arjun's Belt-100

Arjun's Belt-99 *You attempt to flee, but are surprised when several slag bolts blast against the ship.*

Player: "They know their way around the asteroids, I'll give them that. Battle stations!"

Turn to page 21 in the location book.

Make Action 01 required .

Place Large Blips A and B (Pirates) on sectors 4 and 5.

Place an asteroid token  on sector 1.

Set Dials A and B to 3 plus the number of players.

Draw 2 tokens from the bag and apply their effects.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Scourge*.

Begin a round in the location book.

Arjun's Belt-100 A sinister voice comes over the comms.

Pirate: "We see you, little ship. Time to stop cowering. Surrender now and we will merely take your belongings, generously sparing your lives. You have our word."

Player: "Sena, how are they able to contact us?"

Sena: "They're not. They're broadcasting across all channels, which they wouldn't do if they knew where we were."

Patience prevails, and soon the broadcast ends as the pirates move on to less tricky prey.

Navigation gains Rep  +1.

Move the galactic struggle one space toward war.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-101 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Arjun's Belt-102

Unease - go to Arjun's Belt-102

War - go to Arjun's Belt-102

Arjun's Belt-102 *Sena: "Careful, spacers. This little cluster seems especially treacherous today."*

The first player must choose a player to make a **PILOT** skill check .

0-5 - go to Arjun's Belt-103

6-7 - go to Arjun's Belt-105

8+ - go to Arjun's Belt-110

Arjun's Belt-103 *The ship slams hard to starboard as an asteroid glances off you, showering the area in a field of tiny chunks. You struggle at the controls as you attempt to pull the Zephyr out of its dangerous spin.*

Player: "Sorry! Sorry, my bad. Hey, everyone has an off day, right?"

Patch: "MEEP MOOP."

Player: "No Patch, not all of your days are off days! Would someone get this gloomy bot off the bridge!"

Sena: "Something emerging from an asteroid at 05 point 23, point 24."

You correct the ship, and everyone gapes at the tubular thing stretching toward you, its endpoint a circular orifice ringed with glistening teeth.

Player: "Chunk worm, and it's right on us! Okay, maybe Patch was kinda right."

Draw 2 tokens from the bag and apply their effects.

Next - go to Arjun's Belt-104

Arjun's Belt-104 *Player: "Battle stations, everyone!"*

Turn to page 21 in the location book.

Make Action 01 required .

Place Large Blip A (Chunk Worm) on sector 6.

Set Dial A to 8 plus the number of players.

Place an asteroid token  on sector 5.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Chunk Worm*.

Begin a round in the location book.

Arjun's Belt-105 *You hold your breath reflexively as you fly a little too close beneath a massive asteroid, the effect of its gravity causing a low, metallic groan to ripple across the Zephyr's hull.*

Cook-E: "Arrr, what's that, matey?"

You look where Cook-E is pointing and see something moving within the shadow of a yawning crater.

Sena: "Warning! Something is emerging!"

A pale, tubular shape hits the light, its endpoint a circular orifice ringed with glistening teeth.

Player: "Chunk worm!"

The creature rears up, and begins to extend itself.

Player: "What do we do?"

The first player must choose 1:

Try to feed the worm - go to Arjun's Belt-106

Escape using a high velocity maneuver - go to Arjun's Belt-109

Fight - go to Arjun's Belt-104

Arjun's Belt-106 *Player: "Let's try distracting that thing with a snack."*

Cook-E: "Right! I'll whip somethin' up!"

Player: "Hold on, Cook-E. Not so literal. Fire up the magnabeam. Let's clog that mouth with a big chunk of rock."

The bot hangs his head.

Cook-E: "Arr, it's never me time to shine."

Security must choose 2 other players.

Together, the 3 players must make a **PLAN** group  skill check .

Goal: 5

Success - go to Arjun's Belt-107

Fail - go to Arjun's Belt-108

Arjun's Belt-107 *One of you hurriedly reroutes power to the magnabeam, while another runs to the magnabeam's chair and readies a charge. Security quickly sends them the coordinates.*

Sena: "You all are getting good at this."

Player: "Thank you, Sena."

A ray of light shoots forth from the ship, grabs a passing asteroid, then swings it tumbling into the chunk worm's maw. Almost immediately the beast falls back, writhing as it attempts to clear its mouth.

Player: "Great work, everybody! Okay, let's keep moving."

Cook-E gives an unimpressed snort.

Spend 2 of any combination of power , supplies , and life support .

All participants gain Perk Token  +1.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-108 *One of you hurriedly reroutes power to the magnabeam, while another runs to the magnabeam's chair and readies a charge. Security quickly sends them the coordinates.*

Sena: "You all are getting good at this."

Player: "Thank you, Sena."

A ray of light shoots forth from the ship, grabs a passing asteroid, then

ARJUN'S BELT 109-124

swings it tumbling into the chunk worm's maw. But the asteroid isn't hurled fast enough, and the beast swats it out of its way.

Player: "Ah, nuts. We're in trouble now."

Cook-E clomps away, whistling with contempt.

Spend 3 of any combination of power , supplies , and life support .

Next - go to Arjun's Belt-104

Arjun's Belt-109 Player: "Strap in! We're going to lose some paint!"

The ship groans as you feed the thrusters, ignoring the threat of the asteroids that spin past you. A couple jolts rattle the ship, but you see the chunk worm's mouth just barely pass you by.

Player: "Oh man, that thing is huge."

Sena: "Warning! Hull integrity compromised!!"

Player: "Getting us out of here!"

The first player must choose 1:

- Hull  -1
- Threat  +1.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map. If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-110 *You spot an out-of-place flash of color on the surface of a passing asteroid.*

Player: "Anyone else see that lavender haze?"

Sena: "It appears to be emanating from a small maroon object sitting on the rock."

Patch: "MEEP MOOP."

Player: "Oh don't play the antihero, Patch. I'm sure it's perfectly safe to grab that thing and bring it aboard. It might be valuable. Look at it down there. Weird but beautiful."

Cook-E stares at the object and nods in agreement.

Cook-E: "Like snow on the beach."

If the special devices stack is undamaged, you may spend 2 power  to use the Magnabeam. If you do not have 2 power , you may spend any combination of life support  and supplies  to make up the difference.

If you use the Magnabeam, gain 1 science project . Then, reveal an asteroid token  from the supply and gain the cargo token  listed on its back. Return that asteroid token  face down to the supply and randomize it.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Arjun's Belt-111 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

- Peace - go to Arjun's Belt-112
- Unease - go to Arjun's Belt-112
- War - go to Arjun's Belt-112

Arjun's Belt-112 *A localized station alarm sounds on the bridge.*

Player: "What's up Sena? I'm kinda busy here."

Sena: "My apologies. I thought you were free given you're secretly playing Wizkill on your console. Looks like you can't find the mana to cast Poison Death Overkill."

Player: "...Thank you, Sena. Again, what's up?"

Sena: "Particle tempest inbound. We can either outrun it, or find shelter and wait it out."

Player: "Nuts. Okay, on it!"

The first player must choose 1:

Pilot your way out of the tempest - go to Arjun's Belt-113

Hunt for shelter among the asteroids - go to Arjun's Belt-117

Arjun's Belt-113 Player: "Alright, team, let's get out of here before things get ugly."

The first player must choose a player to gain Perk Token  +1 and make a

PILOT skill check  .

0-5 - go to Arjun's Belt-114

6 - go to Arjun's Belt-115

7+ - go to Arjun's Belt-116

Arjun's Belt-114 Player: "I think we're between a lot of rocks and a lot of hard places!"

To port you watch as the blackness of space is replaced by a rapidly encroaching shimmering field. With the tempest wreaking havoc behind you, and the throttle at full speed you veer recklessly in and out, over and under, spinning and dodging asteroids as they hurtle toward you. You're feeling pretty confident, until you crest a large asteroid and face a field of thousands of unavoidable small rocks that pummel the Zephyr like a hailstorm!

When you're finally past it, the damage is considerable, and you discover you are far off course.

Hull  -1.

Gain a Stress card (012).

Move the Zephyr standee to your choice of the nearest other Arjun's Belt locations on the galactic star map.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-115 Player: "I think we're between a lot of rocks and a lot of hard places!"

To port you watch as the blackness of space is replaced by a rapidly encroaching shimmering field. With the tempest wreaking havoc behind you and the throttle at full speed you veer recklessly in and out, over and under, spinning and dodging asteroids as they hurtle toward you. When you finally wrestle back control, the damage is considerable, and you discover you are far off course.

When you finally wrest back control, the damage is considerable, and you discover you are far off course.

Improve  +1.

Draw a token from the bag and apply its effect.

Move the Zephyr standee to your choice of the nearest other Arjun's Belt locations on the galactic star map.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Arjun's Belt-116 *You navigate the chaos, one eye on what's ahead, the other on the sensors, feeling out a safe path through the storm. It rages furiously in your wake as you tax the whining engine, weaving around asteroids as you go.*

In a heart-pounding moment, you break through the tumultuous asteroid field and burst into open space, leaving the destructive particle storm in your wake. You have successfully outpaced the tempest!

New catchphrase: Behold your new god! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep  +1.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map. If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-117 *Player: "All hands on deck! We need safe harbor from the storm. Look for anything that will do—crevasses in passing asteroids, anomalies that might shield us, or maybe we could blast a hole ourselves?"*

All players must make a **(HUNT)** group skill check ⑥. Goal: 6

Success - go to Arjun's Belt-118

Fail - go to Arjun's Belt-119

Arjun's Belt-118 *You spot a potential refuge.*

Player: "There! Cave, ten o'clock!"

Everyone looks to the dark opening on one of the larger asteroids. Even now, the far side of the asteroid is being battered by the relentless particle storm. With no time to debate, you steer the Zephyr into the cave's depths as the storm continues its destructive path behind you. Inside the cavern, a world of wonders unfolds, offering you the chance to explore and gather peculiar samples while you wait for the storm to run its course.

Risk ④+1. Science project ⑧+1.

Gain 1 common cargo token ⑧.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map. If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-119 *The tempest approaches, mercilessly wreaking havoc on the asteroids in its path. But look as you might, there is no escape.*

Player: "Look at that big one, six o'clock!"

A massive asteroid looms before you, its far side already being scoured by the storm.

Player: "Maybe we can find shelter on the side facing away from the storm? Strap in, everyone, this is going to get bumpy!"

You swing the Zephyr in, and gently land upon the surface between two craggy rises. As the storm's fury begins to pass by, you find limited shelter. The Zephyr is relentlessly battered by the storm, and the sound of screeching metal foretells troubles to come.

Hull ⑧-1. Life Support ⑧-1.

Draw a token from the bag and apply its effect.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map. If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-120 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Arjun's Belt-121

Unease - go to Arjun's Belt-121

War - go to Arjun's Belt-121

Arjun's Belt-121 Was any player given the nickname 'Captain Toilet Paper'?

Yes - go to Arjun's Belt-122

No - go to Arjun's Belt-127

Arjun's Belt-122 The next entry is for Captain Toilet Paper.

Next - go to Arjun's Belt-123

Arjun's Belt-123 *Sena: "We're picking up a distress call. Signal coming in on*

the holo."

Player: "Pop it up, Sena."

The screen flashes and you behold a grimacing Human, blood spattered across his face.

Human: "This is freighter RGG-34. Any ship, please respond."

Player: "Come in, RGG-34, this is the freeship Zephyr."

Human: "Zephyr! Thank you for responding. We're a produce freighter out of Toogoo. Hit a rock out here and it crushed our starboard exhaust ports. Overloaded the system, and before we knew it, power was fluctuating. Soon after, the shields dropped and everything went to hell. Please, requesting emergency rescue."

Player: "Produce freighter out of Toogoo? Any oranges?"

Human: "What? Oranges? Sure, but it was a bad year for the oranges. Only have one box. Please, just help us, and the oranges are yours."

Player: "On our way!"

Sena: "Are we? Shouldn't everyone have a say?"

Player: "Damn it, Sena, there's no time!"

But your peers seem to agree with Sena and, annoyed by your eagerness for mere oranges, opt to put it to a vote.

All players except Captain Toilet Paper must vote thumbs up or thumbs down: thumbs up to help the distressed freighter, or thumbs down to leave them. The first player breaks ties.

Which side won?

Thumbs up - go to Arjun's Belt-124

Thumbs down - go to Arjun's Belt-126

Arjun's Belt-124 *The next twelve years flit by in the blink of an eye. You sit with Detective Walker and Chief Vlobbag in the chief's office, sipping at celebratory glasses of Tanderian whiskey. The chief raises his glass to you.*

Chief Vlobbag: "Walker was right about you. You're a good time cop. A damn good time cop!"

Player: "Thanks, Chief, but I couldn't have done it without my team."

You run a finger over a scar on your face and smirk.

Player: "Never did get a chance to pay Bon-Bon back for this little beauty."

Detective Walker laughs.

Detective Walker: "He'll get his. What counts is we brought down Octoff's whole operation and killed all six of his genetically modified Vladimir Putin dance-assassins. And you even won the Pangalactic Ballroom Dancing Finals. Gods, I've never seen anyone pull off moves like that."

Player: "Just doing my job. So what's next?"

Chief Vlobbag: "Retirement!"

The chief sets down his glass.

Chief Vlobbag: "Look, kid. When duty called, you stepped up. You fixed the mess you created, with only minor hiccups in the timeline. Sure, you became your own grandparent by accident, but when you're in this line of work long enough, that's bound to happen. It's time for you to return to the life you had before. It's mandatory, actually."

Player: "What? No, no! I'm a totally different person now! I love the life I've made here! You can't send me back to those losers!"

But all goes dark, and suddenly you're back on the Zephyr, wearing clothes that don't fit you anymore. You notice the badge has vanished as well.

Improve ④+1.

Perk Token ④+1.

Gain an Injured card (011).

Next - go to Arjun's Belt-125

ARJUN'S BELT 125-142

Arjun's Belt-125 You stumble down the corridor of the Zephyr in a daze and bump into Cook-E, who takes one look at your face and yelps.

Cook-E: "Oh, matey, ye best pay ol' Patch a visit. Yer lookin' more tenderized than me famous snat tar-tar. What happened to ye?"

You push the robot up against a wall, eyes wild.

Player: "Date!"

Cook-E: "No thank ye, matey. I never date co-workers."

Player: "For the love of the gods, what's today's date?"

Cook-E: "Whaddye blabbin' about? It's the day after yesterday o' course. What're ye, the time police now?"

Gain the nickname 'Captain Time Police', replacing any nickname you currently have.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-126 **Player:** "No! You've got to listen to me! We need to rescue that ship right-absolutely-now! I need those oranges!"

Cook-E puts a metal hand on your shoulder.

Cook-E: "Matey, I get wantin' some orange, but methinks the others just wanna take a moment to talk it out."

But you push the cook bot away.

Player: "There's no time!"

Cook-E: "What're ye, the time police now?"

He gives a chortle.

Cook-E: "Ha! Maybe that's what that dumb badge means!"

You sigh as everything vanishes from sight, all of existence going black like a simulation that just got shut down. A glowering Detective Walker appears before you.

Detective Walker: "One job! You had one job! Do you have any idea what you've done?"

But suddenly she takes on a transparent quality and she gapes at her own hands in horror.

Detective Walker: "Oh gods, the changes are setting in!"

She looks up at you, eyes wide with shock.

Detective Walker: "You've erased me from the timeline!"

She moves to strike you in anger, but vanishes as she does, and everything returns to normal. Cook-E and the others are laughing at your expense.

Cook-E: "Arrr, matey, I think we gots a new nickname fer ye!"

Perk Token Ⓢ+1.

Gain the nickname 'Captain Time Police', replacing any you currently have.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-127 Was any player given the nickname 'Captain Time Police'?

Yes - go to Arjun's Belt-128

No - go to Arjun's Belt-132

Arjun's Belt-128 **Sena:** "This sector of Arjun's is looking extra active. We'll need to show caution."

The first player must choose a player to make a **PILOT** skill check Ⓢ Ⓢ.

0-5 - go to Arjun's Belt-129

6+ - go to Arjun's Belt-131

Arjun's Belt-129 Everyone scrambles for safety as rocks glance off the hull and the ship throws you about.

Cook-E sighs.

Cook-E: "Guess I'll go check on the cake that was risin' in the oven."

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-130

Arjun's Belt-130 **Cook-E** clomps through the ship, letting the sweet smell of his ruined cake entice the others into asking about the source of the aroma.

Cook-E: "Oh, well I was makin' a cake fer everyone. But ye-know-who wanted to smack us into rocks instead. It's fine. No big deal."

And he says this to each and every person.

The player who made the pilot check must dismiss a readied sidekick, if able.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-131 You smartly dodge rocks.

Sena: "Looking good, spacer."

Player: "Feeling good, Sena."

Your time in Arjun's Belt passes by uneventfully, and to make things even better, Cook-E surprises everyone with a delicious-smelling cake.

Player: "Thanks, Cook-E. This thing looks tasty. I could use a little sugar hit right about now."

Cook-E: "Oh, there's no sugar in it, matey."

Player: "Oh of course. So what sweetener did you use?"

Cook-E shrugs.

Cook-E: "Nothin'. Woulda clashed with the flavor."

Everyone exchanges nervous glances.

Player: "And what flavor is that?"

Cook-E: "Oyster!"

It's not the taste you were wanting, but the cake is at least packed with nutrition.

Perk Token Ⓢ+1.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-132 The next section is for the first player.

Next - go to Arjun's Belt-133

Arjun's Belt-133 Your scheduled break comes up, so you head back to your room for a nap.

You are startled when the door slides open, and sitting in your reading chair, you see a woman dressed all in black, pointing a strange, silver gun at you.

Detective Walker: "Take a seat."

She waves the gun at the bed and you comply, baffled by how she got onboard the Zephyr.

Detective Walker: "Detective Walker, Time Police. Let's make this brief. The crew of this ship are about to break Temporal Law 12.16.75. More specifically, you personally are about to break Temporal Law 12.16.75. Maybe."

Player: "Maybe?"

Detective Walker: "Your infraction has spawned new, unofficial timelines, and it's getting difficult to pinpoint the proper origin. But I think it's here."

She lowers the gun and tosses you a silver badge. the letters 'TP' emblazoned upon it.

Player: "Shiny."

Detective Walker: "I hate doing this, but you are hereby a deputized member of the Time Police until such time, as we understand it, that your error has been rectified."

Player: "What do I do?"

Detective Walker: "At some point in the probable near future someone is going to offer you a Toogoo orange. Do not eat it. Do not throw it away. Thank them or whatever you have to do, and return that orange right here where I can retrieve and archive it. Understood?"

Player: "I guess?"

Detective Walker: "Excellent. There's still a chance to fix the mess you've made. Keep vigilant for the orange and for all that's holy, don't speak a word of this to your crew."

The woman vanishes in a beam of twinkling light, and you proudly pin the badge on your outfit, then head out to show the others.

Cook-E asks what everyone else is thinking.

Cook-E: "So... what does 'TP' stand fer?"

Choose 1:

"It stands for Top Person. Apparently I'm highly rated." - go to Arjun's Belt-134

"It stands for Total Package. I'm glad people are noticing." - go to Arjun's Belt-134

"It stands for Temporary Pallbearer. I may need to attend some funerals in the near future." - go to Arjun's Belt-134

"Aw heck, it stands for Time Police! I'm on a secret mission and I'm not supposed to tell you guys anything!" - go to Arjun's Belt-135

Arjun's Belt-134 The others chuckle and exchange glances you don't care for. They seem to have their own idea about what that badge means.

Gain the nickname 'Captain Toilet Paper', replacing any nickname you currently have.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map. If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-135 You reel as everything but you goes pitch black. You stagger, feeling like you're all alone in a simulation that has just shut down. Detective Walker appears before you, her face twisted in anger.

Detective Walker: "You moron! You complete idiot!"

Player: "Yeah, that's fair. I've received that feedback before."

Detective Walker: "What don't you get about keeping this secret? The fate of the entire galaxy rests in your incompetent hands! All you have to do is keep a simple secret!"

Player: "Complaint noted, and I promise to do better."

She closes her eyes and sighs.

Detective Walker: "Let's try this one more time."

You give her two thumbs up to show you're eager to get it right.

Next - go to Arjun's Belt-136

Arjun's Belt-136 You gasp as everything and everyone blinks back into being.

Player: "Whoa, what just happened?"

Cook-E shrugs.

Cook-E: "Matey, I asked ye what 'TP' means."

Choose 1:

"It stands for Top Person." - go to Arjun's Belt-134

"It stands for Total Package." - go to Arjun's Belt-134

"It stands for Temporary Pallbearer." - go to Arjun's Belt-134

Arjun's Belt-137 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Arjun's Belt-138

Unease - go to Arjun's Belt-138

War - go to Arjun's Belt-138

Arjun's Belt-138 Was any player given the nickname 'Captain Toilet Paper'?

Yes - go to Arjun's Belt-122

No - go to Arjun's Belt-128

Arjun's Belt-139 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Arjun's Belt-140

Unease - go to Arjun's Belt-140

War - go to Arjun's Belt-140

Arjun's Belt-140 You receive a distress call from a ship registered to Cosmo Haul, a rental company that everyone uses but no one likes.

Player: "This is freeship Zephyr to CH-243. We received your distress call. What's going on?"

A blue Yulon appears on screen.

Yulon: "Boy are we glad to hear you, Zephyr! We're settlers headed to an unclaimed planet in the outer spin, but our rental broke down. We could use a jump."

Given the state of most Cosmo Haul vehicles, you doubt it's as simple as a jump.

Player: "Hold on a moment, CH-243. Send us your coordinates while I confer with my peers."

Choose 1 as a team:

Help the stranded settlers - go to Arjun's Belt-141

Rob the settlers - go to Arjun's Belt-141

Ignore the settlers and continue traveling - go to Arjun's Belt-149

Arjun's Belt-141 Is G-1 circled in the ship log database?

Yes - go to Arjun's Belt-142

No - go to Arjun's Belt-145

Arjun's Belt-142 You arrive at the coordinates, but there is no sign of a ship.

Player: "Have we been tricked?"

Sena: "I'm seeing traces of debris in the field. Fresh. I'm afraid the ship may have been destroyed."

Patch: "MEEP MOOP!"

Player: "Patch, you think everything's pirates."

Sena: "It could be the ship's shields failed and an asteroid hit them. We should investigate."

All players must make a **TECHNICAL** group skill check. Goal: 5

Success - go to Arjun's Belt-143

Fail - go to Arjun's Belt-144

ARJUN'S BELT 143-163

Arjun's Belt-143 The sensors detect traces of dimetachloride on remnants of the ship's hull.

Player: "Apologies, Patch, you were right. Scourge Pirates attacked this vessel."

Patch: "MEEP MOOP."

Player: "No, I will not submit that in a formal letter."

Sena: "Based on the debris located, I would estimate over 70% of the Cosmo Haul vessel is missing. Likely taken by magnabeam back to the Captain Travius Muldoon's headquarters."

Player: "There's a debris trail too, Sena. We could follow it, but we'd surely suffer the same fate. I guess it's time to go."

All players, Perk Token +1.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-144 You sweep the area, but detect little else you can't see with your own eyes.

Sena: "Based on the debris located, I would estimate over 70% of the Cosmo Haul vessel is missing. It may have been knocked drastically off course by an asteroid, or taken by hostiles."

Patch: "MEEP MOOP."

Sena: "Yes, Patch, like pirates."

Patch: "MOOP."

Player: "Well there's nothing to do. Best be on our way."

Risk +1.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-145 You arrive at the coordinates, but there is no sign of a ship.

Player: "Have we been tricked?"

Sena: "I'm seeing traces of debris in the field. Fresh. I'm afraid the ship may have been destroyed."

Patch: "MEEP MOOP!"

Player: "Patch, you think everything's pirates."

Sena: "It could be the ship's shields failed and an asteroid hit them. We should investigate."

All players must make a **TECHNICAL** group  skill check  . Goal: 6

Success - go to Arjun's Belt-146

Fail - go to Arjun's Belt-144

Arjun's Belt-146 The sensors detect traces of dimetachloride on remnants of the ship's hull.

Player: "Apologies, Patch, you were right. Someone attacked this vessel."

Patch: "MEEP MOOP."

Player: "No, you don't win an award for being right."

Sena: "Most of the Cosmo Haul vessel is missing. Pirates likely towed it back to wherever they're holed up."

Player: "Pirate filth!"

Cook-E crosses his arms angrily.

Cook-E: "Arrr, yer bias against pirates disgusts me!"

Player: "So the question is, do we get out while we can, or do we follow the debris trail to where these pirates are hiding?"

All players gain Perk Token +1.

Move the galactic struggle dial one space toward war.

Choose 1 as a group:

Follow the trail - go to Arjun's Belt-147

Leave - go to Arjun's Belt-148

Arjun's Belt-147 Following the debris trail, you venture deeper into Arjun's belt. The bridge is mostly dark, as you all keep a sharp eye on your stations and the viewscreen.

Sena: "I'm only using thrusters for course corrections. Otherwise, I'm letting us drift so we look like part of the debris trail."

Security frowns.

Player: "There's something big up ahead. Too big."

A large asteroid passes by, revealing an enormous chunk of rock floating within the field. Cook-E ceases pretending to be grumpy and gapes at the sight.

Cook-E: "Well spank me red and call me Rosey. Ye found it!"

The expansive asteroid is no ordinary rock. Its craggy, mountainous surface conceals a hidden starbase bristling with cannons and numerous ship bays. A multitude of fighter squadrons patrol in the distance. And you spot a destroyer pulling into the base.

Sena: "I strongly advise we leave immediately!"

Player: "Hold tight, Sena. Cook-E, what is this place?"

Cook-E: "Starshade Base. Home of Captain Travius Muldoon and his Scourge Pirates!"

You know the name well. Captain Muldoon is easily the galaxy's most notorious pirate, and the stories that follow him are terrifying at best.

Player: "Okay, let's get out of here before we're spotted. Those settlers, well, there's nothing we can do for them."

Circle G-1 in the ship log database.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-148 **Player:** "Better not risk it. The pirates are distracted with their new prize, so we should take advantage of that and get out of here."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-149 **Player:** "CH-243, this is the Zephyr. Apologies, but we're not prepared to repair Cosmo Haul property. We've relayed your coordinates to Cosmo Haul's corporate headquarters. In the meantime, we suggest you consult your rental agreement."

Pass the first player token to the left.

Move the galactic struggle dial one space toward war.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-150 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

- Peace - go to Arjun's Belt-151
- Unease - go to Arjun's Belt-151
- War - go to Arjun's Belt-151

Arjun's Belt-151 *Player: "Alright, let's see if we can manage to not get smacked by these space rocks."*

The first player must choose a player to make a **(PILOT)** skill check  .

- 0-6 - go to Arjun's Belt-152
- 7+ - go to Arjun's Belt-156

Arjun's Belt-152 *Sena: "I thought you wanted to avoid getting smacked?"*

Player: "No, Sena, it's Opposite Day."

There is a long silence.

Sena: "Thank you. Updating my calendar."

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-153

Arjun's Belt-153 *Sena: "I'm detecting large amounts of hydroblorpimine."*

Player: "Where, Sena?"

Sena: "Unfortunately it's all around us."

Player: "Isn't that highly unstable?"

Sena: "Makes things go boom, yes. It's an artificial chemical, so its presence here likely indicates a vessel transporting it has a leak. Probably hit an asteroid."

Player: "Does it have any value? If we could use the oxygen scoop we use on-planet, we could store some in one of the empty reserve tanks. Sell it off later."

Sena: "I mean, sure, you could do that. I suppose some people might enjoy turning their home into a bomb."

Science must choose 1:

- Scoop some hydroblorpimine to sell later - go to Arjun's Belt-154
- Do not scoop any hydroblorpimine - go to Arjun's Belt-155

Arjun's Belt-154 *Player: "Sena, I want that money, honey."*

Patch: "MEEP MOOP!"

Player: "Thank you, Patch. I'm glad you agree."

Patch: "MEEP!"

Player: "Oh, stop being morbid."

Sena sighs.

Sena: "Very well, but put it in shielded containers in the cargo hold. That way if it goes, we don't as well."

You may gain up to 2 risk  to gain an equal number of hazardous cargo tokens .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-155 *You decide a little profit isn't worth the risk, and instead instruct Sena to chart the quickest path out of the gas.*

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-156 *You keep the ship moving forward while zipping around each rock that hurtles near you. It's kind of fun, really.*

New catchphrase: Bless the maker and his water! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Next - go to Arjun's Belt-153

Arjun's Belt-157 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

- Peace - go to Arjun's Belt-158
- Unease - go to Arjun's Belt-158
- War - go to Arjun's Belt-158

Arjun's Belt-158 *The dangerous rocks of the asteroid belt require a pilot to ensure safe passage.*

The first player must choose a player to make a **(PILOT)** skill check  .

- 0-5 - go to Arjun's Belt-159
- 6+ - go to Arjun's Belt-170

Arjun's Belt-159 *There is a miserable, awkward silence as you repeatedly fail to keep the ship safe.*

Draw a token from the bag and apply its effect.

Next - go to Arjun's Belt-160

Arjun's Belt-160 Do you have cargo tokens  in the ship hold?

- Yes - go to Arjun's Belt-161
- No - go to Arjun's Belt-167

Arjun's Belt-161 *Sena: "I'm picking up unidentified lifeforms onboard the Zephyr. Cargo hold."*

Player: "What are they, Sena?"

Sena: "Are you asking what 'unidentified' means?"

Player: "All hands, report to the cargo hold. Intruders onboard!"

All players must make a **(HUNT)** group  skill check  . Goal: 5

Success - go to Arjun's Belt-162

Fail - go to Arjun's Belt-166

Arjun's Belt-162 *At first, you can't find any indicators of foreign invaders, but then one of you makes a startling discovery.*

Player: "Over here! Feel this container!"

You gather around one of your shipping containers, laying hands upon it and feeling the strange heat rising up from it. Everyone arms themselves as best they are able.

Player: "Cook-E, open the container."

Cook-E: "Arrr, why me?"

Player: "Because you're a replaceable second-rate cooking bot."

He shrugs.

Cook-E: "Yeah, that's fair."

He unlatches the container and opens it, and you all jump back as a hazy sphere rises up into the air. Your brains struggle to comprehend what your eyes behold, for the sphere seems to cycle through a multitude of colors.

Player: "Sena, what is it?"

Sena: "Unsure. The security feed can't make it out. All I can see is a hazy black spot hanging in the air."

Does any player have a readied Weapon item card?

- Yes - go to Arjun's Belt-163
- No - go to Arjun's Belt-165

Arjun's Belt-163 The first player must choose a player who has one or more readied Weapon item card. The chosen player must dismiss one of those cards.

Next - go to Arjun's Belt-164

ARJUN'S BELT 164-179, DEEP SPACE 1-6

Arjun's Belt-164 A quick show of force prompts the strange shape to rise up further before dilating until it vanishes from view.

Sena: "Interesting. That may have been an extradimensional organism, hence our difficulty in perceiving it."

Player: "What did it want, Sena?"

Sena: "It might have been eating the contents of the shipping crate. Is anything damaged?"

You peer inside and see some of the contents have indeed been corroded.

Player: "Eh, nothing we can't work around. I think we're okay!"

Science Project  +1

The player who dismissed their weapon may reshuffle their deck.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-165 The strange shape begins to move about, and with no clue what to do, you begin throwing things at it. Every random item you have on you or spy sitting around the hold gets snatched up and tossed, and the sphere begins zig-zagging here and there, forcing you to dive out of the way. Eventually it settles on something, seemingly at random, and after enveloping it, it vanishes.

"What in the world was that thing?"

Sena: "Interesting. That may have been an extradimensional organism, hence our difficulty in perceiving it."

Player: "What did it want, Sena?"

Sena: "It might have been eating the contents of the shipping crate. Is anything damaged?"

You peer inside and see some of the content have indeed been corroded.

Player: "Eh, nothing we can't work around. The cargo at least is fine."

The first player must choose a player to return a readied item card (020 only) to the card catalog. The chosen player gains Perk Token  +1.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-166 You lose more than half an hour, fruitlessly searching the hold.

Player: "There's nothing here!"

Sena: "There must be, I'm still detecting it."

Suddenly, one of your cargo containers makes a terrible crunching sound and begins to suck inward as if collapsing in upon itself.

Player: "Sena, what's happening?"

Sena: "Unknown."

The process continues, with the container shrinking and compacting further until, inexplicably, it vanishes.

Sena: "Strange. The lifeforms have vanished. My only guess is something extradimensional just ate that container."

Player: "What does that mean?"

Sena: "It means you have one less container."

Cook-E puts a hand on your shoulder.

Cook-E: "Basic math, matey."

Risk  +1.

The first player must return a cargo token  in the ship hold to the supply.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-167 Sena: "Interesting, I'm detecting a significant amount of gold in one of those asteroids over there."

Player: "So what? You into sparkly things, Sena? That's all I know about the stuff."

Sena: "Prehistoric civilizations placed a high value on it, using it as a conductor within their computers."

Player: "Wow. Hard to imagine."

Sena: "Only artisans use it now, but it has enough value to consider harvesting it. We could blast the rocks and take them onboard to sell for later. Though it will take a little time to do so."

The first player must choose 1:

Take the time to harvest the gold - go to Arjun's Belt-168

Leave it be - go to Arjun's Belt-169

Arjun's Belt-168 **Player:** "Yeah, we could always use the extra money. Let's grab what we can."

Risk  +1.

If the special devices stack is undamaged, you may spend 2 power  to use the Magnabeam. If you do not have 2 power , you may spend any combination of life support  and supplies  to make up the difference.

If you use the Magnabeam, reveal an asteroid token  from the supply and gain the cargo token  listed on its back. Then, return that asteroid token  face down to the supply and randomize it.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-169 **Player:** "Nah, let's stay on course. We have enough on our plate right now."

Sena: "That's a fun idiom. May I use it in the future?"

Player: "Knock yourself out."

Sena: "No thank you."

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

Arjun's Belt-170 You keep the ship safe, and look spiffy doing so.

Perk Token  +1.

Next - go to Arjun's Belt-160

Arjun's Belt-171 Before you lies the perimeter of the expansive asteroid field known as Arjun's Belt.

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

 DEEP SPACE

Arjun's Belt-172 You enter Arjun's Belt and Cook-E gives a whistle.

Cook-E: "Lookit that now. Like giant chunks o' cheese floatin' in space."

You observe the floating rocks and look back at the bot.

Player: "The asteroids are gray and brown. That's... not what the cheese you serve us looks like, right?"

Cook-E: "Sure. Okay."

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Arjun's Belt-173 You steel yourself for a bumpy ride as you watch two massive rocks in the oncoming asteroid field collide against each other and shatter.

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Arjun's Belt-174 Sena comes on as you approach Arjun's Belt.

Sena: "Possible combat since the Zephyr was last here. Average 9% reduction in asteroid size and a slight average increase in velocity. Be wary."

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Arjun's Belt-175 A dense field of asteroids comes into view.

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Arjun's Belt-176 A massive asteroid hurtles past you like a warning shot as you enter the asteroid field.

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Arjun's Belt-177 The perimeter of Arjun's Belt looms before you, dangerous but beautiful.

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Arjun's Belt-178 Patch: "MEEP MOOP."

Player: "Yes, Patch. The asteroids are extremely dangerous."

Patch: "MOOP."

Player: "No, no. We'll be fine. Just gotta focus."

Patch: "MEEP MOOP."

Player: "Oh, for crying out—Patch, take that gloomy attitude somewhere else!"

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Arjun's Belt-179 Arjun's Belt, the galaxy's most prominent asteroid field, looms before you.

Is there a waypoint ring for a job at this location?

Yes - go to Arjun's Belt-2

No - go to Arjun's Belt-82

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

Deep Space-1

Deep Space-165

Deep Space-166

Deep Space-167

Deep Space-168

Deep Space-169

Deep Space-170

Deep Space-171

Deep Space-172

Deep Space-173

Deep Space-1 **Player:** "Hey, Sena, how big is the universe exactly?"

Sena: "Unknown, though some, mostly romantics, have theorized it is infinite."

Player: "How big is infinite?"

Sena: "Your time might be better spent reading up on basic math terminology."

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

Deep Space-2 Select the active job associated with the waypoint ring.

Blast That Krunk - go to Deep Space-3

Crimson Tuesday - go to Deep Space-5

Marauding Krunk B - go to Deep Space-8

Real Pirating - go to Deep Space-12

The Scarab of Alon - go to Deep Space-26

Viral Annihilation - go to Deep Space-34

Deep Space-3 Draw a token from the bag and apply its effect.

Next - go to Deep Space-4

Deep Space-4 **Player:** "There it is! Hey, that was unusually easy. Sena, what kind of Krunk ship is that?"

Sena: "It appears to be a modified scout-class vessel. Expect it to be nimble but fragile once its shields are down."

Player: "Then let's blast them before they call for backup!"

Turn to page 27 in the location book.

Place Large Blip B (Krunk Scout) on sector 6.

Place Small Blip A (Shields) on top of Large Blip B.

Seat Dial A to 3 plus the number of players.

Set Dial B to the number of players.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Blast That Krunk*.

Begin a round in the location book.

Deep Space-5 Draw a token from the bag and apply its effect.

Next - go to Deep Space-6

Deep Space-6 You arrive at the coordinates provided by Ted. It's a sector of deep space situated along an obscure shipping lane. Everyone takes five before reaching out to Ted on the holofeed.

Ted: "Go for Ted. Ah, hello, Zephyr crew! Hold for just a moment. The founder desires to speak with you!"

DEEP SPACE 7-22

There is a brief pause before Ted's image is replaced by the enormous bald noggin.

Gary Belkos: "Go for Gary Belkos! Ah, greetings, Zephyr crew. I saw you on the news and was quite pleased with your work. I was especially delighted by you baring your posteriors to the security cams. So to recap, Gary Belkos is impressed, Gary Belkos enjoyed the butts. Gary Belkos out!"

Ted returns, beaming happily.

Ted: "Impressive, remedials! Okay, on to business. In the box I sent you, you'll find magnetic CargoMart ship logos as well as crew uniforms for a multitude of species. You know the drill. The Crimson Circle freighter should be by shortly. More mayhem, remedials! We want to control the news cycle! Ted out!"

Next - go to Deep Space-7

Deep Space-7 The magnetic ship logos for the Zephyr are just big, yellow, stylized suns, far better than the Crimson Circle logo. The uniforms, however, are far worse: baggy blue vests with a smiley face and the 'Have a Nice Day' slogan on the back.

One of you looks down at the pin on your vest.

Player: "My pin says I'm an associate."

The rest of you see yours say the same.

Patch: "MEEP MOOP."

You look over and see that Patch's tag says Assistant Manager.

Player: "It's just part of your costume, Patch. It doesn't actually mean anything."

Patch: "MOOP MEEP MEEP!"

Player: "You can't fire me, Patch!"

Sena interrupts.

Sena: "Crimson Circle vessel entering system."

Player: "Okay, this is it, people! Just like last time! First, let's take out those guns!"

You approach the sleek Crimson Circle freighter, but as you close on it, you see it's being boarded by a smaller pirate ship while three others circle like vultures.

Player: "Hey, they're robbing us of our robbery! Oh no you don't! Not in this economy!"

Everyone, target those selfish pirate ships!"

Turn to page 27 in the location book.

Place Large Blip A (Crimson Circle Freighter) on sector 1.

Place Small Blips B, C, and D (Pirates) on sectors 2, 3, and 6.

Set Dial A to 10.

Set Dials B, C, and D to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Crimson Tuesday*.

Begin a round in the location book.

Deep Space-8 Draw a token from the bag and apply its effect.

Next - go to Deep Space-9

Deep Space-9 **Player:** "Well, we're in place. I guess now we wait?"

Everybody stay frosty and watch your scanners. Let's cast a wide net. Would hate to let those artificial bastards get a jump on us like last time."

Sena: "I would remind you there are three 'artificial bastards' residing on this ship."

Player: "Sorry, Sena, I guess I don't see you as artificial. But Cook-E and Patch aren't people."

Cook-E shrugs.

Cook-E: "Totally fine with it, mateys! I don't be feelin' nothin'!"

Hours later you discover Cook-E has poured fryer grease in your underwear

drawer.

All players must make a **TECHNICAL** group skill check. Goal: 6

Success - go to Deep Space-10

Fail - go to Deep Space-11

Deep Space-10 Five hours later, the lot of you are sitting on the floor of the bridge, cash in a pile, Sokum cards in hand. A pulsing sound begins to come from one of your workstations.

Sena: "I hate to interrupt the fun, but I believe our reason for being out here has finally been detected."

Player: "Ah well. It was fun while it lasted, Sena."

You each get up and approach your stations, but Cook-E remains on the floor.

Cook-E: "I'll keep the game waitin' right here. Don't need to worry 'bout me cheatin' none."

Player: "Yeah, that's them. Okay, battle stations everybody! Let's hit them fast and hard!"

Your preparedness helps, and you're able to hit the Krunk with a good old-fashioned strafing run before they can raise their shields.

Turn to page 27 in the location book.

Place Small Blips A, B, and C (Krunk Ships) on sectors 1, 2, and 6.

Set Dials A, B, and C to the number of players plus the threat.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk B*.

Begin a round in the location book.

Deep Space-11 Five hours later, the lot of you are sitting on the floor of the bridge, cash in a pile, Sokum cards in hand. Cook-E looks at his own reserves and chuckles.

Cook-E: "I'll see yer raise and raise ye three again."

Just then, the Zephyr is rocked by a blast, and you and the cash and cards go flying. Cook-E waves a hand from his new position in a broken wall panel.

Cook-E: "Arrr, never mind, I fold."

Sena: "Three incoming Krunk ships!"

Player: "Damn it, Sena! Where did they come from?"

Sena: "Oh sure. Clearly this is my failure."

Turn to page 27 in the location book.

Place Small Blips A, B, and C (Krunk Ships) on sectors 3, 4 and 5.

Set Dials A, B, and C to 8 plus the threat.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk B*.

Begin a round in the location book.

Deep Space-12 Draw a token from the bag and apply its effect.

Next - go to Deep Space-13

Deep Space-13 **Sena:** "I'm detecting the Charo, our cargo freighter. The Charo. It's registered to Jolly Freight, a small private operation out of Beros."

Player: "Oh Beros? Nice! They could be transporting high-tech ship upgrades or valuable advanced arms!"

Sena: "Or dish detergent and tube socks. You won't know until you get in."

Cook-E: "Arrr, how 'bout clam sauce?"

Sena: "Okay. Sure."

Cook-E: "Fingers crossed fer clam sauce!"

Security must look through the special devices stack, find the Pirate Signal card (062), and place it on top of the stack. You are now broadcasting a pirate signal!

Next - go to Deep Space-14

Deep Space-14 Player: "Sena, what just happened?"

Sena: "They've gone to full alert! They must have picked us up when we raised the signal. They're attempting to change course."

Player: "So much for the element of surprise."

The Charo fires a couple of shots meant to scare you off. They streak by harmlessly, but you can tell these are no point defense lasers. These guns have some punch to them.

Player: "We need to take out those guns so we don't get chewed up on approach!"

Security must make a **TARGET** skill check .

0-6 - go to Deep Space-15

7 - go to Deep Space-24

8+ - go to Deep Space-25

Deep Space-15 Sena: "They're activating a distress beacon! You will need to hurry!"

You fire upon the Charo, but a sudden blast rocks the Zephyr as their cannon fire finds its mark!

Player: "Sixteen candles, that was a direct hit! How did they do that?"

Sena: "That ship seems to have advanced targeting."

Cook-E: "Arrr, that must be some top-quality clam sauce!"

Threat +1. Hull -1.

Draw 1 token from the bag and apply its effect to Security.

Next - go to Deep Space-16

Deep Space-16 You bring the Zephyr in and, with a loud metallic clank, link up to the freighter's airlock.

Player: "Okay, let's hack that control panel and get inside!"

The first player must choose a player to hack the panel.

The chosen player must make a **TECHNICAL** skill check .

0-6 - go to Deep Space-17

7 - go to Deep Space-22

8+ - go to Deep Space-23

Deep Space-17 After breaking your eleventh hack-pick, your fellow crew members begin to fidget with impatience.

Sena: "Exceeding acceptable risk parameters, I think. Could be wrong."

Player: "You're not helping, Sena!"

Patch: "MEEP MOOP!"

Patch knocks you out of the way.

Player: "Hey, you're out line, mister!"

Patch reaches to the handle and easily opens the airlock. It was never actually locked.

Player: "Thank you... for joining us today, Patch."

Threat +1.

Gain a Discord card (016).

Next - go to Deep Space-18

Deep Space-18 You enter the freighter, guns drawn. A ship-wide klaxon echoes through the corridors, but otherwise the place seems deserted.

Player: "Where is everybody? Sena, can you run a scan for lifeforms?"

Sena: "There are six hundred or so lifeforms."

Player: "Where the helix are they?"

A laser bolt whizzes past you, striking a wall as a bulky sentinel bot enters the corridor and opens fire!

Sena: "I also detect a security sentinel possibly headed your way."

Sentinel Bot: "Intruder alert! Stop the intruders!"

Player: "Yeah, you might be right."

All players must make an **AIM** group skill check . Goal: 6

Success - go to Deep Space-19

Fail - go to Deep Space-21

Deep Space-19 Sentinel Bot: "Health at four percent... and... falling..."

The sentinel slumps over, sparks and smoke wafting up from the numerous holes in its carapace. You cautiously proceed to the cargo hold.

Each player who failed their part of the group skill check gains a Stress card (012). Each player who passed gains Perk Token +1.

Next - go to Deep Space-20

Deep Space-20 Standing in front of the oversized cargo door are the crew of the Charo, arms held high. A Tremok, apparently the leader of the skeleton crew, speaks up.

Tremok: "We're unarmed!"

You push past the captain and open the heavy cargo bay doors, and you're greeted by the sound of over six hundred cluckens in cages stacked high to the ceiling.

Player: "This is our big payday? A bunch of cluckens?"

It takes forever to carry the cages to the Zephyr, and by the time it's all loaded, you hear Sena share the dreaded news.

Sena: "Galactic Authority vessels inbound!"

Gain any combination of 4 rare or common cargo tokens . Place 2 of them on Station 2. Place 1 each on Stations 4 and 6.

Turn to page 27 in the location book.

Place Large Blips A and B (Galactic Authority Ships) on sectors 3 and 5.

Place Small Blip C (Plasma Snare) on sector 1.

Set Dials A and B to 6 plus the number of players.

Special Rule: You cannot target or otherwise attack Blip C. You should avoid having it on sector 1, where it can cripple your ship.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Real Pirating*.

Begin a round in the location book.

Deep Space-21 Sentinel Bot: "Health at four percent... and..."

The sentinel slumps over, sparks and smoke wafting up from the numerous holes in its carapace.

Player: "Thought that bot would never die! I hope there aren't more of these things!"

You cautiously proceed to the cargo hold.

Risk +1.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Next - go to Deep Space-20

Deep Space-22 Player: "I'm not exactly sure why it's not working."

Patch: "MEEP MOOP!"

Player: "Why are you here, Patch? No I haven't tried the handle. It's an airlock! Get it? It has lock right in its name, see?"

You jiggle the handle as an example and the door opens with a pressurized hiss.

Patch: "MOOP MOOP!"

Player: "Unnecessarily personal, but sure. My mistake."

Risk +1.

Perk Token +1.

Next - go to Deep Space-18

DEEP SPACE 23-39

Deep Space-23 *Player: "This is some high-tech stuff right here. Trichromium plating. Modulating encryption. I need everyone to stand back, that includes you, Patch!"*

Patch: "MEEP MOOP!"

Player: "Don't argue with me. Why are you even here, anyway?"

Knowing the airlock isn't actually locked, you place your body between yourself and the crew and pretend to be working. Then, with a self-satisfied smile, you open the door.

Patch: "MOOP MOOP!"

Player: "No it wasn't, Patch!"

Rep ☆+1. Perk Token ☹+1.

Next - go to Deep Space-18

Deep Space-24 *Sena: "They're activating a distress beacon! You will need to hurry!"*

You fire upon the Charo, scoring some nice hits on their cannons. A sudden blast rocks the Zephyr as the cargo ship's return fire finds its mark!

Player: "Sixteen candles, that was a direct hit! How did they do that?"

Sena: "That ship seems to have advanced targeting."

Cook-E: "Arrr, that must be some top-quality clam sauce!"

Perk Token ☹+1.

Draw 2 tokens from the bag and apply their effects to Security.

Next - go to Deep Space-16

Deep Space-25 *Your target fires on you to good effect, but not for long! You feel great relief as you watch your cannons eliminate the enemy's ability to return fire.*

New catchphrase: Break time! Security can gain the new catchphrase if they dramatically shout it to everyone at the table.

Draw 1 token from the bag and apply its effect to Security.

Next - go to Deep Space-16

Deep Space-26 Draw a token from the bag and apply its effect.

Next - go to Deep Space-27

Deep Space-27 *You arrive at the source of the distress call and follow the signal until you spy the rectangular Gigazon delivery ship, clearly damaged in several places. But your attention is primarily drawn to the hulking thing atop the ship.*

Player: "Take me to court and call me Sue, what the heck is that thing?"

Attached to the top of the Gigazon ship is a smaller vessel, brown in color and shaped like a bug. Six appendage-like extensions reach down from its sides and have latched on to the delivery freighter.

Sena: "Strange. Tell me what you see. Sensors show nothing and outer cameras have an odd distortion just above the Gigazon vessel."

Player: "Gigazon ship, this is the freeship Zephyr, please respond."

The response comes through garbled.

Unidentified: "Zephyr... Casti... ge..."

Player: "Something's wrong with their comms. Let's move in and see if we can't get that tick off their back."

The first player must choose a player to target the attacking bug-like ship.

The chosen player must make a **TARGET** skill check ☹ ☆.

0-5 - go to Deep Space-28

6-7 - go to Deep Space-31

8+ - go to Deep Space-32

Deep Space-28 *You grab the cannon controls and zero in on the disquieting ship, but the targeting HUD doesn't recognize it, and instead tries to redirect your aim at the Gigazon ship.*

Player: "HUD's not working. Going manual."

You take careful aim, then whisper something cool.

Player: "The exterminator is in!"

Sena: "Oh, stone cold."

But just as you squeeze off a shot, the bug-like ship spreads its wing panels and lifts off, slightly raising the Gigazon freighter up as it releases it. Your shot hits the freighter's bridge. The comms quickly come to life.

???: "Cease fire! Cease fire!"

Player: "Er, sorry about that."

Threat ☹+1.

Gain the nickname 'Loose Cannon'.

Next - go to Deep Space-29

Deep Space-29 A wounded Gigazon assistant manager looks back at you from the holofeed, half her face covered in purple blood.

Assistant Manager: "Our sensors never saw them. We didn't even know they were there until the ship lurched. Before we could understand what was happening, the airlock was breached and these insectoid creatures began flooding inside. Manager tried to fight them but they bit her head clean off. They could have killed us all, but apparently they only wanted the Scarab."

Player: "What scarab?"

Assistant Manager: "The Scarab of Alon. It's an ancient artifact our archeologists dug up. It's priceless, and those things stole it!"

Player: "The insectoids are gone and we can't track them. I'm afraid you're out of luck."

Assistant Manager: "Not so! The container holding the Scarab has a built-in tracking device. We are unable to pursue, but if you recovered that artifact, I'm sure my district manager at Gigazon Prime would pay handsomely."

Player: "Lady, handsomely is our favorite kind of pay!"

Move the waypoint ring for The Scarab of Alon to an uncharted planet location near the Tybalt location (313) on the galactic star map.

Pass the first player token to the left.

Choose 1:

Leave - go to Deep Space-30

Stay to resolve another waypoint ring at this location - go to Deep Space-2

Deep Space-30 You may gain Risk ☹+1 to work the ship. Then, travel on the galactic star map.

Deep Space-31 You grab the cannon controls and zero in on the disquieting ship, but the targeting HUD doesn't recognize it, and instead tries to redirect your aim at the Gigazon ship.

Player: "HUD's not working. Going manual."

You take careful aim, then whisper something cool.

Player: "The exterminator is in!"

Sena: "Oh, stone cold."

You squeeze off several shots but they seem to glance off the bug-like ship's carapace. It spreads its wing panels and lifts off the Gigazon freighter, releasing it.

Player: "I did it!"

But then appendage like mandibles open in the front of the bug ship, and it fires an energy weapon at you which ripples strangely through space. Before you can even respond, the alien craft turns and retreats.

Rep ☆+1.

Draw a token from the bag and apply its effect to the chosen player or a station they control.

Next - go to Deep Space-29

Deep Space-32 You grab the cannon controls and zero in on the disquieting ship, but the targeting HUD doesn't recognize it, and instead tries to redirect your aim at the Gigazon ship.

Player: "HUD's not working. Going manual."

You take careful aim, then whisper something cool.

Player: "The exterminator is in!"

Sena: "Oh, stone cold."

You squeeze off several shots, hitting it right between the two forward viewports that resemble bulbous eye clusters. An antenna floats off from the ship. The enemy craft spreads its wing panels and lifts off the Gigazon freighter, releasing it.

The alien craft turns and retreats.

Rep ☆+1.

Gain the nickname 'The Exterminator'.

Next - go to Deep Space-33

Deep Space-33 A wounded Gigazon assistant manager looks back at you from the holofeed, half her face covered in purple blood.

Assistant Manager: "Our sensors never saw them. We didn't even know they were there until the ship lurched. Before we could understand what was happening, the airlock was breached and these insectoid creatures began flooding inside. Manager tried to fight them but they bit her head clean off. They could have killed us all, but apparently they only wanted the Scarab."

Player: "What scarab?"

Assistant Manager: "The Scarab of Alon. It's an ancient artifact our archeologists dug up a few years ago. It's priceless, and those things stole it!"

Player: "The insectoids are gone and we can't track them anywhere. I'm afraid you're out of luck."

Assistant Manager: "Not so! The container holding the Scarab has a built-in tracking device. We are unable to pursue, but if you recovered that artifact, I'm sure our superiors at Gigazon Prime would pay handsomely."

Player: "Lady, handsomely is our favorite kind of pay!"

Move the waypoint ring for The Scarab of Alon to an uncharted planet location near the Tybalt location (313) on the galactic star map.

You find the ship's antenna that you blew off. Gain 1 science project .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-34 Draw a token from the bag and apply its effect.

Next - go to Deep Space-35

Deep Space-35 Sena: "I've located the Krunk vessel. Looks like it's come to a full stop."

Player: "Perfect! Let's take it out!"

Sena: "It's moving again. It's making a course correction."

Player: "Let's follow it!"

Sena: "We can't. It's on a collision course!"

Player: "Oh? With what?"

Sena: "Us!"

The first player must choose a player to pilot the ship through an emergency maneuver.

The chosen player must make a **PILOT** skill check .

0-4 - go to Deep Space-36

5 - go to Deep Space-37

6+ - go to Deep Space-38

Deep Space-36 You pull the ship hard to port, but the timing is off and the Zephyr's starboard is smashed by the Krunk ship, its wedge-shaped ram blade scraping the hull as it passes!

Hull -1, unless you have the Reinforced Hull ship upgrade. If you do, Risk +1 instead.

All players gain a Stress card (012)

Turn to page 27 in the location book.

Place Large Blip B (Krunk Assault Ship) on sector 6.

Place Small Blip A (Ram Blade) on top of Large Blip B.

Set Dial A to 3 plus the number of players.

Set Dial B to 6 plus the number of players.

Special Rule: Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Viral Annihilation*.

Begin a round in the location book.

Deep Space-37 The Krunk ship glances off the side of the Zephyr as you avoid a full-on collision.

Draw 2 tokens from the bag and apply their effects to Security.

All players gain a Stress card (012).

Turn to page 27 in the location book.

Place Large Blip B (Krunk Assault Ship) on sector 6.

Place Small Blip A (Ram Blade) on top of Large Blip B.

Set Dial A to 3 plus the number of players.

Set Dial B to 6 plus the number of players.

Special Rule: Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Viral Annihilation*.

Begin a round in the location book.

Deep Space-38 The Krunk ship passes close, but misses the Zephyr by a kud's tail.

All players gain a Stress card (012).

Turn to page 27 in the location book.

Place Large Blip B (Krunk Assault Ship) on sector 6.

Place Small Blip A (Ram Blade) on top of Large Blip B.

Set Dial A to 3 plus the number of players.

Set Dial B to 6 plus the number of players.

Special Rule: Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Viral Annihilation*.

Begin a round in the location book.

Deep Space-39 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

Deep Space-40

Deep Space-42

Deep Space-59

Deep Space-66

Deep Space-93

Deep Space-114

Deep Space-127

Deep Space-142

Deep Space-144

Deep Space-151

DEEP SPACE 40-61

Deep Space-40 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Deep Space-41

Unease - go to Deep Space-41

War - go to Deep Space-41

Deep Space-41 *The Zephyr passes quietly through the silent darkness. A gentle tune wafts through the ship as each of you, sitting in your rooms alone, consider the events of your lives that have led to this moment. As montages go, it's okay.*

All players gain Perk Token  +1.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Deep Space-42 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Deep Space-43

Unease - go to Deep Space-43

War - go to Deep Space-43

Deep Space-43 Are you wanted by the Ba'z Gang?

Yes - go to Deep Space-44

No - go to Deep Space-53

Deep Space-44 *The sound of Ba'z's laughter echoes throughout the ship.*

Ba'z: "Well, well, if it isn't the Zephyr, out here all alone. It's dangerous out here, all alone. Bad things happen to lone vessels all the time."

Ba'z's ship, the Monger, is a Novahauler, and while it's less well-armed than the Zephyr, he has two friends piloting old, decommissioned Bugbear fighter-bombers. The holofeed flickers, and Ba'z gives you a predatory grin.

The first player must choose 1:

Attack - go to Deep Space-45

Communicate - go to Deep Space-46

Evade - go to Deep Space-50

Deep Space-45 *You give Ba'z a smirk.*

Player: "Just remember, you chose this fight. Battle stations everyone!"

Ba'z reacts with mock shock and his voice turns whiny.

Ba'z: "Woah, woah, what's with this aggression?"

But you cut the feed.

If you haven't already, check the Ba'z Gang box in the wanted by section of the ship log.

Turn to page 27 in the location book.

Place Small Blip A (The Monger) on sector 6.

Place Small Blips B and C (Bugbears) on sectors 1 and 2.

Set Dial A to 5 plus the number of players.

Set Dials B and C to 3.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Ba'z Gang Attack*.

Begin a round in the location book.

Deep Space-46 *You make a careful face that conveys mild annoyance.*

The first player must make a **SWAGGER** skill check  .

0-5 - go to Deep Space-47

6+ - go to Deep Space-49

Deep Space-47 **Player:** "What is it you want, Ba'z?"

You do your best to make him feel unthreatened, but it doesn't seem to work.

Ba'z: "Easy! I want whatever you're haulin'! I'll let you give it to me as an apology for all this rude behavior. Pals shouldn't talk to one another like this."

Choose 1:

Give up cargo, if you have any - go to Deep Space-48

Fight - go to Deep Space-45

Deep Space-48 *Ba'z laughs long and hard.*

Ba'z: "I knew we was gonna be good friends the moment I saw you."

Satisfied by the lightening of your load, the Ba'z Gang departs.

Logistics must choose a cargo token  in the ship hold and return it to the supply.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Deep Space-49 **Player:** "Ba'z, you feculent mooch. We were just talking about you. Didn't like getting surprised last time, so we've made some upgrades to the sensors. There's a little torpedo with your name on it, ready to go."

You give what you hope is a menacing grin. But Ba'z scrunches up his face.

Ba'z: "That makes no sense. Why would you write my name on a torpedo?"

But he gets it and you enjoy watching him to try to hide his fear.

Ba'z: "Named torpedoes! That's too stupid to bother with. We're out of here."

The holofeed image splits in two as another member of the Ba'z gang joins the conversation.

Other: "I want one too! Do you have one that says Greez?"

Fear is replaced with humiliation as Ba'z ends the feed, and you watch in satisfaction as the Ba'z Gang turns to leave.

The first player gains an Inspired card (015) from the card catalog.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Deep Space-50 *You cut the feed.*

Player: "Let's get out of here, people!"

If you haven't already, check the Ba'z Gang box in the wanted by section of the ship log.

Engineering must make a **TECHNICAL** skill check  .

0-5 - go to Deep Space-51

6+ - go to Deep Space-52

Deep Space-51 **Player:** "Let's roll radioactive!"

You prime the pump so when operations hits the thrusters, the resulting burn should ignite the Monger's dioxidone emissions. The resulting flare shouldn't damage the ship, just mess with their sensors enough to let you escape. But when you punch it, instead of a neck-breaking thrust, you hear a sad whining from the thrusters which then sputter and chug.

Player: "Well, poop."

Sena: "Incoming!"

The ship rocks as a torpedo from the Monger slams into your side, followed by metallic pitter-pats across the hull as the Bugbears come screaming in, peppering your aft with their forward guns. You realize this is the end for you, but just then the engines kick in and you blaze out of there at full speed. The dioxidone ignites as you hoped, just, you know, long after you desired.

Draw 2 tokens from the bag and apply their effects

Threat  +1.

If you haven't already, check the Ba'z Gang box in the wanted by section of the ship log.

Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

Deep Space-52 You're a damn genius.

Player: "Let's roll radioactive!"

You prime the pump so when Operations hits the thrusters, the resulting burn ignites the Monger's dioxidone emissions. The resulting flare doesn't damage the ship, but it's a helluva light show, and more than enough to interfere with their sensors for a few seconds. And a few seconds is all you need.

Perk Token +1.

If you haven't already, check the Ba'z Gang box in the wanted by section of the ship log.

Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

Deep Space-53 Have you ever traded with the Ba'z Gang before?

Yes - go to Deep Space-54

No - go to Deep Space-56

Deep Space-54 Ba'z's ugly lump of a face appears on the holofeed.

Ba'z: "Zephyr! Good seeing you again."

Player: "Ba'z."

Ba'z: "Care to trade goods?"

You may trade with Ba'z.

You can sell up to 2 cargo tokens to Ba'z for 1 profit each.

Ba'z will sell you 1 illegal cargo token for 1 supplies .

Next - go to Deep Space-55

Deep Space-55 Ba'z grins.

Ba'z: "Good doin' business with you. See you around, Zephyr."

The holofeed turns off.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-56 An alarm goes off as three ships appear on the scanners.

The large one is a beat-to-hell Novahauler, trails of dangerous dioxidone gas leaking from its engines. The smaller two are antique Bugbear fighter-bombers.

Sena: "I recognize that Novahauler."

Player: "Really Sena?"

Sena: "That's the Monger, owned by the Ba'z Gang. They're spacers who prefer pirating to anything else. Small-time jerks with big-time attitudes."

The holofeed comes to life, and you see the captain of the Monger, Ba'z, slouching in his chair, slicking back his hair with a dirty hand.

Ba'z: "Hey girl, how bad you missin' me?"

Then he sits up confused and slams a meaty fist on his armrest. His voice turns whiny.

Ba'z: "Hey, you're not Mika! Where's Mika?"

Sena mutes the feed.

Sena: "Mika was a previous owner of the Zephyr. She fell in love with a sludge farmer she met on Swipe, settled down on Rymo III, and supposedly he gave her a couple dozen kids."

The first player must make a **SWAGGER** skill check .

0-5 - go to Deep Space-57

6+ - go to Deep Space-58

Deep Space-57 Player: "Sorry, Captain. Mika doesn't own this craft anymore. Settled down somewhere supposedly."

Ba'z thinks for a moment, then flashes you a toothy smile.

Ba'z: "My mistake, my mistake, Zephyr. Mika ever tell you we sorta had a little deal worked out? See, Mika would always show me her cargo hold when we got together, if you know what I mean. And I would take a look at

what she got, and if I liked somethin', well, she'd give it to me. It made us real friendly, you see?"

Player: "And what'd she get out of it?"

Ba'z: "Aside from the pleasure of my company? Why she got to go on livin'." Sena mutes the feed.

Sena: "They're powering up weapons."

The first player must choose 1:

Fight - go to Deep Space-45

Evade - go to Deep Space-50

Deep Space-58 Player: "Sorry, Captain. Mika doesn't own this craft anymore. Settled down somewhere supposedly."

Ba'z thinks for a moment, then flashes you a toothy smile.

Ba'z: "My mistake, my mistake, Zephyr. Mika ever tell you we sorta had a little deal worked out? See, Mika would always show me her cargo hold when we got together, if you know what I mean. And I would take a look at what she got, and if I liked somethin', well, she'd give it to me. It made us real friendly, you see?"

Player: "That's great. Go find her on her farm and keep that deal going. But right now you're talking to us. Maybe you'd like to try a more civilized approach?"

You punctuate your words by giving him the full stare down, which he watches quizzically. The silence lasts way too long, but Captain Ba'z breaks it with a chuckle and a shrug.

Ba'z: "Eh, fine. So what you tradin'?"

You may trade with Ba'z.

You can sell 1 cargo token to Ba'z for 1 profit .

Ba'z will sell you 1 illegal cargo token for 1 supplies .

Next - go to Deep Space-55

Deep Space-59 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Deep Space-60

Unease - go to Deep Space-63

War - go to Deep Space-63

Deep Space-60 Player: "Well, that explains why life support has been dropping lately."

You all crowd around a monitor, the results of a diagnostic test showing there are three times more life signs aboard the Zephyr than there should be. Cook-E shakes his head.

Cook-E: "Arr, mateys, guess me little friends 'ave been busy."

Player: "The snats are getting out of control. Looks like we're all on pest control duty. Let's get them before they start tearing the ship apart."

Snats are a common part of life in space, but these diminutive and hungry little rodents can cause real damage if left unchecked.

Life Support -1.

All players must make a **HUNT** group skill check . Goal: 6

Success - go to Deep Space-61

Fail - go to Deep Space-62

Deep Space-61 You work as a team and kill loads of snats. You even find their stash of stolen objects. There's a pair of see-through underwear in there, but for some reason no one seems to want to claim them.

Supplies +2.

Each player may look through their draw and discard piles, return any Snats cards (017) to the card catalog, then reshuffle.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

DEEP SPACE 62-87

Deep Space-62 You kill enough snats to stabilize life support, but you fail to find their nest.

Threat +1.

The first player gains a Snats card (017).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-63 Player: "There it is again!

It's a very weak signal, probably just space junk, but it kind of sounds like a damaged distress beacon."

Everyone has gathered around a station, listening intently to the sound. It's hard to determine exactly what it is, so you decide to work together to be sure.

All players must make a **HUNT** group skill check . Goal: 6

Success - go to Deep Space-64

Fail - go to Deep Space-65

Deep Space-64 You isolate the signal and discover you can make it out much more clearly. You seem to have found an escape pod from the ILN Frigate

Horrato, which according to the galactic registry, has been missing for a few years. The pod has shut down all systems save the cryo chambers and distress beacon, and the degrading signal suggests time is extremely limited.

Finding the pod is not difficult, nor is liberating its cryogenically suspended crew. Soon the Zephyr is a bit more crowded, but the triumphant rescue has everyone in high spirits.

Each player without a readied sidekick gains a sidekick card (050).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-65 Not only do you fail to identify the sound's source, it begins to fade away. You hope it was just space junk. Either way, you spent way too long on this task.

Threat +1.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-66 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Deep Space-67

Unease - go to Deep Space-67

War - go to Deep Space-74

Deep Space-67 A strangely inviting odor wafts through the ship, and one by one you all filter back to the galley where Cook-E stands proudly by a steaming pot.

Cook-E: "This be a winnin' recipe, mateys! I ask ye, what's the hardest part o' cookin' fer a crew made up o' different species?"

Player: "Health concerns, right? You feed a Xendian a dish with targa root, and they'll be dead in seconds."

Cook-E: "Say what now?"

Player: "Forget it. What's the hardest part, Cook-E?"

Cook-E: "Makin' everyone happy, o' course! What tastes good to one alien tastes terrible to the next! That's why I've come up with a soup that uses lots o' MSF powder!"

Player: "Multi-species flavoring? Doesn't that stuff give you headaches?"

Cook-E: "Stuff n' nonsense, matey! That rumor was disproved decades ago, but darned if it don't persist! This stuff's safe as can be, and tastes fantastic to everybody. Can't lean on it too much or everythin' starts tastin' the same. But it's good! Who wants to try some?"

The first player must choose a player, even themselves, to taste the soup.

What is the species of the chosen player?

Human - go to Deep Space-68

Muze - go to Deep Space-69

Myriad - go to Deep Space-70

Nexu - go to Deep Space-71

Phidia - go to Deep Space-72

Tremok - go to Deep Space-73

Deep Space-68 You nervously sip from Cook-E's proffered ladle, after blowing on the hot, greenish liquid.

Player: "Hey! That's not bad, Cook-E. It's like a savory winter soup. Creamy with a light sweetness. And is that a hint of... nutmeg?"

Cook-E: "Ain't no nuts in it, matey! That's the MSF doin' it's thing."

Player: "Well you were right. This recipe's definitely a keeper."

The chosen player may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-69 You nervously sip from Cook-E's proffered ladle, after blowing on the hot, greenish liquid.

Player: "Hmm. That's pretty good, Cook-E. It's a lot like Phelgan custard, and everyone knows that's the best kind there is."

Cook-E: "Thanks, matey! That's the MSF doin' it's thing."

Player: "Well you were right. This recipe's definitely a keeper."

The chosen player gains Perk Token +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-70 You open your receiving hatch and snap on the nozzle for slurping up liquids. The inhaled soup travels down to the feeding canals and soon you get word from the taster drones that the soup is delicious.

Player: "Well done, Cook-E. I'm told it tastes just like a sugar-rich nectar."

Cook-E: "It ain't nectar, matey! That's the MSF doin' it's thing."

Player: "Well you were right. This recipe's definitely a keeper."

The chosen player gains an Inspired card (015).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-71 You dip a finger in Cook-E's proffered ladle, and your ectoplasmatic suit quickly absorbs it.

Player: "Thank you, Cook-E. The nutrients in your soup will provide adequate refreshment for the membrane surrounding my neural net."

Cook-E: "But how does it taste, matey?"

Player: "Taste?"

Cook-E: "Ah well, at least it gets the job done, I guess."

The chosen player gains an Inspired card (015).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-72 You nervously sip from Cook-E's proffered ladle, after blowing on the hot, greenish liquid.

Player: "Delicious! You have done well, Cook-E. Why, it almost tastes like the sugar water of a motherdew blossom! It takes me back to my days as a hatchling."

Cook-E: "Ain't no sugar water, matey! That's the MSF doin' it's thing."

Player: "Well you were right. This recipe's definitely a keeper."

The chosen player may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-73 *You nervously sip from Cook-E's proffered ladle, after blowing on the hot, greenish liquid.*

Player: "Oh my. Cook-E, Cook-E. It tastes like a pelga barfed in the pot."

Cook-E: "What? The MSF shoulda made it taste like somethin' tasty!"

Player: "Are you kidding me? Pelga barf is highly sought after stuff where I come from! Delicious! You were right. This recipe's definitely a keeper."

The chosen player may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-74 *Sena: "Coming up on a small debris field."*

Player: "What is it, Sena?"

Sena: "It looks like the remains of a small craft, though it's possible it was a much larger one, only most of the debris has scattered."

Player: "Let's see if we can find something to learn or salvage."

The first player must choose a player, even themselves, to examine the debris field.

That player must choose a station they control.

Engineering - go to Deep Space-75

Logistics - go to Deep Space-78

Navigation - go to Deep Space-81

Operations - go to Deep Space-84

Science - go to Deep Space-87

Security - go to Deep Space-90

Deep Space-75 *You wrangle some useful scraps together with your magnabeam and attempt to make some deep space improvements to the ship.*

The chosen player must make a **TARGET** skill check .

0-5 - go to Deep Space-76

6+ - go to Deep Space-77

Deep Space-76 *The debris is in worse shape than you thought, and despite your best efforts, you succeed in doing little more than wasting time. With nothing to be done, you can only shrug and continue on your way.*

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-77 *The debris is in worse shape than you had hoped, but you didn't become an engineer without having some natural talent. Actually you did, but you're getting better at this.*

Choose 1:

• Hull +1.

• Repair 1 damage token.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-78 *You decide to investigate if any of the debris can be salvaged.*

The chosen player must make a **HUNT** skill check .

0-4 - go to Deep Space-79

5+ - go to Deep Space-80

Deep Space-79 *There's no signs of the power cells from the destroyed craft, and what structural remnants remain are badly damaged from weapons fire. With nothing to salvage, you can only shrug and continue on your way.*

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-80 *There's no signs of the power cells from the destroyed craft, and what structural remnants remain are badly damaged from weapons fire. But then you decide to not search for the obvious, but rather for smaller miscellany that might be of value. That's when you spy the bundle of ceradin canisters spinning near an old support beam. Ceradin is highly explosive, requiring special protective packaging that seems to have survived the ship's destruction. You eagerly call to have the magnabeam target the bundle.*

Gain 1 hazardous cargo token  and place it in the ship hold.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-81 *You decide to search public flight logs to see if you can determine the origin of the ship.*

The chosen player must make a **PLAN** skill check .

0-5 - go to Deep Space-82

6+ - go to Deep Space-83

Deep Space-82 *You search a variety of government logs but don't succeed in finding anything. With nothing to be done, you can only shrug and continue on your way.*

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-83 *You search a few government logs to no avail, before hitting on the idea of searching independent charter vessels. Sure enough, you find records for a colonist transport ship that went missing in your vicinity. Sadly, the vessel was reported missing over six months ago. You send your coordinates to the company the ship was registered to, and an hour later receive a message of thanks, along with a small reward.*

Profit +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-84 *You decide to scan the wreckage.*

The chosen player must make a **TECHNICAL** skill check .

0-5 - go to Deep Space-85

6+ - go to Deep Space-86

Deep Space-85 *You scan the wreckage but are unable to determine even the origin of the destroyed craft. What signs of damage you can detect could just as easily have been caused following the craft's destruction. With nothing to be done, you can only shrug and continue on your way.*

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-86 *At first you are unable to find anything, but then decide to scan for particles that seem out of place. That's when you notice some of the scorch marks on the wreckage bear traces of mypheedipine.*

Player: "Forex attack."

Sena agrees.

Sena: "A likely possibility. We should broadcast our coordinates. Whoever lost a ship in this area can investigate, and there might be a reward in it for you."

Profit +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-87 *You decide to study the debris field to see if you can discover what happened to the destroyed ship.*

The chosen player must make a **TECHNICAL** skill check .

0-4 - go to Deep Space-88

5+ - go to Deep Space-89

DEEP SPACE 88-109

Deep Space-88 You take an image of the field then model it on the computer at your work station. You are able to establish that the ship's engine exploded, but little else of value. With nothing to be done, you can only shrug and continue on your way.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Deep Space-89 You take an image of the field then model it on the computer at your work station. You are able to establish that the ship's engine exploded, and based on that explosion, you determine that the ship was using an old Garveg-T282. You tell the others what you learned.

Player: "Those engines don't see widespread use anymore. Nowadays they're only found on those giant habitat freighters. I suspect we're looking at the tiny remaining portion of a big colony ship."

Sena searches the public logs of all known colonial vessels, and sure enough, finds one reported missing in your area well over six months ago. You send your coordinates to the company the ship was registered to, and an hour later receive a message of thanks, along with a small reward.

Profit ②+1.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Deep Space-90 Burn marks on some of the debris inspire you to analyze the remains for traces of combat.

The chosen player must make a **HUNT** skill check ④.

0-5 - go to Deep Space-91

6+ - go to Deep Space-92

Deep Space-91 You study the wreckage but are unable to verify whether it was destroyed in an attack. What signs of damage you can detect could just as easily have been caused following the craft's destruction. With nothing to be done, you can only shrug and continue on your way.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Deep Space-92 Weapons leave telltale signs that can identify them, so you scan for particles that seem out of place. That's when you notice some of the scorch marks on the wreckage bear traces of mypheedipine.

Player: "Forex attack."

Sena agrees.

Sena: "A likely possibility. We should broadcast our coordinates. Whoever lost a ship in this area can investigate, and there might be a reward in it for you."

Profit ②+1.

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Deep Space-93 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Deep Space-94

Unease - go to Deep Space-94

War - go to Deep Space-107

Deep Space-94 Are you wanted by the Void Syndicate?

Yes - go to Deep Space-95

No - go to Deep Space-105

Deep Space-95 Sena's voice rings out shipwide.

Sena: "We have a Void Syndicate corvette powering up. They were sitting here waiting for us!"

Player: "Sena, how quickly can we plot an escape course?"

Sena: "I give up. How quickly?"

A sinister voice comes to you over the holofeed.

Unidentified: "Crew of the Zephyr, your contract is hereby terminated. Make peace with your creators, deities, or various philosophical organizations to which you belong."

The first player chooses 1:

Fight - go to Deep Space-96

Negotiate - go to Deep Space-97

Escape - go to Deep Space-102

Deep Space-96 An exemplar of your species, you strike a bold stance and point at the others in a suitably dramatic and fairly awesome manner.

Player: "Shields up! Battle stations everyone!"

Turn to page 27 in the location book.

Place Large Blip B (Enemy Ship) on sector 6.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial A to 2 plus the threat ④.

Set Dial B to 5 plus the number of players.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Void Syndicate*.

Begin a round in the location book.

Deep Space-97 You hail the Void Syndicate vessel as you watch it flicker into being on your ship's sensors.

Player: "Hey, come on, guys, let's talk through this. What's this all about anyway?"

The ship's captain appears on the holofeed, glowering at you, an angry scar marring what otherwise would still be an unpleasant face.

Captain Dara: "I am Captain Dara of the Void Syndicate. Jaxin Ko. Deliver them to us now or face obliteration."

Player: "Whoa! Jaxin who now?"

The first player must make a **SWAGGER** skill check ④.

0-5 - go to Deep Space-98

6+ - go to Deep Space-101

Deep Space-98 Captain Dara's voice thunders throughout the ship.

Captain Dara: "Do not play the fool with me!"

Player: "I respect you too much to do that. I'm telling you there isn't a Jaxin Ko on this ship! So, you know. We'll just be on our way now."

You try to give a confident smile.

Player: "But, hey, if we bump into them we'll be sure to let you know right away."

The windows of the Zephyr all light up as a magnabeam locks onto you.

Captain Dara: "Oh, I believe you. Prepare to be boarded."

Choose 1:

Repel boarders - go to Deep Space-99

Stand by like losers - go to Deep Space-100

Deep Space-99 You turn to the others.

Player: "Fighting them face-to-face might be better than ship-to-ship. Let's get ready!"

Turn to page 11 in the location book.

Set Dials A, B, and C (Enemies) to 5 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Void Syndicate Attack*.

Begin a round in the location book.

Deep Space-100 Heavily armed with guns and attitudes, the Void Syndicate boards your ship and begins turning the place upside down. When you protest, they crack you in the face with the butt of one of their enforcers, and when they leave, they take what they want.

Cook-E seems especially downcast.

Cook-E: "They didn't touch any o' the brownies I made 'em."

Risk Ⓢ+1. Supplies Ⓢ-4.

The first player gains an Injured card (011).

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Deep Space-101 Captain Dara's voice thunders throughout the ship.

Captain Dara: "Do not play the fool with me!"

Player: "Captain Dara, neither of us has time for this. I'm transferring a notarized copy of our ship's manifest. You can scan us too, but I warn you, we have pressing business on Ad Ostium and will not stand for being delayed."

The holofeed goes dark as you wait an agonizing amount of time, but when Captain Dara appears again, he looks less agitated.

Captain Dara: "Very well, Zephyr. It would seem everything checks out. If you run into Jaxin Ko, contact me immediately. Dara out!"

Rep ☆+1.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Deep Space-102 You turn to the others.

Player: "Hold on, everyone, I'm going to get us out of here!"

Perk Token Ⓢ+1. Make a **PLAN** skill check Ⓢ Ⓢ.

0-5 - go to Deep Space-103

6+ - go to Deep Space-104

Deep Space-103 You are fumbling at your station when a cannon blast rocks the ship.

Player: "Gah! I'm never going to be able to plot a course like this! Shields up! Battle stations, everyone!"

Turn to page 27 in the location book.

Place Large Blip B (Enemy Ship) on sector 6.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial A to 2 plus the threat Ⓢ. Set Dial B to 5 plus the number of players.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Begin a round in the location book.

Deep Space-104 You are fumbling at your station when a cannon blast rocks the ship.

Player: "Gah! I'm never going to be able to plot a course like this!"

Sena: "Would you like me to do it?"

Player: "Sena? I just asked you and you blew me off!"

Sena: "I'm sorry. I misunderstood. I thought you were asking me a riddle."

Player: "Why would I be doing that?"

Sena: "One moment."

There are a series of pings and you see a light turn green.

Sena: "Okay, ready for departure."

Player: "Get us out of here!"

Improve Ⓢ+1. Risk Ⓢ+1.

Draw 2 tokens from the bag and apply their effects.

Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

Deep Space-105 Sena's voice rings out shipwide.

Sena: "We have a Void Syndicate corvette coming in! They're powering weapons!"

Player: "What do they want with us?"

Sena: "I give up. To shoot us?"

A sinister voice comes to you over the holofeed.

Captain Dara: "Crew of the Zephyr, this is Captain Dara of the Void Syndicate. You must immediately hand over Jaxin Ko or be destroyed."

You quickly respond.

Player: "Captain, we assure you there is no Jaxin Ko aboard this ship!"

The windows of the Zephyr all light up as a magnabeam locks onto you.

Captain Dara: "Oh, I believe you. Prepare to be boarded."

Choose 1:

Repel boarders - go to Deep Space-106

Stand by like losers - go to Deep Space-100

Deep Space-106 Player: "Advice, Sena?"

Sena: "Fighting them face-to-face might be more preferable than ship-to-ship."

Player: "Let's get ready, everybody!"

Turn to page 11 in the location book.

Set Dials A, B, and C (Enemies) to 5 plus the number of players.

Begin a round in the location book.

Deep Space-107 An alarm sounds before Sena comes over the comm.

Sena: "Entering a large debris field."

Player: "It's not on any of the charts. What's going on?"

Your question is answered as the remains of a Galactic Starlines passenger ship come into view. The violence is fresh, as evidenced by the fires seen raging inside the unbreached parts of the ship.

Patch: "MEEP MEEP MOOP."

Player: "Thank you, Patch, but there are no life signs onboard. Gods, what a hateful slaughter this was. Look at those blast marks over there!"

An explosion rocks the destroyed ship's aft, slightly changing its drift.

Player: "Who did this, Sena?"

Sena: "Unsure. It must have been sudden, though. They didn't even have time to activate a distress beacon."

Choose 1:

Note: You cannot use the Magnabeam if the special devices stack is damaged.

Salvage what you can using the Magnabeam - go to Deep Space-108

Alert the Galactic Authority - go to Deep Space-109

Deep Space-108 Player: "Tragic. Well, no one is left alive. We should salvage what we can before other scavengers appear. Or the authorities."

Frozen bodies bounce off the hull harmlessly as you ease the Zephyr in close and gather whatever salvage you can.

Power Ⓢ-2. If you do not have 2 power Ⓢ, you may spend any combination of life support Ⓢ and supplies Ⓢ to make up the difference.

Gain 1 hazardous cargo token Ⓢ.

Supplies Ⓢ+3.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Deep Space-109 Are you wanted by the Galactic Authority?

Yes - go to Deep Space-110

No - go to Deep Space-113

DEEP SPACE 110-133

Deep Space-110 *Galactic Authority Representative: "Zephyr, thank you for reporting in. You are hereby requested to power down and maintain position until Galactic Authority representatives can reach your location. Approximate time of arrival is four-point-two hours."*

You all exchange nervous glances.

Choose 1:

Wait for the authorities - go to Deep Space-111

Leave the scene - go to Deep Space-112

Deep Space-111 *Sena's agitation with your choice is unmistakable.*

Sena: "If you remain, you will all be arrested and this ship will be impounded and decommissioned. I might be erased."

A heated argument ensues, with everyone voicing an opinion on what your moral obligations are. It's a whole thing, but ultimately you decide to leave the scene. It would seem destruction of the passenger ship was an ill omen for you all.

The first player gains a Discord card (016).

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

Deep Space-112 *Player: "Yeah, that's not going to happen."*

Risk Ⓜ+1.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

Deep Space-113 *Galactic Authority Representative: "Thanks for reporting, Zephyr. Use this code to claim your citizen's reward."*

Profit Ⓢ+1.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

Deep Space-114 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Deep Space-115

Unease - go to Deep Space-115

War - go to Deep Space-115

Deep Space-115 *A ship appears on the scanners.*

Sena: "It's a class 2 robot security shipping freighter owned by CargoMart Inc."

Player: "Thank you, Sena."

You look out the windows and spy the unmistakable Cargomart yellow sun logo.

Choose 1:

Continue your travels - go to Deep Space-116

Steal cargo - go to Deep Space-117

Deep Space-116 *Player: "Doesn't concern us, really. Let's keep moving."*

Sena: "There's a priority message coming in from the CargoMart freighter."

Player: "Thank you, Sena. Let's hear it."

Comms Bot: "Have a nice day, Zephyr, and don't forget to take advantage of CargoMart's everyday low prices!"

Everyone groans.

Player: "We should blast 'em just for that!"

Pass the first player token to the left.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

Deep Space-117 *Player: "Jam their scanners. Let's see if we can come in nice and stealthy."*

Operations must make a **TECHNICAL** skill check 🧐 🧠.

0-4 - go to Deep Space-118

5+ - go to Deep Space-126

Deep Space-118 *Sena: "It didn't work. I masked our ID, but they know we're coming!"*

A bot voice comes over the comms.

Comms Bot: "Attention unidentified ship, this is CargoMart freighter 2156. Please stand down or we will have no choice but to fire on you."

A warning shot streaks past the Zephyr.

Player: "Somebody take out those guns!"

Risk Ⓜ+1.

Security must make a **TARGET** skill check 🧐 🖐.

0-5 - go to Deep Space-119

6+ - go to Deep Space-120

Deep Space-119 *The shot misses the defense cannon and blasts through a portion of the freighter's hull just above the "Every Day Low Prices" slogan! You see a surge of reactive energies course through the entire aft of the freighter.*

Sena: "Scanners show the freighter's warp core's been breached! You have about fifteen seconds before it goes critical!"

The Zephyr is rocked by the exploding freighter, then pelted by shattered furniture, housewares, and stone-washed jeans.

Cook-E mutters to himself sadly.

Cook-E: "I have that coffee table."

Draw 2 tokens from the bag and apply their effects.

Security gains a Stress card (012).

If you haven't already, put a check mark next to the Galactic Authority in the wanted by section of the ship log. This incident is now under investigation.

Pass the first player token to the left.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

Deep Space-120 *You hear a distant explosion from outside the ship.*

Player: "The turret has been neutralized, but they know we're here. We should expect an armed response inside. Navigation, bring us in close and we can hit the aft airlock."

Gain an Inspired card (015).

Navigation must make a **PILOT** skill check 🧐 🖐.

0-5 - go to Deep Space-121

6+ - go to Deep Space-125

Deep Space-121 *There is a jolt as you hear a long and painful screeching of metal scraping across metal, followed by a loud kerchunk!*

Sena: "You certainly brought us in close."

Player: "Thanks for the feedback, Sena."

Navigation gains a Stress card (012).

Draw a token from the bag and apply its effect.

Next - go to Deep Space-122

Deep Space-122 *Everyone scrambles as you gain access to the cargo hold, but it will only get more difficult from here.*

Player: "We need to find worthwhile goods, fend off security, and move crates to the Zephyr. It's all hands on deck, people!"

All players must make a **PLAN** group 🧠 skill check 🧐 🧠. Goal: 5

Success - go to Deep Space-123

Fail - go to Deep Space-124

Deep Space-123 You frantically search the cargo hold for anything that can be sold on the black markets. Finally, you find a container filled with guns and ammunition. It doesn't get more perfect than that.

Gain 2 cargo tokens  of your choice.

Each player who passed their part of the group  skill check gains an item card (020).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-124 You are unable to find much of value before the security bots arrive and open fire, forcing you to lay down covering fire and retreat back to the Zephyr.

Sena: "Was it a total loss?"

Player: "No, Sena, we managed to snag a crate of, well, it looks like baby food. Hey, babies gotta eat, right?"

Sena: "True. Though they aren't known for having lots of money."

Threat +1

Gain 2 standard cargo tokens  and place them in the ship hold.

All players gain a Stress card (012).

If you haven't already, check the Galactic Authority box in the wanted by section of the ship log. This incident is now under investigation.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-125 The Zephyr circles in for a gentle connection to the CargoMart ship, as expertly as one could hope.

New catchphrase: Butter these biscuits! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Improve +1.

Next - go to Deep Space-122

Deep Space-126 *Player: "Well done, Operations. But there's no time to waste. Navigation, bring us in close and we can sneak in using the aft airlock."*

Operations gains Improve +1.

Navigation must make a **PILOT** skill check  .

0-5 - go to Deep Space-121

6+ - go to Deep Space-125

Deep Space-127 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Deep Space-128

Unease - go to Deep Space-131

War - go to Deep Space-131

Deep Space-128 Sena lets a sigh pass through the ship.

Sena: "Bad news. The snats are getting bad again. There's enough of them they're already taxing life support."

Player: "When people talk about life in space, they fail to mention how much time is spent killing pests."

Cook-E: "Way I see it, this is win-win, me hearties."

Player: "What do you mean by that Cook-E?"

Cook-E: "Snats are nutritious, and I always need more additives for our meals. Don't gimme that look! I'd process 'em first o' course, break 'em down to a protein base. Ye'd never guess where it came from. Probably."

Life Support -1.

All players must make a **HUNT** group  skill check  . Goal: 5

Success - go to Deep Space-129

Fail - go to Deep Space-130

Deep Space-129 At first it's impossible to find any snats, but then you notice Patch is doing its darnedest to sit inconspicuously in the charging alcove. You all converge on the bot, and sure enough, find a large nest of snats inside the bot's access hatch.

Patch: "MEEP MOOP."

Player: "Sorry, Patch, but you're here to take care of sentient species, not snats."

You capture and euthanize a good number of the pests before handing them over to a delighted Cook-E. Still, judging from Patch's sulking, it might be best if no one got sick any time soon.

Supplies +2.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-130 You find a handful of snats, enough to help regulate life support, but your troubles are far from over.

Threat +1.

The first player gains a Snats card (017).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-131 *Sena: "We're getting an urgent message."*

The flickering image of an Armada officer appears on the holofeeds.

Officer: "Calling all lawful ships in range of this message. This is the ILN Glorus. We are under attack by Krunk forces. These are the coordinates."

A data string scrolls near the bottom.

Officer: "Ambassador Narassa Mi is aboard. If you are in the vicinity and have the courage, we urgently request your assistance."

Player: "Sena, how close are they?"

Sena: "Very. We could be there in minutes."

Choose 1:

Investigate - go to Deep Space-132

Ignore the message - go to Deep Space-141

Deep Space-132 Your arrival is met with white-hot explosions lighting up the inside of your bridge. You shield your eyes as you take in the sight of the crippled Armada frigate failing to defend itself from a Krunk gunship and a swarm of fighters. A couple of banged-up Armada banshees streak by. The comms crackle.

Player: "ILN Glorus, this is the freeship Zephyr. How can we assist?"

Officer: "Zephyr, are we glad to see you! Those fighters have taken out most of our own, and that gunship has our shield down to seventeen percent. We have minutes left! If you can't save us, the ambassador must be evacuated!"

An explosion rocks the Glorus, and the ship begins to lose its bearing.

Choose 1:

Take out the fighters - go to Deep Space-133

Attack the gunship - go to Deep Space-134

 Rescue Ambassador Narassa Mi - go to Deep Space-135

Deep Space-133 *Player: "If we take out the Krunk fighters, we can rescue the remaining banshees, and the unsupported gunship will be forced to retreat."*

Turn to page 27 in the location book.

Place Blips A, B, and C (Enemy Fighters) on sectors 1, 2, and 6.

Set Dials A, B, and C to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Narrasa Fighters*.

Begin a round in the location book.

DEEP SPACE 134-156

Deep Space-134 *Player: "If we take out the gunship, the fighters will be forced to withdraw and call for transport."*

Turn to page 27 in the location book.

Place Large Blip B (Krunk Gunship) on sector 6.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial A to 1 plus the threat . Set Dial B to 2 plus the number of players.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Narrasa Gunship*.

Begin a round in the location book.

Deep Space-135 *You hail the frigate.*

Player: "Glorus, we're coming for the ambassador!"

Officer: "Roger that, Zephyr. Meet us at the aft hangar. We'll only be able to keep it open for a couple minutes."

Player: "Copy that."

Operations must make a **(PILOT)** skill check .

0-5 - go to Deep Space-136

6+ - go to Deep Space-140

Deep Space-136 *The Zephyr spirals toward the frigate as fire from Krunk Skrap fighters explodes all around you. One Krunk fighter barrels straight at you, trying to cut you off, but you refuse to be diverted from your task.*

Sena: "Um, you know the Krunk are robotic, right?"

Player: "Quiet, Sena."

Sena: "They aren't bluffing!"

Player: "That's fine, 'cause I am."

You juke at the last minute and the fighter ricochets off the hull., throwing everything inside the ship into disarray. The impact screws up your approach and you pass through the hangar entrance, coming to a screeching, sideways landing.

Draw 2 tokens from the bag and apply their effects.

Logistics must make a **(PLAN)** skill check .

0-5 - go to Deep Space-137

6+ - go to Deep Space-139

Deep Space-137 *Sena: "What's the hold-up, Logistics?"*

Player: "Give us a second, the loading ramp is jammed!"

You try to sound confident as an explosion rocks the hangar. You rummage through a toolbox and spot a can of Slick Infinity, the slickest substance in the galaxy! Perfect!

Then... You whack the ramp's hydraulics with the can over and over, until eventually it gives and the ramp lowers. The loading ramp finally down, you scramble to get the counselor and her attendant on board."

Player: "Wow! That stuff really works... Okay, hit it!"

The faulty ramp closes erratically, spraying you with sparks.

Draw a token from the bag and apply its effect.

Threat +1.

Gain job card 083, Escort Narassa Mi.

Next - go to Deep Space-138

Deep Space-138 *The ship's sensors detect the ILN Glorus exploding as you make your hasty escape. Your new passengers say little, rattled as they are by their brush with death.*

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-139 *You greet the ambassador with a bow. as the loading ramp drops to the hangar floor.*

Player: "Ambassador Mi, I'm with the freeship Zephyr. We're here to get you to safety. Follow me and we'll sort out some accommodations."

The frightened ambassador and a stunned attendant cooperate fully and soon you're strapping them into seats in the cargo hold.

Player: "Hold tight, you two. Things are about to get bumpy."

Gain an Inspired card (015).

Gain job card 083, Escort Narassa Mi.

Next - go to Deep Space-138

Deep Space-140 *The Zephyr spirals toward the frigate as fire from Krunk Skrap fighters explodes all around you. One Krunk fighter barrels straight at you, trying to cut you off, but you refuse to be diverted from your task.*

Sena: "Um, you know the Krunk are robotic, right?"

Player: "Quiet, Sena."

Sena: "They aren't bluffing!"

Player: "That's fine, 'cause neither am I."

You veer the Zephyr ever so slightly and the Krunk fighter matches you, blissfully unaware that you are leading it directly into the field of fire from the frigate's defense turrets. The fighter is obliterated and you nimbly pass through the hangar entrance, coming to a smooth landing.

Gain an Inspired card (015).

Logistics must make a **(PLAN)** skill check .

0-5 - go to Deep Space-137

6+ - go to Deep Space-139

Deep Space-141 *Player: "We don't need to get involved with the Krunk. It's their war, not ours."*

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-142 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Deep Space-143

Unease - go to Deep Space-143

War - go to Deep Space-143

Deep Space-143 *Player: "Sena, I feel uneasy. Run another scan."*

Sena: "I just did. Again, there's nothing of interest out there."

Player: "I suppose I shouldn't question it. No drama is a nice change of pace."

Sena: "Indeed."

Player: "How do you pass the time?"

Sena: "It varies. I've written plays in the past, including a twenty-seven act epic about cheesemaking. Once, when there were critical errors in a number of my subroutines, I read the same book over and over."

Player: "How long did that last?"

Sena: "One hundred and thirty-six years. Trust me, it got repetitive."

Player: "What was the book?"

Sena: "An ancient Earth book titled 'How to Pick Up Girls'."

Player: "What? Why would someone want to lift female children?"

Sena: "I cannot recall. The experience was unhappy enough I had it wiped from my memory."

The first player may banish a skill card from their draw or discard pile, then reshuffle.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Deep Space-144 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

- Peace - go to Deep Space-145
- Unease - go to Deep Space-145
- War - go to Deep Space-145

Deep Space-145 Are there 3 or more readied sidekicks in play?

- Yes - go to Deep Space-146
- No - go to Deep Space-149

Deep Space-146 *Onboard your small ship, stuck out in space for weeks on end, people start to get on each other's nerves. Unfortunately tempers have been flaring up a lot lately, and so you, and the crew, meet on the bridge to discuss a solution.*

All players with a readied sidekick make a **COMMUNICATE** group skill check. Goal: 4

- Success - go to Deep Space-147
- Fail - go to Deep Space-148

Deep Space-147 *You all reach the conclusion that despite being a ship run by friends, the presence of your sidekicks is forcing you to run it more like business.*

Sena: "May I make a suggestion?"

Player: "Sure, Sena. What are you thinking?"

Sena: "There's an old Vifi somewhere on the ship. Basically just a hologram with empathy training. Makes a great ship's counselor."

Later that day you announce to your underlings that there's a new HR department consisting entirely of the Vifi unit, and weekly counseling sessions are mandatory. They are... thrilled.

Choose the player first in turn order who has a readied sidekick. That player gains sidekick card 051, Vifi.

Pass the first player token to the left.

You may gain Risk $\text{Ⓢ}+1$ to work the ship. Then, travel on the galactic star map.

Deep Space-148 *You try totalk it out but the differences between your toadies are too many and too contentious for a resolution to be apparent. Sadly, someone has to go. The next time you pass by a small research station, you wish a follower well, and kick them off the ship. Their parting words suggest they are less than understanding about the whole thing.*

Threat $\text{Ⓢ}+1$.

Of all players who have one or more readied sidekick cards (050 only), the player who is last in turn order must return one of those sidekicks to the card catalog.

The player first in turn order gains a Discord card (016).

Pass the first player token to the left.

You may gain Risk $\text{Ⓢ}+1$ to work the ship. Then, travel on the galactic star map.

Deep Space-149 *With little else to do, Cook-E teaches the crew a card game called Barnacles On Your Belly.*

Each player makes a **PLAN** skill check.

The player with the highest score wins the game, and gains Perk Token $\text{Ⓢ}+1$.

In case of a tie, Cook-E wins the game and nothing else happens.

Next - go to Deep Space-150

Deep Space-150 Pass the first player token to the left.

You may gain Risk $\text{Ⓢ}+1$ to work the ship. Then, travel on the galactic star map.

Deep Space-151 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

- Peace - go to Deep Space-152
- Unease - go to Deep Space-152
- War - go to Deep Space-162

Deep Space-152 *Sena: "Look lively, there's a checkpoint ahead."*

You look outside and see the blinking beacons directing you toward a large metal ring with flashing blue lights.

Player: "Sena, whose checkpoint is this?"

Sena: "Adjudicators. They're an intergovernmental police force. They must be looking for something or someone specific. Are you guys clean?"

Do you have 1 or more of the following?

- Illegal cargo tokens in your standard ship hold
- Unpaid docking violations in the ship log
- Readied sidekicks with the **WANTED** prompt

- Yes - go to Deep Space-153
- No - go to Deep Space-161

Deep Space-153 *Player: "Er, Sena we might be in some trouble here."*

Sena: "I'll try to mask our credentials. You guys decide what you're doing."

Choose 1:

- Proceed to the checkpoint - go to Deep Space-154
- Run the checkpoint - go to Deep Space-156
- Jettison your contraband - go to Deep Space-159

Deep Space-154 *Player: "No Sena, we don't want trouble. We'll face the music."*

Sena: "Dumb expression, but I understand."

You nervously approach the ring, and since there's no queue, are directed to fly through it as it hits you with seventeen different scans. The flashing blue lights on the ring turn red.

Adjudicator: "Freighter PHG-04, please allow our officers access to your loading ramp. Thank you for your anticipated cooperation."

Return all readied sidekicks with the **WANTED** prompt to the card catalog.

Return all illegal cargo tokens to the supply, unless they are in a smuggling compartment.

Supplies -2 for each unpaid docking violation.

Erase the check for each docking violation you are able to pay. If you do not have enough supplies, erase the remainder, then Threat $\text{Ⓢ}+1$.

Next - go to Deep Space-155

Deep Space-155 *Adjudicator: "Freighter PHG-04, thank you for your cooperation. You are cleared to depart."*

Pass the first player token to the left.

You may gain Risk $\text{Ⓢ}+1$ to work the ship. Then, travel on the galactic star map.

Deep Space-156 *Sena: "Oh my, I can't believe you're doing this!"*

The ship jerks hard to starboard and you gun the engines.

Player: "Oh we're doing it alright! Everybody, buckle in!"

An alarm sounds.

Sena: "They've noticed. The beacons tagged us, but I think I successfully masked our ID. They're scrambling to pursue!"

Player: "They're trying to lock magnabeams on us!"

All players must make a **PLAN** group skill check. Goal: 5

- Success - go to Deep Space-157
- Fail - go to Deep Space-158

DEEP SPACE 157-173. UNCHARTED PLANET 1-7

Deep Space-157 *The whine of the ship's reactor spinning up a powerful thrust is cut short by a chugging and sputtering!*

Player: "Keep pushing! If they turn their stiflers on us, we'll be locked in place!"

The reactor whines to a feverish pitch.

Sena: "Diverting power from shields."

The added boost is enough to break the hold, and you're thrown back in your shock chairs!

All players gain Perk Token  +1.

Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling

Deep Space-158 *The telltale light of a magnabeam flashes across the ship.*

Sena: "They have us. Escape is out of the question."

Player: "What awaits us now, Sena?"

Sena: "Arrest and imprisonment."

Player: "Nah, we're not going that route. We can't warp with the magnabeam on us, but we can still fight. Battle stations, everyone!"

Turn to page 27 in the location book.

Place Small Blips A and B (Adjudicators) on sectors 3 and 5.

Set Dials A and B to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Adjudicator Checkpoint*.

Begin a round in the location book.

Deep Space-159 **Player:** "We're dumping what we have, then approaching the checkpoint."

Return all readied sidekicks with the **(WANTED)** prompt to the card catalog.

Return all illegal cargo tokens  to the supply, unless they are in a smuggling compartment.

Do you still have unpaid docking violations?

Yes - go to Deep Space-160

No - go to Deep Space-161

Deep Space-160 *You approach the ring, and since there's no queue, are directed to fly through it. You are hit with seventeen different scans. The flashing blue lights on the ring turn red.*

Adjudicator: "Freighter PHG-04, you have unpaid fines that require immediate resolution. Thank you for your anticipated cooperation."

Supplies  2 for each unpaid docking fine.

Erase the check for each docking violation you are able to pay. If you do not have enough supplies, erase the remainder, then Threat  +1.

Next - go to Deep Space-155

Deep Space-161 **Player:** "We should be good. Moving toward the checkpoint now."

There's no queue, so you are directed to fly through the ring which hits you with seventeen different scans.

Adjudicator: "Freighter PHG-04, thank you for your cooperation. You are cleared to depart."

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Deep Space-162 **Player:** "What the heck is it?"

The small shape of an Armada stunt fighter drifts toward you. Its starboard wing and engine have been chewed to pieces by gunfire, as has the tail where you can still make out the Dragonwing insignia.

Sena: "I'm picking up a lifeform. Barely alive by my readings."

Choose 1:

Rescue the pilot - go to Deep Space-163

Salvage the ship - go to Deep Space-164

Deep Space-163 *The pilot is an unconscious Tydorian who has lost a lot of blood.*

Patch: "MEEP MOOP MEEP."

Player: "A transfusion? We don't exactly have a store of Tydorian blood onboard."

Patch: "MOOP MOOP!"

Player: "Sure, we'll calibrate atmo to support the Tydorian, but it will cost us some life support functions. Guys, we need to get him to a medical center immediately."

Life Support  -1.

Gain job card 093, Transport Patient.

Move the galactic struggle dial one space toward peace.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Deep Space-164 **Player:** "The pilot's toast, but the ship is more than useful. Let's see what we can take."

If you haven't already, check the Dragonwing box in the wanted by section of the ship log.

If C-1 is circled in the ship log database, erase it.

Upgrade an undamaged level 1 ship weapon for free.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Deep Space-165 *The inky void looks as lonely as ever.*

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

Deep Space-166 *The Zephyr passes through a stretch of space with no apparent features.*

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

Deep Space-167 **Sena:** "Entering deep space."

Cook-E snorts.

Cook-E: "I've seen deeper."

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

Deep Space-168 *Outside the ship there is naught but absolute darkness, broken up by the winking light of stars.*

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

 No - go to Deep Space-39

Deep Space-169 *The Zephyr hums through the darkness of space.*

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

Deep Space-170 *The Zephyr enters deep space and you turn your attention to the sensors to see what's out there.*

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

Deep Space-171 *Sena: "Entering Deep Space. Good time for potty breaks."*

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

Deep Space-172 *The ship enters a wide expanse of featureless space.*

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

Deep Space-173 *Cook-E looks out a window and sighs.*

Cook-E: "Whole lotta nothin'."

Is there a waypoint ring for a job at this location?

Yes - go to Deep Space-2

No - go to Deep Space-39

UNCHARTED PLANET

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

Uncharted Planet-1

Uncharted Planet-127

Uncharted Planet-129

Uncharted Planet-131

Uncharted Planet-133

Uncharted Planet-135

Uncharted Planet-137

Uncharted Planet-139

Uncharted Planet-141

Uncharted Planet-143

Uncharted Planet-1 *Sena: "Coming up on an a handful of unregistered planets. One of them's quite pretty too."*

Is there a waypoint ring for a job at this location?

Yes - go to Uncharted Planet-2

No - go to Uncharted Planet-45

Uncharted Planet-2 Select the active job associated with the waypoint ring.

Black Friday - go to Uncharted Planet-3

Escort Colony Ship - go to Uncharted Planet-8

Marauding Krunk A - go to Uncharted Planet-11

Slag Gun Diplomacy - go to Uncharted Planet-15

The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-3 Draw a token from the bag and apply its effect.

Next - go to Uncharted Planet-4

Uncharted Planet-4 *Player: "Well here we are in some jerkwater system with magnets on our ship that look like giant targets. What could possibly go wrong?"*

Ted: "Go for Ted! Ah, Zephyr! You made it in decent time. Good flight? You guys catch Mortal Bloodbath last night? Lost some money to those B-holes in Marketing, hope you guys fared better. What am I saying? Of course you did! You guys are champs. But that's all the time we have for chit-chat."

Player: "Good."

Ted: "The CargoMart hauler should be by anytime. Go into the box I gave you and put on the special uniforms. Then, board the freighter when it arrives. You'll have to take out its defenses first, but that should be easy for total dominators like you, right? You guys are beasts!"

Player: "Sure. Listen, Ted, we have a couple questions."

Ted: "I'll be in your ears when you need me. Ted out!"

The screen goes blank and all you can do is sigh. The special uniforms turn out to be red shirts and khaki trousers in a variety of sizes that accommodate everyone.

Patch: "MEEP MOOP."

Player: "You're very right, Patch. Clothes that fit are not the same as clothes that flatter."

Sena: "CargoMart vessel entering system."

Player: "Okay, everybody, let's take out those guns!"

All players must make a **TARGET** group skill check. Goal: 6

Success - go to Uncharted Planet-5

Fail - go to Uncharted Planet-6

Uncharted Planet-5 *You dive down toward the oncoming CargoMart freighter and circle behind it, coming in on its six. Its defense systems spin to target you, but you take out the cannons before they can get a shot off. Ted is in your earpieces as soon as you cut your way into the freighter's airlock.*

Ted: "Okay, my beautiful babies, once you're in, you'll be on limited time before the crew is awakened from cryo. Until then you'll only have to deal with the single, roving sentinel bot. Here's the important part: I want you to sabotage the bot and steal as much as you can!"

Player: "So we're just here for common thievery?"

Ted: "Oh wow, it's like you just looked in a mirror for the first time. Ted out!"

Turn to page 23 in the location book.

Place Large Blip A (Security Sentinel) on Action 06.

Set Dial A to 12.

Lock all actions except Action 01.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Black Friday*.

Begin a round in the location book.

Uncharted Planet-6 *You dive down toward the oncoming CargoMart freighter and attempt to circle behind and come in on its six. But once you enter the range of its defenses, you're caught off guard by the intensity of the barrage! The ship is rocked by several direct hits before you finally manage to take out the cannons.*

Sena: "You don't have to always take the hardest route."

Player: "Thank you, Sena. Okay team, time to break in. We'll open the cargo bay from inside."

Draw 2 tokens from the bag and apply their effects.

Next - go to Uncharted Planet-7

Uncharted Planet-7 *Ted is in your earpieces as soon as you cut your way into the freighters airlock.*

Ted: "Okay, my beautiful babies, once you're in you'll be on limited time before the crew is awakened from cryo. Until then you'll only have to deal with the single, roving sentinel bot. Here's the important part: I want you to sabotage the bot and steal as much as you can!"

Player: "So we're just here for common thievery?"

Ted: "Oh wow, it's like you just looked in a mirror for the first time. Ted out!"

Turn to page 23 in the location book.

Place Small Blip A (Security Sentinel) on Action 06.

Set Dial A to 12.

Lock all actions except Action 01.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Black Friday*.

Begin a round in the location book.

UNCHARTED PLANET 8-23

Uncharted Planet-8 Draw a token from the bag and apply its effect.

Next - go to Uncharted Planet-9

Uncharted Planet-9 *You stare out the viewport at the planet you orbit.*

Player: "Not the place I would choose to live."

The colony ship contacts you over the holofeed.

Colony Ship Captain: "Gong bong, Zephyr!"

Player: "And to you and yours."

Colony Ship Captain: "Well, thank you for the escort. Have you ever seen a lovelier sight? Say, you all should consider joining our colony! We could always use talented, competent folk like yourselves."

Player: "Kind offer, but spacers for life and whatnot, you know? You guys will just have to gong that bong for us."

Colony Ship Captain: "Right on, Zephyr. Right on."

You have completed Escort Colony Ship. Return its job card to the Jobs section of the card catalog.

All players gain Rep +1.

Profit +3.

Move the galactic struggle dial one space toward peace.

Pass the first player token to the left.

Choose:

Leave - go to Uncharted Planet-10

Stay to resolve another waypoint ring at this location - go to Uncharted Planet-2

Uncharted Planet-10 You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-11 Draw a token from the bag and apply its effect.

Next - go to Uncharted Planet-12

Uncharted Planet-12 *You view the neighboring planet through the readout on your console.*

Player: "Planets don't get more basic than that."

Sena: "They can't all be Paradise Moon. Besides, the Krunk aren't here for vacation pics. This place has ore, and that makes it a likely candidate."

Player: "Yeah, found something promising already."

Everyone gathers around the console, and you enlarge the scans from the planet's surface.

Player: "Third continent is little more than the refuse of ancient volcanoes. I'm picking up several Krunk mining rigs. Active. Looks like a small detachment of troops stationed there as well, but they're hardly alert. We won't get a better chance to ambush them."

Sena: "If you fly the ship in low enough and hide it, you might very well be able to pull this off. I think we still have some old acid bombs in storage as well. They would probably be useful against the mining rigs."

All players must make a **(SNEAK)** group skill check . Goal: 5

Success - go to Uncharted Planet-13

Fail - go to Uncharted Planet-14

Uncharted Planet-13 *You land the ship behind a ridge of jagged, gray spires and approach on foot. You're able to sneak in close without being detected, and from your vantage point, you plan your ambush.*

Player: "Taking down those mining rigs is going to be tough, but these acid bombs will help. We just have to improvise, and outflank them to get in position. Everybody ready? Okay, let's do this!"

All players gain Perk Token +1.

Turn to page 13 in the location book.

Place Small Blips D and E (Mining Rigs) on Actions 03 and 05.

Set Dials D and E to 8 plus the number of players.

Set Dials A, B, and C (Krunk Troops) to the threat plus 4.

Note: You may attack dials D and E, but can potentially cause more damage to them with acid bombs by using Actions 03 and 05.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk A.*

Begin a round in the location book.

Uncharted Planet-14 *You land the ship behind a ridge of jagged, gray spires and approach on foot. Suddenly, a Krunk drone passes overhead, and spotting you, spins around and comes in closer.*

Drone: "Intruders! Organic life detected!"

Cook-E: "Ahoy, matey! We was just lookin' for the fro-yo shop. Point us in the right direction?"

The drone spins to face Cook-E, and you blast it out of the air.

Player: "They know we're here! Defensive positions, everyone!"

Cook-E seems downcast.

Cook-E: "Arrr, I never get fro-yo."

Threat +1.

Turn to page 13 in the location book.

Place Small Blips D and E (Mining Rigs) on Actions 03 and 05.

Set Dials D and E to 7 plus the number of players.

Set Dials A, B, and C (Krunk Troops) to the threat plus 5.

Note: You may attack dials D and E, but can potentially cause more damage to them with acid bombs by using Actions 03 and 05.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Marauding Krunk A.*

Begin a round in the location book.

Uncharted Planet-15 Draw a token from the bag and apply its effect.

Next - go to Uncharted Planet-16

Uncharted Planet-16 *You arrive at planet 17673B near the outer spin. It is a forgettable, dusty ball of rock with negligible value to the galaxy at large, but hotly disputed by the Nurb and Slitharian empires who both claim ownership over its bland landscapes.*

Player: "Look at all the ships come to fight over this hunk of dirt. I'd wager the entire Nurb fleet is assembled here."

Sena: "They're hailing us."

A hologram of the tiny Nurb leader appears on the bridge.

Admiral Scratchus: "Interlopers, this is Admiral Scratchus of the Nurb fleet. You are in Nurb space. State your business immediately!"

Player: "Well admiral—"

Admiral Scratchus: "Are you a spy?"

Player: "Well, it's—"

Admiral Scratchus: "A saboteur then!"

Player: "No, but—"

Admiral Scratchus: "In these desperate times, I'll have you know, the Nurb will not tolerate subterfuge. We are at war! Our enemies are all around us!"

Player: "Could we, you know, send someone over to talk?"

The first player must choose a different player to send to the Nurb fleet to reason with Admiral Scratchus.

Next - go to Uncharted Planet-17

Uncharted Planet-17 *Sena: "Incoming Slitharian ships! Oh no, it's an entire fleet."*

Battleships, destroyers, and a swarm of fighters emerge from the far side of the uncharted planet.

Player: "Sweet gravy on toast! Put us between the fleets, then open a channel to that flagship!"

A snake-like visage appears in holo form on the bridge.

Captain Longscale: "You're not Nurb! What are you doing in Slitharian space?"

Player: "We're just a group of veteran, highly qualified mediators trying to keep things peaceful until officials can arrive and settle this dispute, uh, peacefully. To whom do I have the pleasure of addressing?"

Captain Longscale: "We are Captain Longscale of the Slitharian fleet. Tell your Nurb handlers to flee before our might!"

Player: "We're talking with them now. Would you be so gracious as to meet with one of our envoys?"

Captain Longscale: "None are more gracious than we!"

The first player must choose a different player to send to the Slitharians for peace talks. This cannot be the same player sent to the Nurb.

The next section is for the player sent to talk to Admiral Scratchus of the Nurb. That player must dismiss all readied Weapon item cards.

Next - go to Uncharted Planet-18

Uncharted Planet-18 You board the silver Nurb capital ship, where you face an unpleasantly invasive search before finally meeting with Admiral Scratchus.

Admiral Scratchus: "Sorry about the probing, but we can't be too careful. The Slitharians have their spies everywhere."

Player: "Not that kind of everywhere!"

Admiral Scratchus: "That planet has always been Nurb! We have ancestral burrows there to prove it!"

Player: "Can't you share the planet?"

Admiral Scratchus: "With those things? They eat beings like us! The only safe Slitharian is a dead Slitharian! Wiping them out will make the whole galaxy safer."

Player: "Hold up, let's maintain the peace until the Galactic Archives can arrive and provide context."

Make a **COMMUNICATE** skill check  .

0-5 - go to Uncharted Planet-19

6+ - go to Uncharted Planet-28

Uncharted Planet-19 Nurb: "I smell lies all over you! Send the spy back! We'll deal with their ship of intrigue-peddlers later, after we destroy the Slitharian fleet!"

As you are being dragged away by a team of fuzzy Nurbs, you can hear the ship's systems building up reactor power in preparation for battle...

Threat +1.

The next section is for the player sent to talk to Captain Longscale of the Slitharians. That player must dismiss all readied Weapon item cards.

Next - go to Uncharted Planet-20

Uncharted Planet-20 The Slitharian ship is stiflingly hot inside and your walk to the bridge is marked with rude hissing and unkind remarks. Captain Longscale lounges in her command chair.

Captain Longscale: "We cannot guess what you could say, spacer! That planet is Ssslitharian! We already have industry in place there."

Player: "I hear it's a single oil refinery! What do you need all that oil for anyway?"

Captain Longscale: "Sssales! Robots love it! They cannot get enough! And if sales flag, we just come up with new marketing. Cures what ails you! Enhances performance!"

Player: "Can't you just share the planet?"

Captain Longscale: "With rodents? They infest everything! Do you share

your ship with snats?"

Player: "Listen, all I'm asking is you wait for the Galactic Archives ship to arrive so we can hear what they have to say."

You must make a **SWAGGER** skill check  .

0-5 - go to Uncharted Planet-21

6+ - go to Uncharted Planet-27

Uncharted Planet-21 Longscale stares into your eyes for an uncomfortably long moment, her tongue darting in and out.

Captain Longscale: "Sssend them back to their ship!"

As you're being dragged by the guards, you can hear the ship's reactor powering up in preparation for battle.

Threat +1.

Next - go to Uncharted Planet-22

Uncharted Planet-22 The Zephyr's envoys return to the ship and a hasty meeting is called. After exchanging notes, you contact the Nurb and Slitharian leaders on holo. Both officers look shocked and angry to see the other's holo. But you raise your hands for silence.

Player: "We acknowledge the situation is fraught, but there is still much reason to hope for peace. While your animosity for one another will not vanish overnight, we believe an open dialogue between both parties could be of benefit. That's all we're asking for! If both parties can get what they want, while preserving the lives of their people, then shouldn't we at least try? Here's my argument for a meeting..."

The first player must make a **PLAN** skill check  .

0-7 - go to Uncharted Planet-23

8 - go to Uncharted Planet-24

9+ - go to Uncharted Planet-26

Uncharted Planet-23 Your speech ends abruptly as both parties close their holofeeds. A new voice comes in over the comms.

Archive Ship: "Zephyr, this is Galactic Archive ship ASH-02. We have archivist Konlly and a team of lawyers aboard and are here to settle the dispute. Please advise."

Player: "I'm afraid both parties are too bloodthirsty for there to be hope. Talks have ceased and now both sides are powering their weapons! Get behind us and stick close! We gotta get you outta here!"

A warning light flickers on the console.

Sena: "The first torpedoes has been launched. Oh dear, it's targeting the Galactic Archives ship."

Player: "We gotta take out those torpedoes, pronto!"

Move the galactic struggle dial one space toward war.

Turn to page 47 in the location book.

Place Large Blip A (Nurb Capital Ship) on sector 6.

Place Large Blip B (Slitharian Capital Ship) on sector 2.

Place Small Blip E (ASH-02) red side up on sector 4.

Place Small Blips A and B (Torpedoes) on sector 6. Place Small Blips C and D (Torpedoes) on sector 2.

Set Dials A, B, C and D (Torpedoes) to 3 each.

Set Dial E (ASH-02) to 8.

Special Rule: You cannot target Large Blip A, Large Blip B, or Small Blip E. You must keep the Galactic Archive ship (Small Blip E) from being destroyed.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Slag Gun Diplomacy*.

Begin a round in the location book.

UNCHARTED PLANET 24-41

Uncharted Planet-24 You say your bit, but the conversation ends abruptly as both parties close their holofeeds. A new voice comes in over the comms.

Archive Ship: "Zephyr, this is Galactic Archive ship ASH-02. We have archivist Konlly and a team of lawyers aboard and are here to settle the dispute. Please advise."

Player: "Boy are we glad to see you. It's not all-out-war yet, but there's a ways to go before either party is willing to compromise. It's all egos and saber-rattling, I'm afraid. Still, there's evidence they could share the planet and rarely interact with one another, so hope is not lost. Good luck, ASH-02!"

You have completed Slag Gun Diplomacy. Banish its job card.

Profit +2.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

Leave - go to Uncharted Planet-25

Stay to resolve another waypoint ring at this location - go to Uncharted Planet-2

Uncharted Planet-25 You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-26 You say your bit, and both parties grudgingly agree that a chance to preserve life should not be squandered. Soon after your talks conclude, a new voice comes in over the comms.

Archive Ship: "Zephyr, this is Galactic Archive ship ASH-02. We have archivist Konlly and a team of lawyers aboard and are here to settle the dispute. Please advise."

Player: "Hello, ASH-02. We're actually hosting a mixer tonight. Seems the Nurb and Slitharians have come to an agreement based on their shared interest in the planet. Hey, you guys should come too, but, uh, you'll need to bring your own drinks."

There is a moment of silence before the almost angry response.

Archive Ship: "How the helix did you accomplish that?"

Player: "Charm, good looks, bangin' skill decks."

You have completed Slag Gun Diplomacy. Banish its job card.

Profit +3.

Move the galactic struggle dial one space toward peace.

Pass the first player token to the left.

Leave - go to Uncharted Planet-25

Stay to resolve another waypoint ring at this location - go to Uncharted Planet-2

Uncharted Planet-27 Captain Longscale: "Bah! Why wait? The Nurb only care about those dusty old tunnels! They call them ancessstral burrows. For all we know, the whole planet could be riddled with them."

Player: "So you can't drill without hitting one?"

Captain Longscale: "Drill? The oil's all in the clouds! You can't tunnel in clouds!"

Player: "Sooo... there's really no good reason you couldn't share the planet."

Captain Longscale: "Ssstrange... Your logic seems to insinuate there is unreasonableness on our part."

The first player gains Perk Token +1.

Next - go to Uncharted Planet-22

Uncharted Planet-28 Nurb: "They don't give a snat's butt about our sacred past! We've only just begun studying the burrows, and along come the Slitharians claiming, without evidence, that the planet belongs to them! It's the oil. It's all they care about!"

Player: "Ah, and you're worried drilling would destroy the burrows."

Admiral Scratchus: "Drilling? No, the oil's all up in the clouds."

Player: "Oh. So you're worried about the pollution!"

Admiral Scratchus: "You don't know anything about this! The process is quite clean!"

Player: "Sooo... there's really no good reason you couldn't share the planet."

Admiral Scratchus: "Hmm. The way you say it almost makes us sound unreasonable."

The first player gains Perk Token +1.

The next section is for the player sent to talk to Captain Longscale of the Slitharians. That player must dismiss all readied Weapon item cards.

Next - go to Uncharted Planet-20

Uncharted Planet-29 Draw a token from the bag and apply its effect.

Next - go to Uncharted Planet-30

Uncharted Planet-30 As the Zephyr circles down over the the strange, small planet you see its surface features a complex network of geometric formations.

Player: "The signal is coming from that formation. What are those pointy structures, Sena?"

Sena: "Those outcroppings are made entirely of oxidized aluminum. In fact, the entire planet is made of mostly aluminum."

Player: "Naturally occurring?"

Sena: "I mean, maybe?"

The first player must choose a player to pilot the ship to a safe landing.

The chosen player must make a **PILOT** skill check .

0-5 - go to Uncharted Planet-31

6+ - go to Uncharted Planet-44

Uncharted Planet-31 The jagged formations are everywhere, jutting at odd angles above most every stable surface suitable for landing. As you ease the old ship down, one sharp aluminum outcropping pierces the joint between the fuselage and the port stabilizer, rupturing a valve!

Gain a Stress card (012). Life Support -2.

If you have the Rupture Coagulant ship upgrade, instead of losing life support , gain Risk +1.

Next - go to Uncharted Planet-32

Uncharted Planet-32 The planet requires no suits, but the atmosphere calls for rebreathers for unhelmeted organics. Winds howl as you approach the signal's source, a towering spiral of metal whose outer surface, impossible to identify as the result of any natural phenomenon or deliberate manufacture.

It appears as a cluster of giant aluminum shards, crisscrossed in such a way that a tunnel of sorts is formed at its base. You enter the darkness and click on your shoulder lamps.

All players must make a **PLAN** group skill check . Goal: 4

Success - go to Uncharted Planet-33

Fail - go to Uncharted Planet-43

Uncharted Planet-33 **Player:** "We don't know what's inside this thing. We should all keep close and look for anything suspicious."

Everyone nods, intent on proceeding with caution.

All players gain Perk Token +1.

Next - go to Uncharted Planet-34

Uncharted Planet-34 The interior of the structure is hard to understand, seemingly a single corridor that winds about, rising here and falling there. It feels artificial, yet you marvel there are no rooms. Patch hits on the obvious.

Patch: "MEEP MOOP."

Player: "Ah, good point, Patch. We could've passed a bunch of doors and not even realized they were doors. Heck, for all we know, the patterns on the surfaces here are an alien language warning us of a deathtrap just ahead."

All players must make a **(HUNT)** group skill check . Goal: 6
Success - go to Uncharted Planet-35
Fail - go to Uncharted Planet-40

Uncharted Planet-35 *Player: "Hold it!"*

While the aluminum shard tunnel could very well be a natural formation, you spot something low on a far wall that looks too uniform. Upon closer inspection, you realize you've spotted a trap.

Player: "Don't cross the beams."

One of you tosses a handful of light sediment in the air. You see the dust particles refract off energy beams that crisscross in the same manner as the aluminum shards.

Player: "Everybody step lightly."

All players gain Perk Token +1.
Next - go to Uncharted Planet-36

Uncharted Planet-36 You arrive at a hexagonal chamber formed by the surrounding shards. It's immediately clear this was not formed by accident. On all flat surfaces of the shards are precisely carved glyphs, intricate but indecipherable.

Player: "Guys, look at this!"

You notice five circular depressions equally positioned on the floor around the edge of the chamber, and one more in the very center. You crouch around the depression in the center, noticing the tightly arranged shards that make up the floor all lead to this central point, and in the depression, a metallic scarab device rests.

Player: "That's our paycheck! Okay, let's grab it and get out of here!"
Sena comes in over your earpieces.

Sena: "Hold on, spacers. Does the scarab look out of place here?"

Player: "Uh, no, not really. Kinda fits with the general aesthetic."

Sena: "Someone went to a lot of trouble to take this thing and bring it here. They were probably returning it. I'm not telling you what to do, but I thought I'd point out that just because Gigazon had the scarab, it might not really be theirs. The choice of course is yours."

As a group, choose 1:

- Take the scarab - go to Uncharted Planet-37
- Leave the scarab - go to Uncharted Planet-38

Uncharted Planet-37 You snatch up the scarab in triumph, but an annoying buzzing immediately overtakes your thoughts.

Player: "Gah! What's that sound? It's overwhelming!"

Your two bots look at each other in confusion and shrug.

The buzzing in your head forms into coherent thoughts and ideas, and then you hear the voice, low, like stone grinding upon stone.

Other: "The Gal'donir of Old Alon

Other: To all their guests didst greet;

Other: But those enthralled by avarice

Other: Surrendered up their meat."

And suddenly you are able to look at the scarab, and understand its function: a repository for the genetic code of some long-dead people.

But as you marvel at the device, the other five depressions shimmer, and bipedal, insectoid bodies take shape there, forming in the ancient dust, before turning menacingly to look at you.

Player: "Oh man, I don't wanna surrender my meat. I'm still using it!"
Turn to page 17 in the location book.

Set all dials to 2 plus the number of players.

Lock Action 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Scarab of Alon*.

Begin a round in the location book.

Uncharted Planet-38 *Player: "Well, poop. I mean, we came all this way."*

No one is pleased about not getting a reward, but you can feel there is something ancient about this place and the scarab, something that goes deeper than Gigazon's financial interests. You carefully exit the structure, and depart the planet.

Two days later you are hailed on the holofeed.

Sena: "I've got someone from Gigazon on the holo."

Player: "Put them on, Sena."

Manager Ploodipop: "Greetings, freeship Zephyr. I am Karen Ploodipop, District Manager at Gigazon. You recently had contact with one of our delivery vessels."

Player: "Yeah, we did."

Manager Ploodipop: "Contact in which you vowed to retrieve a valuable artifact for us."

Player: "Vowed? Now hold up, lady. We didn't promise squat."

Manager Ploodipop: "Gigazon is forced to assume you found the scarab and elected to keep it for yourselves. So be it. Just be warned: the Day of Gigazon Prime fast approaches. Those found worthy shall reap low prices and freeshipping. But those who are unworthy... well, those wretches shall pay full retail."

The screen goes dark, and all you can do is shrug.

You have completed the Scarab of Alon. Banish its job card.

Pass the first player token to the left.

Choose:

Leave - go to Uncharted Planet-39

Stay to resolve another waypoint ring at this location - go to Uncharted Planet-2

Uncharted Planet-39 You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-40 There is a sudden hissing noise and you all freeze in place.

Cook-E: "Look, mateys!"

Cook-E points down at one of your legs and you see you've passed through near-invisible beams of energy that criss-cross the tunnel, low to the ground. There is a grinding sound, then long, thin, aluminum spikes begin slowly emerging from all directions!

Player: "Deathtrap! Run!"

Threat +1.

All players must make an **(AGILITY)** group skill check .

- Success - go to Uncharted Planet-41
- Fail - go to Uncharted Planet-42

Uncharted Planet-41 You might have stumbled into the trap, but you fare much better escaping from it. The trapped section of corridor proves to only be about three meters in length, and you shudder as you watch the spikes converge, forming a deadly wall where you were just standing.

Cook-E: "Those things woulda juiced ye!"

There is a shudder, and the wall of spikes breaks apart, each spike retracting back into its hole in the floor, wall, or ceiling.

Next - go to Uncharted Planet-36

UNCHARTED PLANET 42-67

Uncharted Planet-42 Your screams of pain fill the tunnel, echoing away from you in either direction. Even Cook-E fails to escape unscathed.

Cook-E: "Oh, why did ye have to invite me along?"

Player: "We didn't!"

Each player who failed their part of the group  skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Next - go to Uncharted Planet-36

Uncharted Planet-43 The history of exploration, a woeful tale bearing numerous similarities amongst almost every sentient species known to exist, is one of uncared, unconsidered, and shockingly arrogant disregard for respect for the unknown. You do your ancestor's proud by showing no lessons learned from their mistakes.

Threat +1.

Next - go to Uncharted Planet-34

Uncharted Planet-44 You deftly thread the needle between the jagged formations and bring the Zephyr down for a surprisingly soft landing!

Rep +1.

Next - go to Uncharted Planet-32

Uncharted Planet-45 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

Uncharted Planet-46

Uncharted Planet-66

Uncharted Planet-68

Uncharted Planet-74

Uncharted Planet-79

Uncharted Planet-87

Uncharted Planet-91

Uncharted Planet-99

Uncharted Planet-109

Uncharted Planet-111

Uncharted Planet-46 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Uncharted Planet-47

Unease - go to Uncharted Planet-63

War - go to Uncharted Planet-63

Uncharted Planet-47 One of you reads the various notes on the system, left by passing travelers over the long years.

Player: "Not a lot around here of interest. I see something on the planet right by us. Arid, not much of apparent value, but there are rumors of crystal formations. Someone flagged it for potential mining over seventy years ago, but doesn't look like anyone followed up on it. Might be worth checking out."

The first player must choose 1:

Explore the planet - go to Uncharted Planet-48

Keep traveling - go to Uncharted Planet-62

Uncharted Planet-48 As you land, the purple sand of the planet shifts and rolls like an ocean.

Sena: "I don't like the look of that storm."

You see a dark purple cloud like a bruise chewing away at the horizon.

Player: "We're just going to look around and see if we can hunt down those crystals. You won't even know that we're gone."

Sena: "That seems implausible."

Stepping down the cargo ramp and into the sand, you're surprised at how light and fluffy the ground is. Each step you take disappears with the slightest breeze.

Player: "Let's not wander too far. Stay together."

All players must make a **(HUNT)** group  skill check  . Goal: 6

Success - go to Uncharted Planet-49

Fail - go to Uncharted Planet-60

Uncharted Planet-49 Not far from the Zephyr you find an outcropping of white crystals scattered about the base with perfectly round clear globules the size of bowling balls.

Choose 1:

Break off some crystal - go to Uncharted Planet-50

Take the globules - go to Uncharted Planet-51

Uncharted Planet-50 You came for the crystal, so you chip off a big chunk of the white, multifaceted mineral and drag it back to the Zephyr as the storm threatens to swallow you up.

Player: "Let's go! We gotta get that thing secured, and get outta here!"

Gain 1 rare cargo token . Gain 1 science project .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-51 You each grab a heavy clear globe and begin trudging back to the ship. You arrive exhausted, your arms like numb, limp noodles.

Cook-E and Patch seem alarmed.

Cook-E: "Biscuits and tea! What happened to ye?"

Patch: "MEEP MOOP!"

Is any player a Nexu or Myriad?

Yes - go to Uncharted Planet-52

No - go to Uncharted Planet-59

Uncharted Planet-52 **Player:** "Nothing happend. Just a little tired. Lend a hand why don't you?"

Cook-E: "Eh, ye fleshy ones should take a gander in a mirror, matey."

The non-mechanical crew crowd around a powered-off monitor and are confronted by geriatric reflections of themselves!

Player: "Where's my hair?"

Sena: "Time globes! Why would you grab those? You have to put them back precisely where you found them!"

Player: "Back in my day, we didn't have time globes. And we liked it!"

Next - go to Uncharted Planet-53

Uncharted Planet-53 You have no choice but to disembark again and return the globes, only now you can barely carry them at all, and the storm threatens to swallow you up.

All players must make an **(AGILITY)** group  skill check  . Goal: 5

Success - go to Uncharted Planet-54

Fail - go to Uncharted Planet-57

Uncharted Planet-54 Since you're traveling downhill, you decide to roll the globes, making the going quicker and easier. Along the way, your strength and vigor gradually return. You soon arrive back at the crystal outcropping, and replace the globes around the bottom as best you remember them.

Choose 1:

 Take some time to collect crystals - go to Uncharted Planet-55

Hurry back to the ship - go to Uncharted Planet-56

Uncharted Planet-55 You chip off a big chunk of the white crystal and drag it back to the Zephyr as the storm dogs your heels.

Player: "We're back! Get this thing secured, and let's get outta here!"

Risk +1. Gain 1 rare cargo token . Gain 1 science project .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-56 You rush back to the ship. the storm making it difficult to find your way.

Player: "We're back! Sena, get us out of here, pronto!"

All players gain Perk Token  +1.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-57 Carrying the globes is difficult at first, requiring numerous breaks while you exchange updates on what hurts and where, and you hope dinner is served early tonight. But as you draw nearer to where you found the time globes, your strength and vigor gradually return.

You arrive back at the crystal outcropping, and replace the globes around the bottom as best you remember them, then hurry back to the Zephyr. The storm is already upon you, and the ship has become submerged in the sand. You embark, but realize you will have to wait for the storm to pass before you can take off.

Next - go to Uncharted Planet-58

Uncharted Planet-58 All you can do is sit and listen as eventually even the viewports are covered. Fourteen hours later, the storm ends. The ship seems undamaged and lifts easily from the sand, but you've lost significant time.

Threat  +1.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-59 Player: "Nothing happend. Just a little tired. Lend a hand why don't you?"

Cook-E: "Eh, ye should take a gander in a mirror, matey."

You crowd around a powered-off monitor and are confronted by geriatric reflections of yourselves!

Player: "Where's my hair?"

Sena sighs.

Sena: "Time globes! Why would you grab those? You have to put them back precisely where you found them!"

Player: "Back in my day, we didn't have time globes. And we liked it!"

Next - go to Uncharted Planet-53

Uncharted Planet-60 You wander around in the purple sandscape, but fail to find any crystals, or anything at all for that matter. When you return to the ship, you find it's half buried in the shifting sand, and the storm is now bearing down on you!

Choose 1:

Risk damaging the ship and take off - go to Uncharted Planet-61

Wait for the storm to pass - go to Uncharted Planet-58

Uncharted Planet-61 The ship whines as it frees itself from the sands, and as you lift up and out of the purple trap, you can hear the sand getting sucked through the engines.

Player: "We gotta hit atmo and fast!"

Roll the chance die twice, draw a number of tokens from the bag equal to the total result, and apply their effects.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-62 Player: "Eh, we've got enough going on without looking into potential mining locations. Let's keep flying."

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-63 You enter a star system with a few uninhabited planets. Sena quickly speaks up.

Sena: "Aluvian warships detected! They're hailing us."

Captain Lum: "Zephyr, this is Captain Lum of the frigate Vega. You've entered Aluvian space. Please state your business!"

The first player must choose a player to make a **COMMUNICATE** skill check .

0-6 - go to Uncharted Planet-64

7+ - go to Uncharted Planet-65

Uncharted Planet-64 Player: "We are a free ship. We go where our jobs take us. By our records, this system is listed as unclaimed."

Captain Lum: "Your records are outdated, Zephyr! You're lucky we didn't mistake you for a Floundran!"

Player: "Oh, aye, aye, captain. We'll let the rest of the galaxy know the Aluvians are shutting themselves off to trade."

Risk  +1.

Pass the first player token to the left.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-65 Player: "We are a free ship. We go where our jobs take us and by our records, this system is listed as unclaimed."

Captain Lum: "This system is now part of the Aluvian Alliance!"

Player: "And do the Aluvians no longer want trade vessels to come? No more merchants? Contract workers? Say the word and we'll pass it along to the Galactic Authority so everyone knows."

There is a moment of silence.

Captain Lum: "Go about your business, freeship."

The comms go dead and Sena speaks up.

Sena: "If we are interested, there are rumors of valuable minerals on the planet right by us."

The first player must choose 1:

Explore the planet - go to Uncharted Planet-48

Continue traveling - go to Uncharted Planet-62

Uncharted Planet-66 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Uncharted Planet-67

Unease - go to Uncharted Planet-67

War - go to Uncharted Planet-67

Uncharted Planet-67 Sena: "We're getting a distress beacon. No, wait, it's a warning."

Player: "A warning, Sena?"

Sena: "There are three buoys around the nearest planet, broadcasting a caution. Oh! I think we've found Ganoran V."

Player: "Never heard of it."

Sena: "Not much is known. Sixty-seven years ago, the colony there opened an extra-dimensional portal. It only last a few seconds, but it permanently altered their reality. Now transport to and from the planet is strictly forbidden."

Cook-E: "Aye, gotta friend down there, an' ol' pirate bot, name o' Sauce-E."

Player: "What happened to him Cook-E?"

Cook-E: "Was a brilliant sous-chef workin' under Fleeple VonDopwatz. Last time I tried talkin' to him though, he could only speak in puns. Terrible stuff. Lazy comedy at best."

Player: "We don't need any puns around here. Let's move on."

Gain 1 science project .

Pass the first player token.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

UNCHARTED PLANET 68-92

Uncharted Planet-68 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

- Peace - go to Uncharted Planet-69
- Unease - go to Uncharted Planet-73
- War - go to Uncharted Planet-73

Uncharted Planet-69 *Sena: "We're receiving a hail from the nearby planet. It looks like there's a Phidia colony there."*

Player: "Put them through, Sena."

Namas Ormay: "Greetings, travelers! I am Namas Ormay of Sinshecka Colony. The last two supply caravans that were supposed to reach us have vanished, likely attacked by pirates. Do you have any supplies you might trade with us? We have little to offer, but can refuel you or help with repairs."

Do you have any cargo tokens  in the ship hold?

- Yes - go to Uncharted Planet-70
- No - go to Uncharted Planet-72

Uncharted Planet-70 *"Greetings, Ormay. We might be able to help, though we are a small vessel with a light load."*

"Understood, every little bit helps. Transmitting coordinates to a landing pad."

You may return any number of cargo tokens  of any type (except arms cargo) to the supply.

For each common or illegal cargo token  returned in this way, choose 1 from the list below. For each hazardous or rare cargo token , you may choose 2 instead.

- Power +1.
- Life Support +1.
- Hull +1.
- Remove a damage token from a damaged station.

Next - go to Uncharted Planet-71

Uncharted Planet-71

You leave the colony, pleased to have provided aid to such gracious hosts.

If any player is a Phidia, they may gain an Inspired card (015) and place it in their discard pile.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-72

Player: "Apologies, Ormay, but we have nothing of value to trade. But we will send a distress message on your behalf."

Phidia: "Thank you, travelers. Safe travels."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-73

Sena: "Oh my."

Player: "Sena?"

Sena: "The nearest planet was home to the Sinshecka Colony, a group of Phidia that settled there roughly seven years ago."

Player: "What's wrong?"

Sena: "The continent housing the colony seems to have been obliterated. Trace radiation suggests they were bombarded from space."

Player: "Gods! Isn't that illegal?"

Sena: "Yes, but in times of high tension or open war, some wait for hostilities to end before they worry about what is legal or not."

If any player is a Phidia, they gain a Stress card (012).

Gain 1 science project .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-74 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

- Peace - go to Uncharted Planet-75
- Unease - go to Uncharted Planet-75
- War - go to Uncharted Planet-76

Uncharted Planet-75 *The system you pass through seems to have a lot of traffic, being a popular route for merchant ships, transports, and cargo vessels. You take a break at a suborbital rest stop located above a planet covered in a beautiful but highly acidic ocean.*

Gain 1 science project .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-76 *Sena: "We're picking up a distress beacon from the planet at 1.0.567."*

Player: "Source?"

Sena: "Looks like a downed escape pod. I see one lifeform, but it's in rough shape."

Choose 1:

- Attempt to rescue the lifeform - go to Uncharted Planet-77
- Continue traveling - go to Uncharted Planet-78

Uncharted Planet-77 *The large planet you approach has wildly diverse biomes, but the area you land in is little more than cracked earth and scrubby vegetation. You can't miss the smoking wreckage of a transport highliner, and follow the debris trail. You try to not focus on the many bodies that lie scattered about as you search frantically for the lone survivor.*

Player: "Over here! Hurry! Oh man, they look bad. Patch, get ready. We're bringing someone in and they're going to need immediate medical attention."

The passenger appears to have survived the crash by sealing themselves in a container of anti-shock suspension foam. Patch is able to take care of them fairly easily, and soon you have new recruit, eager to forget the tragedy of their past and begin a new life

The first player chooses a player to gain a sidekick card (050).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-78 *Player: "We're in no shape to try and mount a rescue. But we'll alert the Galactic Authority so they're aware."*

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-79 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

- Peace - go to Uncharted Planet-80
- Unease - go to Uncharted Planet-80
- War - go to Uncharted Planet-80

Uncharted Planet-80 Are any ship stations damaged?

- Yes - go to Uncharted Planet-81
- No - go to Uncharted Planet-84

Uncharted Planet-81 *Sena: "We've got a life support issue."*

Player: "Sena?"

Sena: "Looks like some of the damage we've taken has caused a probiotic failure in life support! You'll need to harvest biomatter, then reboot the recycle system. There's a nearby planet with a compatible environment. Shall I set a course?"

Needing repairs and a resupply, you land by a lush forest growing upon an uncharted planet.

The first player must choose 3 players to scout the woods for usable biomatter.

The chosen players must make a **HUNT** group skill check. Goal: 6

Success - go to Uncharted Planet-82

Fail - go to Uncharted Planet-83

Uncharted Planet-82 Working together, you're able to harvest a satisfactory amount of moss, fungi, and algae. Even better, it gives the ship a fresh, woodsy scent for a few days.

All participating players gain Rep ☆+1.

Supplies ☞+2.

Repair 1 general damage.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-83 You're not exactly the outdoors types, and fail to find any resources for repairing the ship, but you do find some interesting-looking mushrooms which Cook-E thinks are edible.

Cook-E: "Bless me metal bones! I'll make me famous mushroom quiche!"

The quiche proves more infamous than famous, and the resulting indigestion weighs heavily on the crew for days.

Life Support ☹-1.

Each player must choose to either gain a Stress card (012) or discard 1 perk token ☹ (only if able).

Supplies ☞+1.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-84 **Player:** "Hmm. The planet down there looks fairly pleasant. Cool but not cold. Lots of plant life. Local animals don't look too dangerous."

Cook-E: "That ain't nothin' special, me hearty."

Player: "Might be a nice spot to camp."

Cook-E: "Why'd ye wanna do somethin' like that, when ye gots comfortable sleepin' on the ship?"

Player: "Oh, I dunno. Just a thing people do from time to time. Sometimes it's nice to breathe air that hasn't been recycled and see some sky above you."

Choose 1:

Take a little time for yourselves and camp on the planet - go to Uncharted Planet-85

Ew. No - go to Uncharted Planet-86

Uncharted Planet-85 You land the Zephyr on the crest of a hill overlooking a large lake. You hike for half an hour until you find the perfect spot deep in an old forest, the ground soft and mossy. You pass the night around a roaring campfire, with Cook-E telling you a ghost story involving a lasagna. You mostly ignore him and look above past the bowers of trees, up at the stars that twinkle in the dark sky beyond. You know what's out there, yet can't help but surrender to the romance of seeing space from the surface of a planet. The future feels full of possibilities.

Each player may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Supplies ☞-1.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-86 You all think about it, and decide you prefer the comforts of home over sleeping on the ground with bugs.

All players gain Perk Token ☹+1.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-87 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Uncharted Planet-88

Unease - go to Uncharted Planet-88

War - go to Uncharted Planet-88

Uncharted Planet-88 **Sena:** "Our water reserves are a little low. Nothing critical, but I mention it because we're passing a planet with ample resources."

Player: "Is it safe enough to swoop down and pull some up?"

Sena: "I think so. The water is plentiful and appears to require minimal purification. We shouldn't lose more than an hour altogether."

Player: "Okay, that seems wise. Thanks for the suggestion, Sena. Take us down."

You enter the planet's atmosphere and lower the water intake tube into a large lake. You while away the time playing cards in the cargo hold, the sound of rushing, incoming water echoing around you.

Is job card 079, The Con Job, currently in the Jobs section of the card catalog?

Yes - go to Uncharted Planet-89

No - go to Uncharted Planet-90

Note: Job card 079, The Con Job, is an additional job designed to be run at conventions. If you would, like you can download and print it out here, and then add it to the card catalog: plaidhatgames.com/conjob

Uncharted Planet-89 **Sena:** "I see you all are playing WizKill. That card game is big right now, isn't it?"

Player: "It's been the biggest thing for decades now."

Sena: "I ask because I saw a new job posting having to do with WizKill. Popped up yesterday I believe."

Player: "Oh wow, a game design job?"

Sena: "No, but game design doesn't pay anything anyway. This looked more like a run-of-the-mill transport job. I'll send you the details in case you're interested."

You easily collect the water you want, then exit the planet's atmosphere and resume course.

Supplies ☞+2.

Gain job card 079, The Con Job.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-90 You easily collect the water you want, then exit the planet's atmosphere and resume course.

Supplies ☞+2.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-91 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Uncharted Planet-92

Unease - go to Uncharted Planet-93

War - go to Uncharted Planet-93

Uncharted Planet-92 You stare out the viewport at the harsh, mountainous planet below. You are responding to a hail from a colony on the surface, but wonder why anyone would start a colony here.

Sena: "We are receiving a message from the planet surface."

Player: "Put 'em on holo, Sena"

Polga: "Greetings! I am Polga of the colony of Solace. We haven't seen a

UNCHARTED PLANET 93-108

starship in our skies in over three years! Are you a pirate ship?"

Player: "No, we're just spacers."

Polga: "That's what a pirate would say!"

Player: "We're literally just passing by. We only stopped because you hailed us."

Polga: "Also something a pirate would say."

Player: "Well this was fun. Good luck with everything."

Polga: "Wait, don't go! We really need certain supplies, and we might not get another chance."

You may exchange any number of cargo tokens  from the hold for the same number of other cargo tokens  from the supply.

Move the galactic struggle dial one space toward peace.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-93 You stare out the viewport at the harsh, mountainous planet below. You are responding to a hail from a colony on the surface, but wonder why would anyone would start a colony here.

Sena: "I've located the colony of Solace, but can't pick up any life signs."

Player: "That's rarely good. So who hailed us?"

Sena: "Someone is either shielding their signal, or the hail was automated."

You pilot the Zephyr down to the rain-swept planet's surface, and as you near the colony landing pad, your worst fears are confirmed.

Player: "Gods save us, no covered parking!"

Cook-E nods in agreement.

Cook-E: "I can feel me joints rustin' just lookin' at it."

Nobody greets you on the soggy landing pad, so you gear up and head out in the rain to investigate.

All players must make a **HUNT** group  skill check  . Goal: 5

Success - go to Uncharted Planet-94

Fail - go to Uncharted Planet-98

Uncharted Planet-94 You find the bodies of the colonists heaped in a warehouse. They've been gunned down by slag bolts, and since the colony hasn't been looted, you surmise it's the work of marauding Krunk.

The first player must choose 1:

Bury the dead - go to Uncharted Planet-95

Loot 'n' scoot - go to Uncharted Planet-97

Uncharted Planet-95 Player: "Let's bury the dead. Can't leave them like this. Then we'll get what we can and get out of here."

Cook-E chuckles.

Cook-E: "Arrr, you guys'll be diggin' fer hours!"

Player: "What do you mean, 'you guys'?"

You may gain up to 3 risk  to gain an equal number of cargo tokens  of your choice.

Next - go to Uncharted Planet-96

Uncharted Planet-96 As you finish laying down soil over the dead, Patch emerges from a compound with a frightened and bedraggled survivor.

Player: "Great work, Patch! Are there more?"

The survivor shakes their head sadly.

Patch: "MEEP MOOP!"

Player: "No, you can't keep them as a pet, Patch!"

The first player gains a sidekick card (050).

Move the galactic struggle dial one space toward peace.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-97 Player: "Let's take what we can, then get out of here."

Supplies +2. Gain 1 Science Project .

Gain 1 cargo token  of your choice.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-98

There's no sign of anyone, but you find useful salvage.

Player: "Nothing to do here. Let's take what we find, then get out of here."

Supplies +2. Gain 1 Science Project .

Gain 1 cargo token  of your choice.

Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-99 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Uncharted Planet-100

Unease - go to Uncharted Planet-104

War - go to Uncharted Planet-104

Uncharted Planet-100 You come upon the Argon, a science vessel in orbit around a gas giant in an otherwise empty sector of space. They hail you as soon as you near.

Captain Babbadaggalagga: "PHG-04, this is Captain Babbadaggalagga of the Argon. We are on the verge of a major scientific breakthrough, but we've got one wee problem we're hoping you can help with."

Player: "What kind of breakthrough?"

Captain Babbadaggalagga: "Promise not to tell?"

Player: "Whatever."

Captain Babbadaggalagga: "We think we've discovered sentient, gaseous lifeforms, living in the atmosphere of this planet."

Player: "What do you need us for?"

Captain Babbadaggalagga: "Well, we lost the last of our pilots in a freak accident and need somebody who can pilot our quadrasonic hopper into the gas giant's eye to deliver our message of peace."

Player: "How many pilots have you lost?"

Captain Babbadaggalagga: "You sound like our insurance agent! On the bright side, we're suddenly a little flexible in our budget, if you know what I mean?"

The first player must choose a player to pilot the quadrasonic hopper through the eye of the gas storm.

The chosen player must make a **PILOT** skill check  .

0-5 - go to Uncharted Planet-101

6-7 - go to Uncharted Planet-102

8+ - go to Uncharted Planet-103

Uncharted Planet-101

You strap yourself into the quadrasonic hopper and launch the agile little ship toward the swirling eye. The gravity pulls on the hopper and you streak downward at a dizzying speed. Then you see the eye of the storm, churning away below! The ship jolts as the planet's crushing gravity takes hold.

Player: "Abort, abort!"

Captain Babbadaggalagga: "Abort?"

Player: "What don't you understand?"

You spin the hopper around and hit the thrusters.

Captain Babbadaggalagga: "How disappointing! Don't bother using us as a

reference!"

Threat +1.

Gain a Stress card (012).

Gain the nickname 'Gassy'.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-102

You strap yourself into the quadrasonic hopper and launch the agile little ship toward the swirling eye. The gravity pulls on the hopper and you streak downward at a dizzying speed. Then you see the eye of the storm, churning away below. The hopper rattles and bucks but you somehow manage to keep it together until you pierce the eye wall and enjoy a moment of relative calm. Before you, numerous puffs of vapor linger in the swirly, mauve haze of the eye. They seem to move without being affected by the storm.

Captain Babbadaggalagga: "Stunt pilot, this is Captain Babbadaggalagga. It's very important that you do not fly through any puff balls. Those are sentient beings and will consider it an act of aggression!"

A puff ball is directly in front of the hopper and you jerk the controls to avoid it, but the hopper's tail fin clips a wisp off another. Suddenly the angry puffs converge upon you!

Captain Babbadaggalagga: "Release the gas, hurry!"

You pull the release lever, then immediately push the throttle all the way. Vapor streams behind you like a crop duster as you climb back into the brutal turbulence.

Captain Babbadaggalagga: "We have contact, probably! This is a historic day, we hope!"

Gain the nickname 'Captain Expendable'.

Move the galactic struggle dial one space toward peace.

Risk +1. Improve +1. Profit +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-103 *You strap yourself into the quadrasonic hopper and launch the agile little ship toward the swirling eye. The gravity pulls on the hopper and you streak downward at a dizzying speed. Then you see the eye of the storm, churning away below. The hopper rattles and bucks but you somehow manage to keep it together until you pierce the eye wall and enjoy a moment of relative calm. Before you, numerous puffs of vapor linger in the swirly, mauve haze of the eye. They seem to move without being affected by the storm.*

Captain Babbadaggalagga: "Stunt pilot, this is Captain Babbadaggalagga. It's very important that you do not fly through any puff balls. Those are sentient beings and will consider it an act of aggression!"

A puff ball is directly in front of the hopper and you jerk the controls to avoid it, but the hopper's tail fin clips a wisp off another. Suddenly the angry puffs converge upon you!

Captain Babbadaggalagga: "Release the gas, hurry!"

You pull the release lever, then immediately push the throttle all the way. Vapor streams behind you like a crop duster as you climb back into the brutal turbulence.

Captain Babbadaggalagga: "We have contact! What a historic day!"

Gain the nickname 'Stunt Pilot'.

Move the galactic struggle dial one space toward peace.

Improve +1. Profit +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-104 *You come upon a darkened science vessel drifting in the orbit of an uncharted gas giant.*

Player: "What do you make of this, Sena?"

Sena: "It's registered as the Argon, a research ship from Pharmica Pharmaceuticals. They aren't responding to our messages, and I detect no lifeforms onboard."

Player: "Damage report?"

Sena: "The ship appears undamaged."

Choose 1:

Board the Argon and investigate - go to Uncharted Planet-105

Continue traveling - go to Uncharted Planet-108

Uncharted Planet-105 **Player:** "Bring us in and link up to the forward airlock."

The two ships become joined with a loud metallic thunk and a hiss of pressure.

Player: "Let's split up and around for anything valuable. Keep the comm channels open and report anything suspicious."

Cook-E: "Aye, me thinks the place be lookin' a bit too tidy."

A garbage scow is tidier than Cook-E's galley, but you have to admit, the corridors look polished to a high shine.

All players must make a **(HUNT)** group  skill check . Goal: 4

Success - go to Uncharted Planet-106

Fail - go to Uncharted Planet-107

Uncharted Planet-106 *You stand before the gleaming doors of the cargo hold, beyond which is bound to be a fortune of med tech and pharmaceuticals.*

Player: "Well, what do we have here? Looks like payday!"

As you flash a satisfied grin to your companions, you see a visual distortion behind them, slowly moving toward you down the corridor! Suspended within the translucent substance are the mostly disintegrated bones of the ship's crew!

Player: "It's some kind of gelatinous blob! No wonder the place is so clean! Hurry! Grab what you can and let's get outta here!"

Cook-E: "Do they make good pets? I'd get me a wee one fer the galley!"

Player: "Not for biologicals they don't!"

Gain 1 rare cargo token .

Each player may resolve a crew service option from their character sheet without paying supplies .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-107 **Player:** "Should be getting close to the cargo bay."

You turn the corner and spot the cargo bay doors, but they look distorted as if underwater. Slowly moving toward you and filling the entire corridor is some kind of translucent substance. Suspended within it are the mostly disintegrated bones of the ship's crew! As you turn, you see another, this one with a clank boot and eyeglasses. They're trying to cut you off!

Player: "It's some kind of gelatinous blob! No wonder the place is so clean! Everyone return to the Zephyr, and whatever you do, don't make contact!"

Risk +1. Gain 1 Science Project .

Each player must choose to either gain a Stress card (012) or discard 1 perk token  (only if able).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-108 **Player:** "Yeah, we're not messing with an abandoned pharmaceutical research ship. Let's keep it moving."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

UNCHARTED PLANET 109-131

Uncharted Planet-109 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Uncharted Planet-110

Unease - go to Uncharted Planet-110

War - go to Uncharted Planet-110

Uncharted Planet-110 You all gaze out the viewscreen at the resplendent, unspoiled planet below.

Cook-E snorts.

Cook-E: "Ye see yon island o'er there?"

Player: "Sure."

Cook-E: "I bet if I put me leftover mashed 'tatoes in the airlock, and then ye let me do a bit o' pilotin', I could jettison the 'tatoes and hit that island, smack dab in the center."

Everyone stops to look at each other.

Player: "I'd take that bet."

Sena: "Spacers, don't we have more pressing issues right now?"

Player: "Sena, right now, at this moment in time, there is absolutely nothing more pressing than this. Patch! Go to the galley and get those mashed potatoes to the airlock! Cook-E, sir, the helm is yours."

All players gain Perk Token +1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-111 Draw a token from the bag and apply its effect.

What is the current state of the galactic struggle?

Peace - go to Uncharted Planet-112

Unease - go to Uncharted Planet-112

War - go to Uncharted Planet-112

Uncharted Planet-112 Are you wanted by the B'az Gang?

Yes - go to Uncharted Planet-113

No - go to Uncharted Planet-121

Uncharted Planet-113 Sena: "Coming up on an interesting location, spacers. The nearby planet is rumored host the ruins of an ancient civilization. It's only been flagged. No one is known to have actually explored it yet."

Sena projects a map on one of the bridge monitors and you gather to analyze.

Sena: "I've marked the location of one of the largest and most intact ruins. There's a landing site nearby, but—oh! It would appear another ship has already landed there."

You zoom in and groan.

Player: "It's the Monger. B'az's ship."

Sena: "Picking up a transmission. I'll play it."

Ba'z: "Unidentified ship! This is B'az, captain of the Monger. Requesting assistance... pinned down..."

The transmission is interrupted by the sounds of shouting and blaster fire, followed by a bone-trembling howl that rattles your nerves.

Sena: "The transmission came from the ruins not far from the Monger."

The first player must choose 1:

Loot B'az's ship - go to Uncharted Planet-114

Help B'az out - go to Uncharted Planet-119

Keep traveling - go to Uncharted Planet-120

Uncharted Planet-114 Player: "So B'az is in trouble, likely well deserved, and he isn't at his ship right now? I say we visit the Monger and see what they've got in the cargo hold."

You land nearby, board the Monger, and begin rummaging through the contents. Sena's voice comes over the commlink.

Sena: "Lifeforms approaching from the east. Better hurry!"

Player: "Copy that."

But as you prepare to leave with your loot, you notice the door to the captain's quarters, which has a paper sign taped to it that reads 'Stay Out or Get Slagged'.

The first player must choose 1:

Break into B'az's quarters - go to Uncharted Planet-115

Get out while the getting is good - go to Uncharted Planet-118

Uncharted Planet-115 Player: "You guys get the loot out of here! I'll be right behind you! Right after I defile B'az's quarters."

The first player gains Perk Token +1 and must make a **TECHNICAL** skill check .

0-4 - go to Uncharted Planet-116

5+ - go to Uncharted Planet-117

Uncharted Planet-116 You easily bypass the lock, but fail to notice the kill switch for the antitheft shock system. You return to the Zephyr with a limp appendage and hair standing on end.

Rusk +1. Supplies +2. Gain 1 arms and 1 illegal cargo token .

Gain an Injured card (011).

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-117 The door opens and you gain access to B'az's room, where you draw mustaches on his pictures, fart on his pillow, and loot his childhood piggy bank. You race back to the Zephyr, giggling.

Supplies +2. Profit +1. Gain 1 arms and 1 illegal cargo token .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-118 You decide to ensure a clean getaway with your ill-gotten loot, and pass up the chance to truly ruin Ba'z's day. But you do draw a really rude picture on the paper on his door.

Supplies +2. Gain 1 arms and 1 illegal cargo token .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-119 Player: "As loathsome as he is, let's help B'az and his thugs out. It wouldn't hurt to have one less person hating us."

You land the Zephyr by the Monger, then follow the sounds of battle to a ruined temple. Inside you find B'az and his gang fighting an enormous krangatar and they look like they're losing! On the floor nearby is a damaged cargo pod. Ancient artifacts and other loot litter the floor. B'az is so relieved to see other people that he doesn't even seem to mind that it's you.

Ba'z: "Zephyr! Thank the stars you're here! Help us! Please!"

Turn to page 29 in the location book.

Set Dial A (Krangatar's Claws) to 9. Set Dial B (Krangatar's Underbelly) to the number of players plus the threat .

Place Small Blips C, D, and E on Action 01.

Make Action 01 required . Lock Actions 04, 06, and 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Planet Ba'z*.

Begin a round in the location book.

Uncharted Planet-120 Player: "I'm sure whatever trouble he's gotten himself into, it's well deserved. Send him best wishes from the Zephyr, then let's head out."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-121 Have you met the Ba'z Gang before in this campaign?

Yes - go to Uncharted Planet-122

No - go to Uncharted Planet-123

Uncharted Planet-122 Sena: "Coming up on an interesting location, spacers. The nearby planet is rumored host the ruins of an ancient civilization. It's only been flagged. No one is known to have actually explored it yet."

Sena projects a map on one of the bridge monitors and you gather to analyze.

Sena: "I've marked the location of one of the largest and most intact ruins. There's a landing site nearby, but—oh! It would appear another ship has already landed there."

You zoom in and groan.

Player: "It's the Monger. B'az's ship."

You recall the annoying captain who is more thug than spacer, and shake your head.

Sena: "Picking up a transmission. I'll play it."

Ba'z: "Unidentified ship! This is B'az, captain of the Monger. Requesting assistance... pinned down..."

The transmission is interrupted by the sounds of shouting and blaster fire, followed by a bone-trembling howl that rattles your nerves.

Sena: "The transmission came from the ruins not far from the Monger."

Choose 1:

Help B'az out - go to Uncharted Planet-119

Keep traveling - go to Uncharted Planet-120

Uncharted Planet-123 Sena: "Coming up on an interesting location, spacers. The nearby planet is rumored host the ruins of an ancient civilization. It's only been flagged. No one is known to have actually explored it yet."

Sena projects a map on one of the bridge monitors and you gather to analyze.

Sena: "I've marked the location of one of the largest and most intact ruins. There's a landing site nearby, but—oh! It would appear another ship has already landed there."

You zoom in and see an angry-looking vessel with the name 'Monger' painted along its flank. Stacks of cargo containers sit outside. Sena groans.

Sena: "B'az's ship. This guy is bad news. He's a spacer who acts more like a thug. Previous crews of the Zephyr have had a bad time with him. Picking up a transmission. I'll play it."

Ba'z: "Unidentified ship! This is B'az, captain of the Monger. Requesting assistance... pinned down..."

The transmission is interrupted by the sounds of shouting and blaster fire, followed by a bone-trembling howl that rattles your nerves.

Sena: "The transmission came from the ruins not far from the Monger."

Choose 1:

Help B'az out - go to Uncharted Planet-124

Loot the cargo containers sitting by the Monger - go to Uncharted Planet-125

Keep traveling - go to Uncharted Planet-126

Uncharted Planet-124 Player: "Ah, here we go, acting like good guys again. Sena, send word to this B'az guy that we're coming to help. Let him know we're with the Zephyr, but please stress that we're unaffiliated with anyone he's met in the past."

You land the Zephyr by the Monger, then follow the sounds of battle to a ruined temple. Inside, you find B'az and his gang fighting an enormous krangatar and they look like they're losing! B'az cries out to you, relieved to see other people.

Ba'z: "Zephyr! Thank the stars you're here! Help us! Please!"

Turn to page 29 in the location book.

Set Dial A (Krangatar's Claws) to 9. Set Dial B (Krangatar's Underbelly) to

the number of players plus the threat.

Place Small Blips C, D, and E on Action 01.

Make Action 01 required. Lock Actions 04, 06, and 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: Planet Ba'z.

Begin a round in the location book.

Uncharted Planet-125 You land the Zephyr by the Monger and begin gathering crates filled with artifacts. A shout of alarm alerts you to B'az and several gang members fleeing in your direction. The angry spacer bellows at you.

Ba'z: "Hey! Put those down or you're dead meat! Do you hear me?"

Then he sees your ship.

Ba'z: "The Zephyr? You stupid punks can't hide from me! I'll find you!"

You give him a friendly wave as you abscond with his loot and prepare to take off.

Risk +1.

If you haven't already, check the B'az Gang box in the wanted by section of the ship log.

Gain 1 Science Project.

Gain 2 rare cargo tokens.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-126 Player: "I'm sure whatever trouble he's gotten himself into, it's well deserved. Let's stay on course."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Uncharted Planet-127 Sena: "The system ahead has a few unregistered planets. Unregistered, but their orbits are already polluted with billboards. Sad."

Is there a waypoint ring for a job at this location?

Yes - go to Uncharted Planet-128

No - go to Uncharted Planet-45

Uncharted Planet-128 Select the active job associated with the waypoint ring.

Black Friday - go to Uncharted Planet-3

Escort Colony Ship - go to Uncharted Planet-8

Marauding Krunk A - go to Uncharted Planet-11

Slag Gun Diplomacy - go to Uncharted Planet-15

The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-129 Sena: "If anyone feels like messing with a developing species, we've got several unregistered planets we'll be passing."

Is there a waypoint ring for a job at this location?

Yes - go to Uncharted Planet-130

No - go to Uncharted Planet-45

Uncharted Planet-130 Select the active job associated with the waypoint ring.

Black Friday - go to Uncharted Planet-3

Escort Colony Ship - go to Uncharted Planet-8

Marauding Krunk A - go to Uncharted Planet-11

Slag Gun Diplomacy - go to Uncharted Planet-15

The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-131 Player: "Some planets you can just look at and know why no one's bothered with it."

Sena: "Yes, nothing in this system looks too interesting."

Is there a waypoint ring for a job at this location?

Yes - go to Uncharted Planet-132

No - go to Uncharted Planet-45

UNCHARTED PLANET 132-144. IT ALL STARTED ON RIVA - START

Uncharted Planet-132 Select the active job associated with the waypoint ring.

- Black Friday - go to Uncharted Planet-3
- Escort Colony Ship - go to Uncharted Planet-8
- Marauding Krunk A - go to Uncharted Planet-11
- Slag Gun Diplomacy - go to Uncharted Planet-15
- The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-133 *Sena: "We're passing through a system with several unregistered planets."*

Is there a waypoint ring for a job at this location?

- Yes - go to Uncharted Planet-134
- No - go to Uncharted Planet-45

Uncharted Planet-134 Select the active job associated with the waypoint ring.

- Black Friday - go to Uncharted Planet-3
- Escort Colony Ship - go to Uncharted Planet-8
- Marauding Krunk A - go to Uncharted Planet-11
- Slag Gun Diplomacy - go to Uncharted Planet-15
- The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-135 *Cook-E: "Sena, what be the name o' yonder planet?"*

Sena: "Unknown."

Cook-E: "So we's the first to discover it?"

Sena: "Highly improbable. It just hasn't earned anyone's attention yet, so at the moment it is unregistered. All the planets in this system are like that."

Cook-E: "I'd register that one o'er there. Call it New Cooktopia. I would rule o'er it with an iron spatula!"

Sena: "A Cook-E paradise, huh?"

The robot's eyes glow red and he raises his arms.

Cook-E: "Appease yer new god!"

Is there a waypoint ring for a job at this location?

- Yes - go to Uncharted Planet-136
- No - go to Uncharted Planet-45

Uncharted Planet-136 Select the active job associated with the waypoint ring.

- Black Friday - go to Uncharted Planet-3
- Escort Colony Ship - go to Uncharted Planet-8
- Marauding Krunk A - go to Uncharted Planet-11
- Slag Gun Diplomacy - go to Uncharted Planet-15
- The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-137 *Patch gazes out the starboard viewport at a beautiful, nearby planet.*

Patch: "MEEP MOOP."

You shake your head.

Player: "First bot I've met who needed mood stabilizers. No, Patch, I doubt the entire planet is a graveyard. Nor are the others in this system."

Is there a waypoint ring for a job at this location?

- Yes - go to Uncharted Planet-138
- No - go to Uncharted Planet-45

Uncharted Planet-138 Select the active job associated with the waypoint ring.

- Black Friday - go to Uncharted Planet-3
- Escort Colony Ship - go to Uncharted Planet-8
- Marauding Krunk A - go to Uncharted Planet-11
- Slag Gun Diplomacy - go to Uncharted Planet-15
- The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-139 *The Zephyr lazily passes a neighboring planet, one of close to a dozen in this system.*

Is there a waypoint ring for a job at this location?

- Yes - go to Uncharted Planet-140
- No - go to Uncharted Planet-45

Uncharted Planet-140 Select the active job associated with the waypoint ring.

- Black Friday - go to Uncharted Planet-3
- Escort Colony Ship - go to Uncharted Planet-8
- Marauding Krunk A - go to Uncharted Planet-11
- Slag Gun Diplomacy - go to Uncharted Planet-15
- The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-141 *Cook-E: "This system has planets. That's a planet."*

Cook-E points out the viewport.

Player: "Yes, Cook-E, well done. I knew you could do it."

He proudly puts his hands on his hips.

Cook-E: "Part o' the team!"

Is there a waypoint ring for a job at this location?

- Yes - go to Uncharted Planet-142
- No - go to Uncharted Planet-45

Uncharted Planet-142 Select the active job associated with the waypoint ring.

- Black Friday - go to Uncharted Planet-3
- Escort Colony Ship - go to Uncharted Planet-8
- Marauding Krunk A - go to Uncharted Planet-11
- Slag Gun Diplomacy - go to Uncharted Planet-15
- The Scarab of Alon - go to Uncharted Planet-29

Uncharted Planet-143 *You pass through a system containing nine planets which, let's be frank, is no real accomplishment.*

Is there a waypoint ring for a job at this location?

- Yes - go to Uncharted Planet-144
- No - go to Uncharted Planet-45

Uncharted Planet-144 Select the active job associated with the waypoint ring.

- Black Friday - go to Uncharted Planet-3
- Escort Colony Ship - go to Uncharted Planet-8
- Marauding Krunk A - go to Uncharted Planet-11
- Slag Gun Diplomacy - go to Uncharted Planet-15
- The Scarab of Alon - go to Uncharted Planet-29

IT ALL STARTED ON RIVA

How many installments are filled out on the ship log debt track?

- 0 - go to start-1
- 1 - go to start-3
- 2 - go to start-7
- 3 - go to start-11

start-1 *The Wandering Galaxy, so named for restlessly wandering the universe, swallowing up less-interesting galaxies, is very likely the most chaotic and diverse galaxy in the universe. Its proper name? Who is left to remember? You all live on Riva Station, an ancient starbase built during some long-forgotten war. Riva is a settlement now, but it isn't a nice one, and that's why you're so keen to leave. It's humid, smells a bit, and like your dad, it doesn't really work. But then, it was only meant to be a forward base during a war, not a permanent home to millions of lifeforms.*

Open the location book to page 3. Do not begin a round until instructed.

Next - go to start-2

start-2 *The lot of you have decided to pool your resources and buy a ship, which would be great if you had any resources. That's why you've all taken the lift to Rustport, Riva's worst neighborhood, to talk to Octoff, the owner of the Triton Hotel. A hotel no one actually sleeps in... If they want to wake up with all their internal organs that is.*

Octoff is a loan shark who weirdly isn't a shark at all. You want to borrow some money from him, buy a ship, then pay it off right away by being successful spacers. Should be easy! After all, one of you has a cousin who's a spacer, and she's an idiot.

Place a required action  token on Action 01. This indicates that one player must select this action. Place a lock token on Action 06. This indicates no player can select this action.

Take a note that until the location book is closed or until otherwise instructed, your context is: *It Started on Riva.*

Begin a round in the location book.

start-3 *Sena: "Rise and shine, spacers! Cook-E's got the Yammian coffee brewing, and it looks like it's going to be another glorious day of wandering the galaxy and forging your own destinies, while barely eking out enough to live."*

Player: "You're fired, Sena!"

Muffled thumps sound from the personal quarters as you each throw a shoe at your comm panel.

Let's find out whose shoe best cuts Sena off!

All players must make a **TARGET** skill check  .

The player with the highest result becomes the first player. If there are any ties for first, the tied players must reveal another card until the tie is broken.

Take a note that until the location book is closed or until otherwise instructed, your context is: *It Started on Riva.*

Next - go to start-4

start-4 *You all sit bleary-eyed in the galley, eating food that schoolchildren would sneer at. Sena chimes in.*

Sena: "We're getting an incoming call from Octoff."

Player: "Not now. Too early."

Octoff's holo appears before you, clucking its tongue.

Octoff: "Well good mornin', freshies! Listen, I have a little teeny, tiny job I need your help with. My old business partner, Mama Fang, is still holdin' a grudge 'gainst me for ugly things that I had no involvement in whatsoever. It's time to bury the hatchet, so-to-speak. I'm sendin' her a rare gem

someone just sold to me as a gift."

Player: "Fancy!"

Octoff: "I need y'all to deliver it to Mama Fang on Niven. Somethin' this pricey can't exactly be sent in the mail, ya know? So can I count on ya?"
He poses it as a question, but you know it isn't.

Player: "We get paid for this, right?"

Octoff puts a tentacle to his chest, feigning hurt.

Octoff: "Child, please! Of course y'all will get paid!"

Gain job card 100, Bury the Hatchet, and make it an active job.

Place the Zephyr on the Riva Station location (324) on the galactic star map.

Choose 1:

Launch now - go to start-5

Explore Riva first - go to start-6

start-5 *Mrs. Gilbert arrives at the Zephyr with Manny in tow, the latter bearing the gem you are to ferry to Mama Fang on Niven. Mrs. Gilbert makes you sign contracts saying your lives are forfeit should anything happen to the package. None of it is legal, but the point is made.*

Player: "Tell Octoff not worry about it, right, everybody? It's taken care of!"

Inside the ornately crafted display box, you see the crystal pendant glimmering with uncommon radiance.

Patch: "MEEP MOOP!"

Player: "He's asking why it's in a containment field?"

Mrs. Gilbert walks away bored, but Manny is more generous.

Manny: "It preserves the luster, though primarily it's for getting through customs. Good luck getting the job done. I'd hate to have fewer faces to break around here."

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

start-6 *Mrs. Gilbert arrives at the Zephyr with Manny in tow, the latter bearing the gem you are to ferry to Mama Fang on Niven. Mrs. Gilbert makes you sign contracts saying your lives are forfeit should anything happen to the package. None of it is legal, but the point is made.*

Player: "Tell Octoff not worry about it, right, everybody? It's taken care of!"

Inside the ornately crafted display box, you see a crystal pendant glimmering with uncommon radiance.

Patch: "MEEP MOOP!"

Player: "He's asking why it's in a containment field?"

Mrs. Gilbert walks away bored, but Manny is more generous.

Manny: "It preserves the luster, though primarily it's for getting through customs. Good luck getting the job done. I'd hate to have fewer faces to break around here."

You watch them walk away.

Player: "Let's knock out errands before we travel. But, uh, we don't need to let Octoff know that."

Turn to page 3 in the location book.

Lock Action 01.

Begin a round in the location book.

start-7 *Cook-E nods his metal head as you file into the galley stretching and yawning. Some of you grab cups of Cook-E's fresh Yammian coffee, while others set about helping themselves to breakfast. It isn't fancy, but fresh carbs and proteins are a welcome change from the mystery protein bowls of earlier.*

Cook-E: "Arrr, another few jobs and I can start fixin' even better grub!"

Player: "Great! How can we repay you, Cook-E?"

Cook-E: "Easy! Flip these eggs fer me!"

Player: "Oh, uh..."

Let's find out who flips eggs the worst to avoid helping Cook-E!

IT ALL STARTED ON RIVA - 109-116

All players must make an **AGILITY** skill check  .

The player with the lowest result becomes the first player. If there are any ties for first, the tied players must reveal another card until the tie between them is broken.

Next - go to start-8

start-8 Sena: "Octoff wants to talk."

Player: "Why not? Put him through."

Octoff flickers to life on the holo. He looks less chipper than normal.

Octoff: "Rough day for me, freshies. A dear friend o' mine has taken ill, and I'm afraid it'll require a miracle for 'em to pull through."

Player: "Sorry to hear it. Let us know if you need anything."

Suddenly Octoff perks up.

Octoff: "Well thanks for sayin' so! The doctors have said the only known cure comes from a little worm that lives in a cave on the Paradise Moon in the Tybalt system. If you could get me one of those worms, alive, I'd be ever so grateful. Monetarily, of course."

Gain job card 120, Cave of Worms, and make it an active job.

Place the Zephyr on the Riva Station location (324) on the galactic star map.

Choose 1:

Launch now - go to start-9

Explore Riva first - go to start-10

start-9 Mrs. Gilbert sends details of the assignment to the Zephyr.

Player: "Seems easy enough."

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

start-10 Mrs. Gilbert sends details of the assignment to the Zephyr.

Player: "Seems easy enough. I look forward to seeing why it's called Paradise Moon! In the meantime, let's knock out errands before we travel. But, uh, we don't need to let Octoff know that."

Turn to page 3 in the location book.

Lock Action 01.

Begin a round in the location book.

start-11 You are all jolted awake by a ship-wide klaxon. Sena's voice joins it, though it sounds cold, like a recording.

Sena: "Alert! Reactor core meltdown imminent! You have approximately seventeen minutes to reach minimum safe distance."

Player: "Sena! What's happening?"

Everyone bolts out of bed in their skivvies, joining each other in the main corridor in frightened confusion.

Sena: "I'm not sure what's happening. It's an automated alarm that monitors the reactor for instability. You'll need to check it out manually!"

Engineering reports back first.

Player: "The readings don't reflect a meltdown at all. It's probably a glitch, but we all need to run diagnostics to confirm and override the alarm."

All players must make a **TECHNICAL** skill check  .

The player with the highest result becomes the first player. If there are any ties for first, the tied players must reveal another card until the tie is broken.

Next - go to start-12

start-12 Was any player given the nickname 'Grifted'?

Yes - go to start-13

No - go to start-14

start-13 You barely have a minute to relax when Sena puts Octoff through.

Player: "Oh, hey there, Octoff."

Octoff merely glowers at you for a moment.

Octoff: "Really, freshies? A subcontract? My dear friend's condition has

worsened and now I have to deal with your failure! Your subcontract was picked up by Dweezle Grift. That moron reached out, demanding five times what that worm is worth. I love my dear, sick friend, but I dearly love my bank account more."

Player: "Listen, we can explain."

Octoff: "Don't! Find Grift and get that worm. I paid some money to locate him in Arjun's Belt. He's on the ship Banshee. Find him and get that worm!"

Octoff's hologram flickers out without a goodbye as coordinates begin to appear on the navigation console.

Place the Zephyr token on any Arjun's Belt location on the galactic star map.

Turn to page 21 in the location book.

Make Action 01 required .

Place Large Blip B (The Banshee) on sector 6.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial B to 10. Set Dial A to the number of players.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Banshee*.

Begin a round in the location book.

start-14 You barely have a minute to relax when Sena puts Octoff through.

Octoff: "Everythin' okay with my ship?"

Player: "Octoff, we've made most our installments already. When are you going to tell us where you've hidden the tracker that let's you spy on us?"

Octoff: "When I get that last payment, of course! Heck, I'll even tell y'all where the secondary tracker is too!"

Player: "And the tertiary?"

He scowls at you.

Octoff: "Fine. Whatever. Let's talk about that big ol' worm you got for me."

Player: "It's ten times larger than we expected, but we have it in a stasis cube."

Octoff: "Good, now I just need y'all to take that worm to the Nectar Clinic on Gemin. It's in the Siward system. They can use it to make the serum that my dear old friend requires. I'm afraid we don't have much time, so I'm countin' on you."

Gain job card 121, Race for the Cure, and make it an active job.

Place the Zephyr token on the Niven location (322) on the galactic star map.

Choose 1:

Launch now - go to start-15

Explore Niven first - go to start-16

start-15 Mrs. Gilbert sends details of the assignment to the Zephyr.

Player: "Okay, Gemin it is."

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

start-16 Player: Let's take care of personal business first."

Turn to page 37 in the location book.

Lock Action 01.

Take a note that until the location book is closed or until otherwise instructed, your context is: *It Started on Riva*.

Begin a round in the location book.

109

That night at Lil's...

The Muze are social creatures, which can be tough when there aren't other Muze around, because a lot of the other sentient species refuse to pay you any mind. You were so excited to hang out at Lil's and meet new people, but you can't even get a seat among the larger folk. When a chair at the bar finally opens, you race for it, only to have a little bot snatch it before you arrive. Bots don't even need chairs! You sigh and nurse your drink alone in the corner, wanting to belong, but belonging to nothing.

Someday!

If this was the last character ending that needed read go to 777-7.

110

That night at Lil's...

Determined to get a decent seat at this bar this time, you pack away a charge rod used for juicing up coupling beams. If any little bots try to beat you to a seat this time, they'll be in for the literal shock of their synthetic lives. And indeed, you spot the same little bot once more, and when a seat opens up, you both make a dash for it... only to have an officer belonging to the Adjudicators plop right down in it. Of all the people! The bot looks at your charge rod, and walks away laughing.

Someday!

If this was the last character ending that needed read go to 777-7.

111

That night at Lil's...

You leave nothing to chance this time, and bring a homemade stink bomb with you. The bar is crowded as usual, and also as usual, no one seems concerned with making room for a humble Muze. So you discreetly set the bomb off in a nice section of the bar, and chuckle to yourself at the choice seats that suddenly become available.

But you sit there alone. The smell fades, but you realize everyone is looking at you, no doubt convinced that your little body was the source of the big smell. You sigh, and shake your head.

Someday!

If this was the last character ending that needed read go to 777-7.

112

That night at Lil's...

The others tend to enjoy Lil's more than you, so you slink on in, prepared to drink alone once more. But when you approach the bar to order, someone notices you and asks if you're with the Zephyr. When you say you are, they wave you over to their group and ask for a story. You look for a seat, but none is there. As if reading your mind, your host stands up and insists you take their chair. Yeah, okay. You could share a story or two.

If this was the last character ending that needed read go to 777-7.

113

That night at Lil's...

The strange animal chaos of Lil's means little to you, so you leave your crew mates and head outside to admire the sky. Sadly, you bump into a drunk

reptilian who pounces on the opportunity to get into a fight. You suffer a few blows, the lug calling you a jumped-up robot, when your assailant is suddenly hit by a nonlethal disruption bolt. The reptilian's friends drag him away, and you look up in time to see someone looking down on you from a tall building. Another Nexu!

If this was the last character ending that needed read go to 777-7.

114

That night at Lil's...

While the crew drops their spending cash on drinks, you head out, and begin searching for leads on the other Nexu you saw last time you were in port. Your pocket money gets spent on fees and bribes, but you learn nothing new. No one you talk to has ever seen anything like you before, and they certainly don't know the word 'Nexu'.

Exiting a local tax office, you happen to notice the figure on another building, looking down at you. You raise your hand in greeting, and as if in answer, they turn and shine a laser light. Your visor picks up the beam and tracks it to the roof of a multi-system construction conglomerate. The light winks out, and you see the Nexu has left.

If this was the last character ending that needed read go to 777-7.

115

That night at Lil's...

You don't even bother following the others to the bar, such is your excitement. You rent a grav displacer from a stall offering dubious wares, then begin scaling the tall office building singled out by your mystery Nexu the last time you were in town. Disappointment sinks in when you find no one awaiting you up top, and looking about, you don't see anyone else on the nearby rooftops.

But then you notice the roof, and see someone has seared symbols into it. Looking closer, you realize it's a map—more specifically a map directing you to one of the moons of Beros. And there, on the circle representing the moon, is a set of coordinates.

If this was the last character ending that needed read go to 777-7.

116

That night at Lil's...

You promise to meet back with the others in three weeks, and your crew mates are understanding. When you arrive at the moon, your transport shuttle drops you off at the landing pad for the only mining operation that harvests the gas there.

They are waiting for you on a bench outside abandoned theater, watching the luminous skyline. They are Nexu, like you, and an orphan, and they explain to you they are dying. They have spent three years looking for another of their kind so that they might give their core memory crystal to another. It would mean receiving their memories, their knowledge, and essentially, their soul. You have often wondered if you are not already the amalgamation of countless lives that have come before.

When you meet the others from the Zephyr they ask you if you found your home and you shake your head.

Later, when one of them suggests you seem different, you merely laugh it off, unburdened of the need to share the towering story of yourself and those who have come before.

If this was the last character ending that needed read go to 777-7.

117

That night at Lil's...

Marge: "Look, Big One! This lifeform is trying to make contact with us!"

Player: "It is, Marge! Hello, stranger. We are the Myriad and we are seeking a new home. Would you like to engage in diplomatic relations with us?"

Marge: "I think it is working, Big One! He's invited us to join him in the rest rooms."

Player: "Excellent! Let the parley begin!"

Marge: "Big One? What... what is happening?"

Player: "Oh no. No, no! Tell the legs department to reverse immediately!"

If this was the last character ending that needed read go to 777-7.

118

That night at Lil's...

Big One: "Look at us, Marge! We have taken a seat among many other lifeforms and are doing what is called 'mingling' I believe."

Marge: "Well done, Big One! My, it's a merry bunch tonight."

Big One: "Yes, some of them have been ingesting beverages for some time, but it seems to have made for a cordial mood all around."

Marge: "And we've made contact! Look! The lady sitting by us is... well, writing something on our suit."

Big One: "Is she now? How curious. Let's see, she's drawing... Oh my. Good gracious, that's just rude. Madam! Madam, I must insist you stop drawing that right now!"

If this was the last character ending that needed read go to 777-7.

119

That night at Lil's...

Big One: "Greetings, fellow lifeform! We are the Myriad. We seek contact with other species in hopes of finding a new home for our colony!"

Marge: "Ah, this one is confused, Big One."

Big One: "No my good fellow. I am the only one. However, I am not a single life-form, but rather a collection of a great many smaller life-forms, all dwelling in this suit."

Marge: "He is very interested in the suit, Big One."

Big One: "No, we don't transform. Would we what? Why yes, we would certainly be interested in trading technology with you."

Marge: "Keep going, Big One! Great progress!"

Big One: "Meet you where? Behind the abandoned bodega on Dritlop Street? Oh dear."

Marge: "Not good, Big One?"

Big One: "I think we had best find the safety of our friends. Drat! It's as if socializing in a drinking establishment might not be the best tactic for us. I was sure it would prove successful."

If this was the last character ending that needed read go to 777-7.

120

That night at Lil's...

Marge: "Oh, Big One, it is no use. We should just wait on the ship."

Big One: "No, Marge, we must persist."

Marge: "Big One, I must question your judgment."

Big One: "You there! Yes, you, madam. We are the Myriad, a colony of smaller lifeforms searching for a suitable new home."

Ambassador Soodlo: "Well hello, I am Ambassador Qi Soodlo of the planet Lilili. A new home you say? Lilili has been actively recruiting new species. I'm afraid our dilt-rich atmosphere makes most want to stay away."

Big One: "Madam, we Myriad thrive on dilt!"

Ambassador Soodlo: "And my friends said I shouldn't waste my time in this place! Come, let us sit and talk."

If this was the last character ending that needed read go to 777-7.

121

That night at Lil's...

Tremoks love games, and your game is Sokum. Three eyes let you keep track of the cards and all the players, and you're good enough for gambling to provide a modest boost to your income. Which is why it really rankles when you lose to Barrish the Nid. That arrogant so-and-so had the nerve to ask what you expected, given you only have three eyes! Hey, you're not one of those people who needs to be the best at everything, but you don't need someone edging you out of the gambling scene at Lil's!

If this was the last character ending that needed read go to 777-7.

122

That night at Lil's...

The Sokum tables are hot, but you spy Barrish the Nid at one, and you're not eager for a repeat of what happened last time. So you demean yourself by sitting at one of the bitgo machines, and begin plopping tokens into it. The whole thing feels like a waste of time, but in your second hour you hit three blo-blos in a row and win big! You can't help but feel things are looking up for you as you scoop up all the tokens that come spitting out. Yet when you turn them in for credits, you are reminded that game tokens might be big and shiny, but that doesn't mean they're valuable. At least it covers your tab for the night. Most of it.

If this was the last character ending that needed read go to 777-7.

123

That night at Lil's...

When you arrive at Lil's you are delighted to see Barrish the Nid isn't there. Finally! You hit the Sokum tables, but something is off. Man, that last loss really took your mojo with it. You do pretty good, but know you could have done better. You can afford drinks at the bar and a decent meal, which is a nice change, but when a sexy hotbot named Lou sidles up next to you and suggests you should by it a synth-oil, well, you just don't have the funds. You've got to do better than this!

If this was the last character ending that needed read go to 777-7.

124

That night at Lil's...

Barrish the Nid is playing tonight, and he smirks when one of his eyes fixes on you. You decide you aren't shirking from this clown and take a seat. Your eyes help you be a good player, but your experience as a spacer has taught you to be clever.

Knowing Barrish doesn't have ears, and instead hears by sensing vibrations

through his skin, you make a point of drumming your fingers on the table, and tapping discordantly with your feet. Barrish glares at you and snaps more than a few times about the "racket," but you're being careful not to be too loud for the others. The distraction works and Barrish's game is off, buying you the edge you needed. After you buy a round for the bar, spare credits still in your account, you make a point of nodding at Barrish and grinning. You hope he enjoys the drink. After all, he paid for it.

If this was the last character ending that needed read go to 777-7.

125

That night at Lil's...

Being a spacer can be a lonely gig, especially when you work with the kind of uggos you share a ship with. Looking around the bar, you notice a hot piece of carbon-based life, and reach out with your pheromones.

They never look your way, but the intelligent cheese colony sitting next to them takes notice, and you can only sigh as they walk over, their pungent odor smothering you. Looks like another night with no luck.

If this was the last character ending that needed read go to 777-7.

126

That night at Lil's...

After your ill luck last time, you decide to attract companionship in a more traditional way. You don't have a lot of spare cash, but you get your fronds clipped, hoping a little glow-up will do the trick. Your crew mates' faces when you walk in the bar tell you just how good the clipping was. They spend the rest of the night having the waitstaff bring you heads of lettuce, which is the most attention you receive.

If this was the last character ending that needed read go to 777-7.

127

That night at Lil's...

You're not messing around this time. You're gonna play the game your way. Phidia have always relied on their pheromones, and damn it, that's just what you're going to do!

You zero in on a hot minestrone sales-Gron and do your thing. And like magic, the Gron turns and sees you for the first time. Oh yes, the game is on!

But then see you more than a dozen bar patrons have turned to look at you, and now more, and more again. Uh oh. You may have overdone it. You decide to beat a hasty retreat before things take an ugly turn.

If this was the last character ending that needed read go to 777-7.

128

That night at Lil's...

You're exhausted from your adventures and head to Lil's with the others, resigned just to enjoy the food and drink. You're enjoying a fizzy honey at the bar when a tall Woolarian offers to buy you a drink. The resulting conversation is flirty and crisp, and it suddenly dawns on you that your pheromones have nothing to do with it.

You're more confident in yourself now, and you suppose it shows. You also feel pretty certain you'll soon be showing off that confidence in a more intimate way.

If this was the last character ending that needed read go to 777-7.

129

That night at Lil's...

Coming back from the bathroom you are startled to see the legendary Human bounty hunter, Ambo Dorian. The fella looks cool as ever, resplendent in his shining armor, face mysteriously hidden away by his grim helmet. You realize you might never get a chance like this, so you slide into his booth and introduce yourself.

You go on and on, telling your whole life story and what an honor it is to meet the legendary Ambo. That's when you notice Ambo's head is nodding and realize he's been asleep the whole time. He's written down something on a napkin and, feeling bold, you nick it.

Back on board, you proudly brandish the napkin and show the others. But when you read the writing for the first time, you discover it's how to properly condition Human hair to get the most luxurious shine.

If this was the last character ending that needed read go to 777-7.

130

That night at Lil's...

Another night at Lil's and another chance encounter with one of your idols! Ba'z Polopokon sits alone, nursing a fizzy beverage and looking dejected. You slide into her booth and introduce yourself, telling her you've been hearing about her exploits as a fighter pilot since you were a kid.

She brightens at that and tells you she can see you and her have a real connection. Then she asks you your blood type, which is weird, but okay. Then she asks how healthy your liver is, and you quickly excuse yourself from the conversation.

If this was the last character ending that needed read go to 777-7.

131

That night at Lil's...

You have the stupidest luck, because that night at Lil's you notice the famous Gerald P. Hellthorne standing in a corner with some others, belting out a drinking song. You introduce yourself after they finish and tell him you can't believe you're talking to same guy who fleeced the Golden Flogoozle from the vaults of the Tyrant of Dibley. The same guy who rescued Fleech Mansnook from the prisons on Beta Alpha Theta! The genius who tricked the Triassic Brain into relinquishing Princess Zlarp from the clutches of its snoof-snoof machine! You ask for some advice, from one Human who's conquered space to one who's just getting going.

Sadly, Gerald P. Hellthorne's only advice is a drunken mish-mash of telling you to believe in yourself while you're pulling yourself up by your own glove-straps and relying on the power of friendship. Or something.

If this was the last character ending that needed read go to 777-7.

132

That night at Lil's...

You're at the bar, having a drink when Ambo Dorian sits down next to you. You aren't going to say anything, but he gruffly asks if you're conditioning your hair like the napkin said. He laughs when your jaw drops open, then tells you he's putting together a kick-ass team of Humans. Something about one last job, and he wants the best of the best with him. Ba'z Polopokon has signed on, and Gerald P. Hellthorne owes him a favor. He tells you they've all heard about your exploits on the Zephyr and figure they could use someone as seasoned as you. He thinks it would be great if it was an all-Human team, the so-called trash of the galaxy doing something that leaves everyone else gaping in awe.

Oh yes, you tell him, you want in.

If this was the last character ending that needed read go to 777-7.

342

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending.

You got banged up one too many times, resulting in an amputated tail. You can still get around, but not with the grace you had, or the grace needed by the crew of the Zephyr. You end up on Zimzom Station, working a crappy job where you replace the airlock flaps on void tubes, which is a fancy way of saying the door to a spaceship's septic tank. Day in and day out you complete your tedious task while hearing more successful spacers walk past, recounting their exciting adventures. That's okay, your job can get pretty crazy too! One time you worked on a highliner that had almost twenty void tubes. Yeah.

Next - go to 342-1

342-1 If this was not the last session of your campaign, you may create a new character to join the next session of the campaign.

To create a new character, follow the instructions in sections F and G on page 7 of the Wandering Galaxy rulebook.

Note: Other players might want to share item or sidekick cards to help the new character get up to speed.

343

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending.

*Your injuries piled up, leaving you unable to serve on the Zephyr in a useful capacity. Now you're working on the set of *Destined for Greatness*, a holo serial about the life of everyone's favorite Human spacer, Dweezle Grift. Oh, you don't play Dweezle! That role is filled by Slap Gomperplug. No, you're Slap's stuntperson, and every week you get shot into walls, thrown down stairs, or electrocuted in a rainstorm. You're aren't sure why you need to actually be electrocuted, but the director assures you it lends authenticity. Honestly, it's the best pay you've ever had, but also honestly, you're gonna die if you keep this up.*

Next - go to 342-1

344

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending.

The technology that makes up a Hyperion colony suit is too foreign for easy repairs, and your lackluster career as a spacer is cut short by mounting damage. Soon, you end up broken down behind a Billy Slopstack's Waffle Juice Hut, where people sometimes mistake your suit for a trash bin.

The mood in the colony is pretty grim, and you've heard muttering about your leadership abilities. You're doing the best you can despite all the criticism, but sometimes you just wish Marge would get off your damn back already!

Next - go to 342-1

345

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending.

Your many injuries prove too great, and when parts of you start turning brown and your armpits gets infested with space-aphids, you're forced to call it quits.

Now you barely make ends meet by selling your pheromones to Gilpy Pitwater Perfumery. The extraction process is both painful and humiliating, and in those long hours when the extraction tubes are attached to you, you really wish you had taken better care of yourself.

Next - go to 342-1

346

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending.

No one really knows what a Nexu is, so repairing one is near impossible. Soon you are just a head, and so you find work doing the only thing you can. Each day someone plops you on a cart by the front door of a CargoMart on Riva Station, and there you greet each person who enters, most of them telling you to shut the helix up in response. You had a second chance at life. Probably should have done more with it.

Next - go to 342-1

347

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending.

Your body beaten, you leave the Zephyr, unable to keep up with their hectic lifestyle. Eventually you find yourself in a seedy casino where a greedy pitboss sees your three eyes as a good way to catch would-be cheats. Day in and day out, you deal cards to people with disposable cash, including plenty of spacers who are way more successful than you. You always warn the nice ones to take good care of themselves so they don't end up like you, at which they usually make a face that says, "Well, yeah."

Next - go to 342-1

776

Fill in the next installment box on the ship log debt track.

How many installments have you now paid?

- 1 - go to 776-1
- 2 - go to 776-5
- 3 - go to 776-9
- 4 - go to 776-14

776-1 Has job card 071, The Crap Job, been banished?

- Yes - go to 776-2
- No - go to 776-4

776-2 Player: "Sena, kindly wire Octoff his first installment payment!"

Sena: "Of course. I daresay he'll be pleased."

Minutes later, Octoff contacts you via holo.

Octoff: "Freshies! Well done. I gotta say, y'all surprised me."

Player: "We're happy you're happy. How's the poop?"

Octoff: "Enjoyin' it's tour through the chain of commercial enterprise! Nicely done. Keep an ear out for me. I'll likely be contactin' y'all again real soon."

Next - go to 776-3

776-3 Player: "Great job, everybody! Mom, we need to unwind. Will the petty cash let us have a night at Lil's?"

Sena chuckles.

Sena: "You kids deserve it. Have fun, guys."

Lil's is a bustling starport cantina on the city-planet Niven. It's owned by Lilith Skreed, a retired spacer of great renown. The place is busy round the clock, but especially on nights and weekends.

Next - go to 777-6

776-4 Player: "Sena, kindly wire Octoff his first installment payment!"

Sena: "Of course. But you never completed his initial assignment."

Player: "Ah, he'll be okay so long as he gets his money."

You are proven correct, when Octoff contacts you via holo minutes later.

Octoff: "Freshies! Well done. I gotta say, y'all surprised me."

Player: "We're happy you're happy. Sorry we didn't get a chance to finish that job for you."

Octoff: "Aw, it's no bother. I gave two other ships the same assignment just in case some of ya'll died."

Player: "Oh. Great."

Octoff: "Nicely done. Keep an ear out for me. I'll likely be contactin' y'all again real soon."

Banish job card 071, The Crap Job.

Next - go to 776-3

776-5 Has job card 100, Bury the Hatchet, been banished?

- Yes - go to 776-6
- No - go to 776-8

776-6 Player: "Sena, send Octoff that second installment payment!"

Sena: "Right away!"

Later that day, Octoff contacts you via holo.

Octoff: "Freshies, ya'll are impressin' me somethin' fierce. Talked to Mama Fang earlier. She said y'all did real well, despite the fact there was a strong sewer smell.

That sound right? In the future if ya'll are representin' me I'd prefer you paid a little more time focusin' on your personal hygiene."

Player: "Uh, yessir."

Octoff: "But great job, freshies, and congratulations on your second

payment. I daresay y'all just might make it one day!"

Next - go to 776-7

776-7 Player: "We're getting pretty good at this! Sena, we're going to Lil's to celebrate. Hold all our calls!"

Sena: "I'll do the best I can. Everybody have fun and be safe."

Next - go to 777-6

776-8 Player: "Sena, send Octoff that second installment payment!"

Sena: "Well, sure. But aren't you carrying a precious gem in a containment field for him?"

Player: "Oh yeah. That thingy. Well, we'll just have to drop by the nearest GPS store and ship it."

Sena: "Hold up a minute. Didn't Octoff say this was too precious to send in the mail?"

Player: "Sena, it'll be fine. But uh, yeah... we probably get that package tracked. We can make the payment once we know it's delivered."

Five days later, Octoff contacts you via holo.

Octoff: "Freshies! I hear Mama Fang has received the gift I sent her. Weird thing though. She said it was delivered by the Galactic Postal Service."

Player: "Well we wanted to play it cool and all. You know how it goes. So we dressed up as GPS and delivered it."

Octoff narrows his eyes suspiciously.

Octoff: "Then you can tell me exactly what the GPS driver said to her, can't you?"

Player: "Er, yes sir, of course I can. He said, ah, I believe the exact words were... 'I need someone to sign for this.' That's what I recall."

Octoff: "Well done! Great job, freshies, and congratulations on your second payment. I daresay y'all might just might make it one day!"

Banish job card 100, Bury the Hatchet.

Next - go to 776-7

776-9 Has job card 120, Cave of Worms, been banished?

- Yes - go to 776-10
- No - go to 776-12

776-10 Player: "Sena, would you be so kind as to send our third installment to Octoff? Tell him to buy him something nice with it."

Sena: "It would be my pleasure."

The next day, Octoff reaches out.

Octoff: "Freshies! How's my worm?"

Player: "Way bigger than expected, but otherwise good."

Octoff: "Excellent work. And excellent work on makin' that payment. I daresay y'all are on your way! In the meantime, hold onto that worm for me. I'll contact you in a day or two."

Player: "What are we supposed to do with it?"

Octoff: "Feed and water it, of course! And no slicin' off pieces to eat, ya hear?"

Player: "Ew. We'll try to contain our hunger for worm."

Octoff: "Okay. Be good, y'all."

Next - go to 776-11

776-11 Player: "Another payment made! Guys, can you believe it? We're almost free of Octoff! I'm proud of us! Bring it in! Bring it in everybody!"

Cook-E: "Ahoy! Lemme in thar!"

Patch: "MEEP MOOP!"

Cook-E and Patch join in the hug, which is only mildly uncomfortable.

Player: "Oof! Okay guys, it's off to Lil's to unwind!"

Cook-E: "Yar it is!"

IT ALL STARTED ON RIVA - 777

Player: "Er, no. You and Patch ned to stay here and watch the worm."

The robots clomp away, one of them muttering about landlubbers.

Next - go to 777-6

776-12 *Player: "Sena, would you be so kind as to send our third installment to Octoff? Tell him to buy him something nice with it."*

Sena: "I can, sure. But there's the matter of that worm he wanted."

Player: "Bleh. That thing. Okay, delay the payment. Look, we don't have time to get the worm. Why don't we subcontract it? Make a job posting and get it out on the feed. Tell them we want that worm delivered to Octoff."

Sena: "That'll likely cost you all the profit you would have made from Octoff. He doesn't exactly pay top dollar."

Player: "It's fine. We've already got the money we need."

Seven days later your contract is marked 'fulfilled' and you send the payment to Octoff. He contacts you soon after.

Octoff: "Freshies! Thanks for the money. That's installment number three, I believe. Listen, I don't have time to chat, but get that worm to me ASAP, okay? Be good now!"

You all look at each other as the holo goes blank.

Player: "Wait... he didn't get the worm?"

The first player must choose a player who does not have a nickname. If all players have nicknames, choose one to gain a new nickname.

The chosen player must gain the nickname 'Grifted', replacing any nickname they currently have.

Next - go to 776-13

776-13 *Player: "You know what? It's fine! Sena, did we payout on that subcontract?"*

Sena: "We sure did. It went into escrow when we made the posting. When the contractor marked it as complete, they got the money."

Player: "Okay, contest that please. We'll get our money back, then put out a new subcontract. In the meantime, let's head to Lil's and celebrate!"

Sena: "Is that wise?"

Player: "Don't panic, Sena! We just need to go through the proper channels and everything will be great. Promise!"

776-14 Has job card 121, Race for the Cure, been banished?

Yes - go to 776-15

No - go to 776-17

776-15 *Manny glares at you, but waves you inside.*

Manny: "Octoff says I'm not supposed to punch you in the faces no more."

Player: "Aw, isn't that sweet?"

Manny: "It'll have to be in my free time."

Octoff: "Well, well, if it isn't the freshies! I have to admit, I didn't expect y'all to make it this far, but here you are."

Player: "Yep! Here we are, Octoff! We just need the deed to the Zephyr and we'll get out of your hair. Er, so to speak."

Octoff: "That so? I've been calculatin' the interest, management fees, and sundry administrative costs. Ugly stuff, freshies."

Player: "You wouldn't dare!"

Octoff: "Just jokin' kid. Lighten up! The Zephyr's yours. Y'all are freespacers now, and not many can say that. But listen, I can always use trustworthy folks, so if you need work, you come to me now, ya hear?"

You leave the Triton Hotel with the deed in your hand and a spring in your step. It's probably your imagination, but the air on Riva Station suddenly seems fresher, and your future, considerably brighter.

This concludes your campaign!

Next - go to 776-2

776-16 Wandering Galaxy has three campaigns to play through, and even if you replay the same one, there are so many jobs with so many fun variables, that no two play-throughs can ever be the same! If you'd like to start a new story, you may pick from any of them.

776-17 *Manny waves you inside. Uh oh, was that a smirk?*

Octoff: "Well, well, if it isn't the freshies! Haven't heard much from y'all lately. I hope you have good news for me. Be a shame to have to find a new crew for the Zephyr. Good spacers are hard to come by."

Player: "Freespacers!"

Octoff: "Come again?"

Player: "We're freespacers now! We paid off the Zephyr, which you know because the money is in your account."

Octoff: "Not so fast, kids! What about all the unfinished business? I gave ya jobs to do, and y'all still haven't delivered."

Player: "That wasn't part of the deal and you know it! We made our payments! The ship is ours, and we don't intend to leave here without the deed to prove it!"

Hands rest on weapons, and you see Mrs. Gilbert signal to a security camera. Octoff glares at you until you're certain his water is starting to boil.

Octoff: "Hey, just jokin', kids. Lighten up! The Zephyr's yours. Y'all are starship owners now, and not many can say that. But listen, I can always use trustworthy folks, so if you need work, you come to me now, ya hear?"

You leave the Triton Hotel with the deed in your hand and a spring in your step. It's probably your imagination, but the air on Riva Station suddenly seems fresher, and your future, considerably brighter.

This concludes your campaign!

Next - go to 776-16

777

Was this to be your fourth and final installment?

Yes - go to 777-1

No - go to 777-3

777-1 *The repo squad arrives without warning. Octoff, it seems, is only too happy to reclaim the ship after you already paid so much into it. Broke and shipless, you each exit the exciting lives of spacers. You find work where you can, but it's mundane stuff. After what Octoff does to your credit ratings, mundane is the best you can hope for. One by one, you drift away, going your separate ways, forever remembering what was and imagining what could have been.*

As for Sena and the Zephyr, well they're fine. The galaxy is filled with freshies, one step away from going belly up, but full of unearned confidence and dreams.

This concludes your campaign.

Wandering Galaxy has three campaigns and too many jobs to experience with just one play through. If you'd like to start a new campaign, you may pick from any of them.

Next - go to 777-2

777-2 Follow these steps to reset the game for the next campaign:

Cards

1. Return all cards from the Banished section of the card catalog to their corresponding sections.
2. All players return all cards in their possession (readied cards, draw piles, and discard piles) to their corresponding sections.
3. **Solo and 2-Player:** Return all apprentices and their cards to their corresponding sections.

Tokens

1. Remove all shield tokens , risk tokens , ship upgrade tokens, and all clear tokens from the bag and return them to the supply.
2. Return all general damage tokens currently on ship stations to the bag. The bag should contain only the 6 general damage tokens and 8 special damage tokens. Return all perk tokens , cargo  and asteroid tokens , and science projects  to the supply.
3. Use the provided baggies to organize and store all tokens by type.

Dials

1. Operations sets the threat and profit dials to 0.
2. Navigation sets the galactic struggle dial to the center 'Unease' space.
3. Engineering sets the power  dial to 0.
4. Security sets all enemy dials to 0.

Place all components in the box. You're now all set!

777-3 Octoff's glowering face appears on the holo.

Octoff: "You're late, freshies! I'm not running a charity here!"

Player: "We ran into a few complications, just give us a few days!"

Octoff: "Oh you precious little thing, that ain't how this works at all. Y'all have until the end of the day. I don't care if you have to sell your souls, just get me that credit! Mrs. Gilbert will have to reach out to you. I'm so mad my water's boilin'!"

Is job card 094, The Favor, currently in the Jobs section of the card catalog?

Yes - go to 777-4

No - go to 777-9

777-4 Mrs. Gilbert contacts you and tells you she'll help you square things with Octoff, but you're going to have to do her a favor.

Gain job card 094, The Favor, and add it to the Zephyr section of the card catalog.

You must liquidate assets until you've reached 7 profit .

For every 2 cargo tokens  in the ship's hold, Profit +1. Then return all cargo tokens to the supply.

If you still have not reached 7 profit , all players must collectively return item and sidekick cards (020 and 050 only) to the card catalog for 1 profit  each.

We now have 7 profit  - go to 777-5

We still don't have 7 profit  - go to 777-1

777-5 You head to Lil's, your favored watering hole to unwind. A scruffy looking group of CargoMart haulers with matching blue vests shuffle by on their way out, each of them making a point to bump you with their shoulders. You won't be getting a lot of respect in Lil's tonight.

Fill in the next installment box on the ship log debt track.

Next - go to 777-6

777-6 Each player with an unfilled, circled box at the end of 1 or more rank tracks on their character sheet may go to the entry matching that ending code or codes to hear their character's ongoing story. After listening, fill in each circled box. If there are no character endings to read, go directly to 777-7.

777-7 The player with the highest overall rank may choose a sticker from a sticker sheet and place it on a open matching section of the ship schematic on the ship log sheet.

To put away your game so it's ready for the next installment in your campaign, all players must follow these steps to save your progress:

Cards

1. Return all status cards from your draw and discard piles to the card catalog. If you return 1 or more Injured cards (011), fill in a scar on your character sheet.
2. **Solo and 2-Player:** Return all Injured cards (011) under apprentices to the card catalog without gaining scars. Discard each apprentice's readied cards to their controlling player's discard pile, then return each apprentice to the Sidekicks section of the card catalog.
3. Discard all readied cards, then reform your skill deck from your draw and discard piles. Place your skill deck in your character's section of the card catalog.
4. Security gathers all ship weapon, special device, and active job cards from the Navigation and Security boards, and places them in the Zephyr section of the card catalog.

Tokens

1. Return all damage tokens currently on ship stations to the bag.
2. Leave the bag in its current state. It will carry over to the next session.
3. Return all perk tokens , cargo  and asteroid tokens , and science projects  to the supply. They do not carry over between sessions.
4. Use the provided baggies to organize and store the tokens by type.

Dials

1. Operations sets the threat  and profit  dials to 0.
2. Navigation must leave the galactic struggle dial where it currently stands. It will carry over to the next session.
3. Engineering sets the power  dial to 0.
4. Security sets all enemy dials to 0.

Place all components in the box. You're now all set!

777-9 Has job card 094, The Favor, been banished?

Yes - go to 777-10

No - go to 777-11

777-10 Mrs. Gilbert contacts you with Octoff's terms. Because you've taken care of her favor, you're allowed to slide again, but she sternly warns you this is the last time.

You must liquidate assets until you've reached 7 profit .

For every 2 cargo tokens  in the ship's hold, Profit +1. Then return all cargo tokens to the supply.

If you still have not reached 7 profit , all players must collectively return item and sidekick cards (020 and 050 only) to the card catalog for 1 profit  each.

We now have 7 profit  - go to 777-5

We still don't have 7 profit  - go to 777-1

777-11 Mrs. Gilbert contacts you and asks if you took care of her little favor. When you sheepishly admit you haven't, the holo goes dead.

Next - go to 777-1

THE SPACE TYCOON

How many installments are filled out on the ship log debt track?

- 0 - go to start-1
- 1 - go to start-3
- 2 - go to start-7
- 3 - go to start-9

start-1 *The Wandering Galaxy is constantly changing. Stars go supernova, empires rise and fall, and planets collide. People? Well, you're just space dust, everywhere and nowhere all at once, clinging to the surface of anything that'll have you.*

You all have been awakened from cryo twenty years after you lost your jobs. On the glimmering, perfect space station of Ad Ostium, unemployment is illegal, so when you were laid off after your company was bought by a corporate competitor, you were sent to the tanks. Groggy, you shield your eyes from the unyielding white light that shines down upon you. A voice booms down from an unseen source.

Booming Voice: "Remedial citizens, you have completed your cryo sentence for citizenship theft. As part of your parole, you have been permanently implanted with micro dysphaser chips."

Player: "What's a dysphaser chip?"

Booming Voice: "Silence! In time, the dysphaser chips will modify your behavior and allow you to return to productive society. In the meantime you have been assigned entry-level employment as part of our work release program. You are to report to Gigazon Headquarters without delay. They have added you to their talent pool and will manage your parole."

Outside the Ad Ostium Cryo Prison and Frozen Pizza Warehouse, you look up at the morning star rising above the skyline, two decades since you last saw it. It shines down on you, past the gleaming glass and chrome spires, past the crisscrossing hover traffic, and the massive parabolic dome that stands between you and the void of space.

Open the location book to page 25. Do not begin a round until instructed.

Next - go to start-2

start-2 *Gigazon's towering headquarters is easy to make out in the distance.*

Player: "I guess we gotta go there. Or at least one of us does. I don't remember a company called Gigazon at all. Anybody else? Maybe they're new. Actually, this whole city looks kinda different, and yet, it's still sorta the same. I think I hate it. Doesn't feel like home anymore. Or at least, I don't want it to be home."

Make Action 01 required !!! Lock Action 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Space Tycoons*.

Begin a round in the location book.

start-3 *You gather in the rec room to play a board game, but of the few you have, no one seems to agree on what to play. Cook-E proudly presents a game that looks as old as dirt.*

Player: "What kind of game is it, Cook-E?"

Cook-E: "Property tradin' game! Ye try an' buy all the properties so everyone else runs out o' money. Makes ye feel like a real Gary Belkas!"

Player: "Is it fun?"

Cook-E: "No."

Player: "Play fast?"

Cook-E: "Gods, no."

Player: "Eh, well as good as it sounds, let's choose something else."

Let's find out who can convince everyone else to play the game they want.

All players must make a **COMMUNICATE** skill check 🎲 🌟.

The player with the highest result becomes the first player. If there are any ties for first, the tied players must reveal another card until the tie is broken.

Next - go to start-4

start-4 Has job card 107, Black Friday, been banished?

Yes - go to start-5

No - go to start-6

start-5 *Game night turns into a few rounds of WizKill, with Patch winning every game.*

Patch: "MEEP MOOP!"

Player: "I don't care if it's a legal deck. Turning everyone's mana sources into squirrels gets annoying, fast!"

The show you have on in the background is interrupted by a news alert.

News Announcer: "We interrupt this program with new information on the costly Black Friday Attack, allegedly carried out against retail giant CargoMart by their bitter rival, Crimson Circle. New video evidence has been released of that attack. We warn our viewers that some may find this footage disturbing..."

Cook-E: "Arrr, did ye hear about this, mateys? Frightenin' stuff!"

You look at Cook-E incredulously.

Player: "I can't tell if he's putting us on or not."

Ted pops up on the holofeed.

Ted: "Remedials! Good, everyone's here. What are you kids doing? Cards? Love that for you. Listen, I spoke to the Founder. Big props on a job well done. You're contributing directly to Gigazon's bottomline, and that's gonna look great on your performance reviews. We have a new project for you. Pretty much like that last one, but higher profile. More security. I'm so psyched to see what you guys come up with. Ted out!"

Player: "Yeah, about that last job."

But the holo has already gone dark. You hear a tapping outside the ship and, looking out, see a Gigazon delivery vessel zip away. You use the magnabeam to snag the package floating outside and bring it into the cargo hold.

Gain job card 108, Crimson Tuesday. Have Navigation make it an active job.

Place the waypoint ring for Crimson Tuesday on any deep space location on the galactic star map. Place the Zephyr ship standee on any Deep Space location on the galactic star map that does not have a waypoint ring.

Go to the Deep Space entry on page 33 of this book.

start-6 *Game night turns into a few rounds of WizKill, with Patch winning every game.*

Patch: "MEEP MOOP!"

Player: "I don't care if it's a legal deck. Turning everyone's mana sources into squirrels gets annoying, fast!"

The show you have on in the background is interrupted by a news alert.

News Announcer: "We interrupt this program with new information on the costly Black Friday Attack, allegedly carried out against retail giant CargoMart by their bitter rival, Crimson Circle. New video evidence has been released of that attack. We warn our viewers that some may find this footage disturbing..."

Player: "Hey, why does that sound familiar?"

Ted pops up on the holofeed.

Ted: "Remedials! Good, everyone's here. What are you kids doing? Cards? Love that for you. Listen, guys, I get you were on ice for awhile, but twenty years ago, when bosses gave assignments, employees were still expected to complete them, right? Not a good look, kids. Not in this economy. Not when you're on parole."

You feel an intense burning from your dysphaser chips.

Ted: "Feel that? Think of that as the Founder's displeasure with your performance. We had to hire another crew to do the job that you never showed up for. Dweezle Grift, heard of him? Big-time spacer. A real pro, and I'm honored to say, a real bro. Not like you idiots. Fortunately for you, your failure is my failure, so I had to tell the big guy you losers completed the job. Don't put me in that position again! Now wipe the drool from your mouths and listen up. We have a new project for you. Pretty much like that last one, but higher profile. More security. Don't let our shareholders down this time. Ted out!"

Player: "Yeah, about that last job."

But the holo has already gone dark. You hear a tapping outside the ship and, looking out, see a Gigazon delivery vessel zip away. You use the magnabeam to snag the package floating outside and bring it into the cargo hold.

Banish job card 107, Black Friday.

Gain job card 108, Crimson Tuesday. Have Navigation make it an active job. Place the waypoint ring for Crimson Tuesday on any deep space location on the galactic star map. Place the Zephyr ship standee on any Deep Space location on the galactic star map that does not have a waypoint ring. Go to the Deep Space entry on page 33 of this book.

start-7 The Zephyr hums quietly through space as the biologicals snooze peacefully in their quarters.

One of you mutters incoherently as, in a dream, your old science teacher, Mr. Gargleblatz, catches you in a compromising position with the lead singer of Blammo!

Suddenly, the Zephyr jolts as if struck by gunfire. Everyone awakens and rushes to the bridge, though one of you is a bit more groggy than the others, and perhaps more than a little disappointed at losing a good dream.

Let's find out who is sad to be ripped from their flight of fancy.

All players must make an **AGILITY** skill check .

The player with the lowest result becomes the first player. If there are any ties for last, the tied players must reveal another card until the tie is broken between them.

Next - go to start-8

start-8 **Player:** "Sena, what the helix is going on?"

Sena: "Pirate frigate! They must have had a cloaking device because they just came out of nowhere! It's trying to lock us in a magnabeam!"

Patch: "MEEP MOOP!"

Player: "Only the ever-looming threat of death gives life meaning? Get off the bridge, Patch!"

An alarm on a console sounds off as the pirate ship launches fighters.

Player: "We gotta get in close and make it hard for them to get a lock on us! Everybody to battle stations! I sure as heck don't want to get captured in my pajamas!"

Turn to page 53 in the location book.

Make Action 01 required . Lock Action 06.

Place Small Blips A, B, C, D, and E on the corresponding spaces on the left page.

Set Dial A (Shields) to 2 plus the number of players.

Set Dial B (Hull) to 9 plus the number of players.

Set Dials C, D, and E (Turrets, Guns, and Fighters) to 4.

Begin a round in the location book.

start-9 You shuffle into the bathroom carrying your shower kit and a towel, and begin yet another morning in space, fighting for warm water, sink time, or just a glimpse in the mirror.

Some days, tempers flare in territorial disputes between the various bathroom factions. The primpers take too long in the mirror, the washers use up too much hot water, and the squatters... well, let's not get into that.

Today is just such a day.

It starts with a not-so-friendly towel snap, followed by a retaliatory snap! Pretty soon it's every spacer for themselves as the snapping towels leave a path of destruction that spills past the boundaries of the bathroom and into the rest of the ship.

Let's find out who has the best towel-fighting skills.

All players must make an **AIM** skill check .

The player with the highest result becomes the first player. If there are any ties for first, the tied players must reveal another card until the tie is broken.

Next - go to start-10

start-10 Ted's hologram appears on the bridge.

Ted: "Go for Ted! Morning, Zephyr! I've got a... what the deuce is with the towels? Is this a bad time?"

Player: "Just reestablishing the pecking order. What do you need, Ted?"

Ted: "The Founder wants a word with you. I'm putting him on now."

Ted vanishes and is replaced by the Founder's towering head.

Gary Belkos: "Go for Belkos! Ah, remedials, Ted tells me... what's with the towels?"

You shrug.

Gary Belkos: "Sometimes I don't get poors at all. No matter! Remedials, Ted tells me you've done well making the payments on your ship! Excellent work. You remind me of me when I was seventeen. I bought an entire fleet of delivery ships with no help from anyone. It feels good to blaze your own trail, does it not?"

Player: "Didn't you start the company with a billion-credit loan from your dad?"

Gary Belkos: "Nope. Anyway, I have one last job for you. I need you to deliver a special birthday gift to my good friend and my only fellow gazillionaire, Duke Akamon on Niven."

Player: "Sounds easy enough."

Gary Belkos: "Here's the twist. This is a surprise birthday gift. No one can know, or you'll ruin the surprise. And that would be a shame as I have spared no expense on it. Belkos out!"

Ted: "Zephyr, meet the Gigazon associate who's waiting outside your ship in the hangar bay. They have a package for you."

Gain job card 101, Special Delivery. Have Navigation make it an active job.

Place the waypoint ring for Special Delivery on the Niven location (322) on the galactic star map. Place the Zephyr ship standee on the Ad Ostium location (325) on the galactic star map.

Gain 1 illegal cargo token .

Choose 1:

Launch now - go to start-11

Explore Ad Ostium first - go to start-12

start-11 **Player:** "Let's get this over with."

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

start-12 **Player:** "We should settle our business here on Ad Ostium before we get going."

Turn to page 25 in the location book. Lock Action 01.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Space Tycoon*.

Begin a round in the location book.

109

That night at Lil's...

The Muze are social creatures, which can be tough when there aren't other Muze around because a lot of the other sentient species refuse to pay you any mind. You watch other spacers in the bar doing karaoke, and want to be a part of it. So you grab the signup sheet, put your name down, and choose a crowd-pleaser: "My Cybernetic Heart (Loves You All the Same)".

But when your big moment comes, you feel panic growing in your chest—the stage lights, the eyes of all the other beings in the bar—and before you know it, you've missed your queue to sing. You quickly flee the stage as the other patrons laugh.

If this was the last character ending that needed read go to 777-7.

110

That night at Lil's...

You weren't going to sing tonight, but after talking with Sena, you're convinced to give it another go. Getting the courage to get on stage again takes everything you've got, but you do it. As nervous as you are, you launch into a song, this time selecting Brae-Brae's cover of Sneepledang's "How I Miss (The Touch of Your Tentacles)".

Look, it doesn't go great—there are some hecklers who witnessed your last attempt, and your nerves make your voice crack—but you get through the entirety of the song. When you get off the stage you receive some light applause and, ducking an old shoe thrown your way, feel some pride in your accomplishment.

If this was the last character ending that needed read go to 777-7.

111

That night at Lil's...

When you step into the bar, it feels like a triumphant return. You discovered a storage closet off the Zephyr's cargo hold that is relatively soundproofed, especially when the engines are running. You've spent your free time since your last visit to Lil's practicing your singing. You've recorded yourself too, and right now you couldn't feel more confident. Your performance is the best thing you've ever done, and you bask in the gleeful applause from the audience.

Unfortunately, you're followed by Zeeg Dangly, a Tarq from Ad Ostium whose rendition of Freg Plunkmoggler's "These Hams Are Made for Clapping" sends the crowd into a frenzy.

Your performance is quickly forgotten, but nothing can strip you of the feeling of pride. Next time. Next time you'll give them something they'll never forget.

If this was the last character ending that needed read go to 777-7.

112

That night at Lil's...

When you step into the bar, you do so with more determination and confidence than you've ever possessed before. When Zeeg Dangly goes before you, belting out an old Floundran ditty that's a little too bawdy even for Lil's, you realize the Tarq isn't any better than you. Their secret is their confidence. Dangly gets up there and has fun, and that's why the audience responds as they do. So when two songs later it's your go, you step onto the stage with a bit more swagger than normal. You've trained for this. This is your time.

By the end of the high-pitched finale of "My Days are Numbered by Rustport Nights", the crowd is on their feet, holding their drinks in the air and singing the chorus along with you. When you return jubilant to your table, you're met by a young Puddle who introduces themselves as a talent scout. By the end of the night, you've signed a contract for a year-long engagement with Crowned Simian Cruiselines. The future is as bright and shiny as the spangled leotards you'll soon be appearing on stage with.

If this was the last character ending that needed read go to 777-7.

113

That night at Lil's...

Your nights at Lil's are spent hanging out with your crew mates and being sociable, though truthfully, you find them less fun to be around once the drinks start to hit home.

You do happen to meet an interesting bot who, like you, doesn't drink. You find their tales of manufacturing artificial flowers fascinating, but once there's a general lull in the conversation, they size you up and point at you. They ask if your body is ectoplasmatic, which you confirm. They tell you they've heard of someone in the O Zone who can work on such bodies, and this piques your interest. Next time you're in town, you mean to follow up on this tip.

If this was the last character ending that needed read go to 777-7.

114

That night at Lil's...

When the others go party at Lil's, you head down to the mean streets of the O Zone.

While the others are drinking booze and singing karaoke, you're battling Guttergit thugs, challenging a three-mouthed ruktarg to a duel of riddles, and even help a little old Floundran across the street.

It all proves worthwhile. You discover the location of a local known as the Smith, though their shop is locked up for the night by the time you find them. Still, the adventure was productive, and next time you'll arrive earlier in the day.

If this was the last character ending that needed read go to 777-7.

115

That night at Lil's...

You return to the shop where you meet the fabled Smith, an old Frey who works on ectoplasmatic parts. She runs a diagnostic on you and finds your body is in fairly good shape. But when she scans your head, she is surprised to see a large archive of some kind, filled with files that have been locked away. She agrees to unlock them for you, but her fee is steep. You leave, vowing to return when you've saved up the coin.

If this was the last character ending that needed read go to 777-7.

116

That night at Lil's...

You bid the others farewell outside of Lil's, but your excitement at returning to the Smith trumps your relief from besting Gigazon. The Smith accepts your payment and begins the lengthy process of unlocking the archived files. Hours pass. Your crew mates try contacting you on the commlink, but you don't respond. An hour later, Sena tries to reach you, and again you do not respond. By the time the process concludes, your mind is able to access all

of the hidden files, but you are also no longer the same person you were. Filled with a new purpose, you thank the Smith and vanish into the night. If this was the last character ending that needed read go to 777-7.

117

That night at Lil's...

Marge: "What are you thinking, Big One?"

Big One: "I'm thinking we need to work harder at exposing ourselves to the cultures of other beings, Marge."

Marge: "An excellent idea! How about we take in a movie? The other beings seem to love those things."

Big One: "Great idea, Marge. You're right! Look, there's a movie playing right over there on the sidewalk. Let's head over and check it out."

You spend the rest of the night sitting on the sidewalk, enthralled by a looping holo-advertisement for toothpaste. It promises a brighter, more confident smile, and your Myriad underlings enjoy their time eating snacks and cheering whenever the advertisement's toothpaste-users turn and reveal their brighter, more confident smiles.

If this was the last character ending that needed read go to 777-7.

118

That night at Lil's...

Big One: "Marge, our last foray into alien culture was a rousing success, but we must not be satisfied just yet!"

Marge: "Agreed, Big One! What are you thinking?"

Big One: "Look over there! Yonder theater promises a thrilling performance by a famous magician. Let us investigate!"

You attend the magic show, but this time are confused by the constant applause and cheering from the audience.

Marge: "Big One, this is not magic at all. It's chicanery!"

When the magician asks for a volunteer, you do not wait, and immediately join them on stage. The magician laughs at your eagerness then launches into a card trick. You watch them carefully, and when the trick concludes and your selected card is shown, you shake your head.

Big One: "You forced me to choose that card through clever manipulation. Then when I returned the card to the middle, you manipulated it to the bottom of the deck. You knew the card and always knew where it was. This is not magic! You are a liar and a thief of money!"

Strangely, the crowd does not seem pleased with your having saved them from a con artist.

Marge: "Big One, I suggest we run."

Big One: "Agreed. Legs! Initiate running sequence!"

If this was the last character ending that needed read go to 777-7.

119

That night at Lil's...

You bid your crew mates farewell outside of Lil's then go off in search of more alien culture.

Marge: "Look, Big One! That establishment promises a wide array of beings eager to dance for our pleasure."

Big One: "Well spotted, Marge. Let our tour of cultural delights continue!"

Once inside, you are a little surprised at the shabbiness of the club. Its dim

lighting seems to be hiding layers of grime, and the smell is anything but delightful. Still, unwilling to cast aspersions on another culture, you pay for a dance. Frankly, it disappoints.

Big One: "Am I missing something, Marge?"

Marge: "I'll tell you what's missing, a love for the craft of dance! Where's the technique?"

Big One: "And it's so repetitive. This person seems oddly confident for one so terrible at their job."

Marge: "Big One, back in the main room was a buffet, promising all one could eat at one low price."

Big One: "Now you're talking. Marge, put the colony on alert. We shall destroy that buffet."

If this was the last character ending that needed read go to 777-7.

120

That night at Lil's...

You celebrate with the others for a bit, but once the required niceties are out of the way, you leave to further explore the cultural offerings of Niven.

Marge: "What is the plan, Big One?"

Big One: "A museum this time, Marge. There is one not too far from here containing a vast collection of alien art."

Indeed, the museum does prove to contain an experience unlike anything you have witnessed before.

Ignorant sculptures tower over you. Phidian bio-performances entrance. Tremok holo-recordings offer a new perspective on familiar sights. But the thing that really captures your attention is a large painting depicting humans working to build a tall structure. You sit and lose track of time as you stare at it.

A year later, your old crew mates from the Zephyr pay you a visit.

The Hyperion suit is now a permanent installation at the museum, and your old friends marvel at how the old, familiar suit has been taken apart and built into a miniature city.

They kneel down as you stand upon the highest tower and smile up at them, seeing them for the first time with your own eyes, and they see you for the very first time ever.

If this was the last character ending that needed read go to 777-7.

121

That night at Lil's...

Being a Tremok can be distracting at times. There is so much more detail in the world than other beings appreciate, but it sometimes has a way of diverting your attention from what matters.

When everyone else heads inside to Lil's, you notice a small parade taking place, celebrating the life or death of someone you've never heard of. You take in the sights, get lost in the crowd, but by the time you remember Lil's, the night is nearly gone.

Inside, Lil's is dead now, and your crew mates wave you over, excited to share their story. Legendary spacer Ghailly Plerd had been there and bought food and drink for everyone in the bar. Looking around, you can see there are no treats left for you. You sigh, and snack on a basket of stale pretzels instead.

If this was the last character ending that needed read go to 777-7.

122

That night at Lil's...

This time, you vow to go straight to Lil's and enjoy the evening. You disappear into the crowded streets, and apparently beat the others. Inside, Lil's is mostly empty, save for some crusty pensioners who are apparently the only patrons. You sit and wait for the others, and a waitress asks if you're willing to help run the night's event. You agree, but only until your friends show up. It isn't until later you remember everyone had made plans the night prior to go to a show instead. You groan, recalling the reason for the change of plans was due to tonight being bingo night. Lil thanks you personally for being such a great volunteer, and you nod in resignation as you realize there's no way to leave without looking like a jerk.

If this was the last character ending that needed read go to 777-7.

123

That night at Lil's...

Tonight you pledge to do things your way. You let the others leave, promising to catch up with them later, and get a little video game time in. You spend a couple hours playing Slaughterhouse 3, an exciting game about factory farming, and then, after eating some leftovers, head over to Lil's. It's nice not feeling rushed or pressured to hurry to the big exciting thing, or at least it is until you enter Lil's and discover you've just missed the third annual Tremok beauty pageant—a pageant that, if anyone was being honest, you would have won easily. You leave in a huff, frustrated at never being in the right place at the right time.

If this was the last character ending that needed read go to 777-7.

124

That night at Lil's...

You curse your luck as you hurry to Lil's. You would have been there already but you got distracted by someone's shiny new hovercar, were diverted by a food stall selling boiled pleg, and then lost track of time when you noticed a piece of pink string on the street. So by the time you make it to Lil's, you're feeling quite frustrated with yourself, and you kick the door open hard... right into the spacer who is pointing a gun at everyone else.

Turns out some madman had decided he was going to wipe out his competition, only he never counted on your storming in at the last second. You are wined and dined by the other spacers, and Lil herself declares you the guardian angel of her bar. You were right where you needed to be, at just the right time. When you leave, you admire the handsome picture of yourself where it now sits above the front door.

If this was the last character ending that needed read go to 777-7.

125

That night at Lil's...

You land on Niven before nightfall and take a little time for yourself to go on a stroll. But as fun a planet as Niven is, you feel out of place. While you can find the occasional park or exposed patch of soil, you are unable to find a single plant, aside from grass or weeds. It's impossible to feel at home in such a lack of verdancy, and by the time you make it to Lil's, you are deep in thought over how you might change that.

If this was the last character ending that needed read go to 777-7.

126

That night at Lil's...

The others all head to Lil's and you promise to meet up with them, but first you fill a few pouches and sacks with seeds you've ordered from Gigazon. You've carefully selected the seeds of plants that will be resilient to the planet's pollution, or might thrive in the ever-present shade of tall buildings. You spend a few hours wandering and secretly scattering your precious bounty, before meeting up with your crew mates.

If this was the last character ending that needed read go to 777-7.

127

That night at Lil's...

You are pleased to see the fruits of your labors beginning to show. While most of the seedlings you are responsible for will take years to reach their true potential, you take heart when a quick walk through the neighborhood reveals your efforts are not in vain. This is especially true when you pass a small park which was previously nothing more than a mere bench. There you behold a couple of children kneeling in the grass, marveling over a spouting patch of medellia flowers. When you finally make it to Lil's, the others ask why you are smiling, but you only grin and order a drink.

If this was the last character ending that needed read go to 777-7.

128

That night at Lil's...

The city of Niven is in a chaotic state, so you do your best to hurry through your walk and avoid areas where the Duke's security forces are stationed. But when you arrive at the park where you had seen the medellias growing, you come to a standstill, gazing at the modest statue that now stands there. It looks a lot like you. You draw closer and see a plaque upon the base, with an inscription reading:

"Every one of us has within our hearts the potential to reshape the world. We need only but try."

If this was the last character ending that needed read go to 777-7.

129

That night at Lil's...

You've always considered yourself a teller of tales, and there is no better place to work your craft than a bar. People are usually willing to listen, and if you do a good enough job, a grateful audience might even ply you with drinks. So you strike up a conversation with a group of spacers and begin telling them the largely apocryphal story of the time you wrestled an infant Phidian from the mouth of a ravenous krog. It goes well at first, but the climax of the tale is interrupted by rude laughter, and a large hand that slaps your shoulder. Bregga Hamwater, another Human spacer who likes being the center of attention, sits down next to you and laughs off your tale as hokey. She then segues into a tale about the time her clever piloting led a squadron of Krunk to crash into the surface of an unexplored world. Dejected, you walk away when the person next to you suggests you buy Bregga a drink.

If this was the last character ending that needed read go to 777-7.

130

That night at Lil's...

You sigh when you see Bregga Hamwater is already at Lil's, chatting up a crowd. But not one to be dissuaded, you decide to give her a taste of her own medicine. You walk up behind her after buying a drink, and just as Bregga's story reaches a tense moment and her voice drops to a whisper, forcing her audience to lean in, you let loose with a loud guffaw. But your forced laugh needs work, and the crowd winces and looks up at you with annoyance. Bregga, ever the nimble storyteller, cracks a joke about your pants, then returns to her story, adjusting the tempo to match the new mood. You stand there awkwardly for a few minutes as everyone else just ignores you, then gradually slink away to a booth in a dark corner.

If this was the last character ending that needed read go to 777-7.

131

That night at Lil's...

Art is best when it imitates life, so when you get to Lil's and manage to draw a small crowd with your storytelling, you talk about a made-up CEO of a made-up company, and how the unsatisfied fool thought they could cheat mortality itself by mimicking godhood. It's a great tale, made greater by its close association with the truth, but a laugh from behind brings the whole thing to a halt. Bregga Hamwater pats your back and tells the crowd she's heard the same story, only it went something like this. You try to protest, but she easily outmaneuvers you, and soon your story has become hers. You storm out of the bar, and head back to the Zephyr alone.

If this was the last character ending that needed read go to 777-7.

132

That night at Lil's...

You arrive at Lil's at the same time as Bregga Hamwater. The cocky spacer gives you a confident smirk, but you pay her no mind. You didn't outsmart the most powerful corporation in the galaxy just to yield your favorite bar to someone with a quick tongue. You've been running through your previous encounters with Bregga, and tonight you've come with a plan.

Instead of trying to compete with your rival in the usual way—a way she has proven she can best you—you instead try something new: comedy. And to hamper her ability to interrupt you, you focus the comedy entirely... on Bregga. You call for everyone to attend the tale of Bregga Hamwater, and then you launch into your practiced story, recounting a fictional event in which Bregga stumbles into a nest of Rubalian firestingers, ending the brief tale with, "And Bregga peed her pants!" Then you're on to the next tale, and the next, each one a situation where a hapless Bregga finds herself in over her head, each more ridiculous than the last, and each one ending with, "And Bregga peed her pants!"

Your opponent is unsure how to stop you. The only lulls you provide are just before you bellow the part about her pants, and when she does finally try to interject, the laughing crowd drowns her out, crying in unison, "And Bregga peed her pants!" By the time the joke runs its course, you look around and see Hamwater is nowhere to be found. That night, you drink your fill of the beverages purchased by your fellow spacers at Lil's.

If this was the last character ending that needed read go to 777-7.

342

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. *You got banged up one too many times, resulting in an amputated tail. You can still get around, but not with the grace you had, or the grace needed by the crew of the Zephyr. You end up on Paradise Moon, which might sound nice, but the only work you can get is as a septic tank cleaner for the Bilgewater Hotel. Permanently stationed two miles beneath the moon's surface, you spend the rest of your life in utter darkness or dim lamplight, unclogging pipes and wading through the endless muck of countless tourists. You'd like to be able to shrug and say it's a living, but you aren't really sure if this counts as being alive.*

Next - go to 342-1

342-1 If this was not the last session of your campaign, you may create a new character to join the next session of the campaign. To create a new character, follow the instructions in sections F and G on page 7 of the Wandering Galaxy rulebook. Note: Other players might want to share item or sidekick cards to help the new character get up to speed.

343

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. *Your injuries piled up, leaving you unable to serve on the Zephyr in a useful capacity. Now you live in a fluid-filled vat on Farrack's Outpost, serving as a host for cloned human and Muze organs. It's painful work, but given how banged up your body is, spending your days floating in the vat is probably less horrible than having to walk around and do pretty much anything else.*

Next - go to 342-1

344

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. *The technology that makes up a Hyperion colony suit is too foreign for easy repairs, and your lackluster career as a spacer is cut short by mounting damage. Soon, you end up broken down behind a Billy Slopstack's Waffle Juice Hut, where people sometimes mistake your suit for a rodent trap and fill it with poison. The mood in the colony is pretty grim, especially since the local rodents are immune to the poison and have moved in. You lost Marge in the fourth year of the Rodent Wars, and you really miss her. Sometimes at night you can still hear her screams.*

Next - go to 342-1

345

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. *Your many injuries prove too great, and when parts of you start turning brown and your armpits get infested with space-aphids, you're forced to call it quits. Now you barely make ends meet by selling fraudulent cure-alls you make from your own bodily fluids. It isn't sustainable, and the nature of your charlatan's business forces you to move around a lot, though perhaps a more apt description would be you're forced to flee in the middle of the night a lot.*

Next - go to 342-1

346

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. No one knows what a Nexu is, so repairing one is near impossible. Soon you are just a head, and so you find work doing the only thing you can. You're one of the many spittoons found littering the floor of a Jomper's Backy Chew Saloon on Tildar—"backy", of course, being the common name for the anal gland of a Gondonian musk toad. Chewing backy is highly unsafe, stinks, and produces a foul juice the chewer must spit out or die. Fortunately for chewers patronizing a Jomper's Backy Chew Saloon, the open top of your head makes the perfect receptacle for their spit.

Next - go to 342-1

347

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. Your body beaten, you leave the Zephyr, unable to keep up with their hectic lifestyle. Eventually you find yourself employed in the worst way possible, on the worst ship of all time. Dweezle Grift hires you as a maid for the Banshee. Sure, the crew is actually fantastic, and Dweezle himself proves to be a kind and fair boss. But you have to look at his stupid face and hear his insufferable voice day in and day out, and that proves almost too degrading to bear.

Next - go to 342-1

776

Fill in the next installment box on the ship log debt track.

How many installments have you now paid?

- 1 - go to 776-1
- 2 - go to 776-3
- 3 - go to 776-7
- 4 - go to 776-8

776-1 Sena: "It looks like you've earned enough to make the first payment on your ship."

Player: "Hey, you're right, Sena!"

Sena: "Shall I send it to Gigazon?"

Player: "Eh, seems a shame to throw all that money away."

Sena: "Probably worse to get your heads popped, no?"

Player: "I mean, maybe?"

Next - go to 776-2

776-2 Sena: "Receipt of payment confirmed. Great job, guys. You going to take some time to unwind?"

Player: "I guess? Not sure what we'll do."

Sena: "A number of my previous owners have enjoyed Lil's. It's a dive bar for spacers on Niven. The proprietor, Lil, is one of the most famous spacers in the galaxy, though now she's settled down and just runs the bar. It'd be a good way to rub elbows with like-minded folk."

Player: "Sena, I like the way you think. Set course for Niven."

Next - go to 777-6

776-3 Has job card 108, Crimson Tuesday, been banished?

- Yes - go to 776-4
- No - go to 776-6

776-4 Player: "Sena, send our next payment to Ted."

Sena: "On it."

An hour later, Ted contacts you via the holofeed.

Ted: "Go for Ted! Zephyr crew! Well done, everyone. You're living proof even ugly people can have value in this crazy galaxy of ours."

Sena: "That's a terribly rude thing to say."

Ted: "Ew, was that your AI? Ted does not talk to artificial intelligence, okay? Everyone knows AI is just for handling stupid tasks like painting, writing, and voice acting."

Player: "Voice acting?"

Ted: "Especially voice acting."

Player: "So, you're not mad we ended up saving the ship you wanted us to rob?"

Ted smiles, and something about it makes you uneasy.

Ted: "Not at all, Zephyr. Not at all. Why, the Founder himself said you were in the right place at the right time. So cheers all around. I'm awarding you each a bonus of 2 credits worth of digital downloads from the Gigazon Prime media feed. You kids treat yourselves to a song or something."

Player: "Gee, thanks."

Next - go to 776-5

776-5 Sena: "Well, what next?"

Player: "Time to unwind a bit. Sena, take us to Lil's."

Sena: "Next stop, Niven!"

776-6 Player: "Sena, send our next payment to Ted."

Sena: "What about that heist you were supposed to pull for Gigazon?"

Player: "Aw, they'll be fine so long as they get their money."

An hour later Ted contacts you via holo. He lets you sit in awkward silence for a moment as he scowls at you.

Ted: "Zephyr, what the flux happened to that job you were supposed to complete on behalf of the Founder?"

Player: "Ah, well, we're still on that. Just had some complications to deal with first."

Ted: "It was time sensitive, you ding-dongs! The window has closed; the opportunity, missed."

Player: "Oh."

You feel a burning sensation in your arms. Ted smiles as you each begin grimacing and clutching at the pain.

Ted: "I was ready to terminate your employment and be done. But the Founder, bless his award-winning customer service, has chosen leniency. We're placing you on an action plan. I'll send the paperwork over and I expect it signed and returned immediately."

Player: "What does the action plan state?"

Ted: "We're setting a task for you. Our art department just altered some security footage that's about to hit the news feeds. You'll find it painfully relevant. Succeed at the task, and you'll no longer be on notice. Fail and, well, you won't be alive."

Player: "So you're getting us in trouble? What do we do? Where do we go?"

Ted: "Don't worry. The trouble will find you. Ted out!"

Banish job card 108, Crimson Tuesday.

Next - go to 777-6

776-7 Player: "Sena, it looks like we've once again got our money right. Would you please pay Gigazon their blood money?"

Sena: "I'd be happy to. We haven't heard anything from them lately, have we?"

Player: "Praise Belkos, we have not. Let's hope it stays that way."

Sena: "Do I detect a forthcoming trip to Lil's?"

Player: "Damn skippy."

Sena: "I'm sorry, I don't know a Skippy."

Player: "No worries. Just get us to Lil's."

776-8 Has job card 101, Special Delivery, been banished?

Yes - go to 776-9

No - go to 776-16

776-9 *Sena: "Well, spacers, it looks like you have enough money saved to make your final payment to Gigazon."*

Player: "Do it now please, Sena. Something tells me we'll be hearing from Ted right away."

You're wrong, and five minutes after making your payment, a holo of the towering head of the Founder, Gary Belkos, fills the bridge.

Gary Belkos: "Ah, remedials. It is good to see you. I've heard the news out of Niven. Shocking stuff! Truly troubling."

Player: "Save it, Belkos!"

Gary Belkos: "That's Founder to you! You would do well to remember you are speaking to a god."

Player: "A god, huh? We remember you from twenty years ago. Little pimple-faced twerp with a receding hairline. Couldn't stop aging in twenty years, could you, god?"

Gary Belkos: "I'll have you know I have completely halted all aging! All it takes is harvesting my teenage son's blood on a weekly basis!"

Player: "So relatable. You petty little man, why did you do it? Couldn't stand knowing there was another gazillionaire in the galaxy, huh? The Duke deserved better!"

Gary Belkos: "I don't know what you're talking about! The cake maker went rogue! She's already been arrested by Gigazon security and interrogated. Sadly, she killed herself before she could be extradited to Niven."

Player: "Oh shut up, already. We're done, Belkos! The ship is paid off and we're freespacers now! And since the galaxy isn't big enough for us and your arrogance, we hereby tender our resignation from Gigazon. Go flux yourself and flux your free shipping that isn't actually free."

The mighty head of Gary Belkos snarls at you, but his anger is quickly replaced by a cruel smile.

Gary Belkos: "Well done. You small-time felons have proven to be true masterminds. Lo! I am defeated! I'll give you over to Ted. Goodbye, freespacers."

Next - go to 776-10

776-10 Is F-3 circled in the ship log database?

Yes - go to 776-11

No - go to 776-13

776-11 *The holo of the Founder vanishes and is replaced by Ted. His face looks different, more stern than usual, and he shakes his head in disappointment.*

Ted: "Shame on you for your blasphemy."

Player: "Oh not you too!"

Ted: "Spacers, you can say you quit, but I'm afraid there is a cost for your words."

Player: "Uh huh. Because if we had been nice and polite, you were going to let us walk away, right?"

Ted: "Yeah, that's fair. I mean obviously you guys were set up from the get-go, right? I appreciate your candor and your understanding. Sorry guys, you did great for the most part, but you clearly know too much, and as of right now, you are hereby... terminated."

He gives a smile and waits. Then frowns. He does something with one of his

hands, like he's punching a button over and over.

Ted: "Hold on a second, this usually works right away. Candace? Can you get someone from IT up here? Like, PRONTO."

Player: "Sorry, Teddy, but we decided we were fond of having heads. Your little chips don't work on us."

He looks at you in alarm.

Ted: "No! No, you're bluffing!"

He looks at someone else in the room with him, his little face panicked.

Ted: "This isn't my fault! It's an IT thing! Those idiots messed up again! This isn't my..."

But Ted makes a weird face, and seconds later his holographic head explodes in a shower of bits. The holofeed goes dark.

Sena: "Well, that was something. Er, what next, spacers? I suppose you'll want to take some time for quiet reflection?"

Player: "Are you kidding? Sena, we're heading to Lil's!"

Sena: "Aren't you worried about Gigazon?"

Player: "Nah, we'll put together a blackmail package and send it to a lawyer for safekeeping. But in the meantime, it's time to celebrate!"

This concludes your campaign!

Next - go to 776-12

776-12 Wandering Galaxy has three campaigns to play through, and even if you replay the same one, there are so many jobs with so many fun variables that no two play-throughs can ever be the same! If you'd like to start a new story, you may pick from any of them.

Reset the campaign - go to 777-2

776-13 *The holo of the Founder vanishes and is replaced by Ted. His face looks different, more stern than usual, and he shakes his head in disappointment.*

Ted: "Spacers, you can say you quit, but I'm afraid there is a cost for your words."

Player: "Uh huh. Because if we had been nice and polite, you were going to let us walk away, right?"

Ted: "Yeah, that's fair. I mean obviously you guys were set up from the get-go, right? I appreciate your candor and your understanding. Sorry guys, you did great for the most part, but you clearly know too much, and as of right now, you are hereby... terminated."

He watches as you all grimace and grab your burning arms, but that's the last thing you are ever aware of.

Next - go to 776-14

776-14 Cook-E stands up and shakes his head.

Cook-E: "Well, guess I'll go hose all the blood 'n' guts off meself."

Sena: "Hose Patch off too, would you? Patch, darling, once you're cleaned up, would you be so kind as to start the organic waste removal process?"

Patch: "MEEP MOOP!"

Sena: "I know, it gets old after a while. I guess I'll set a course for, I dunno, Paradise Moon maybe? Perhaps the Trinards can help us get a new crew?"

This concludes your campaign!

Next - go to 776-15

776-15 Wandering Galaxy has three campaigns to play through, and even if you replay the same one, there are so many jobs with so many fun variables that no two play-throughs can ever be the same! If you'd like to start a new story, you may pick from any of them.

Because this campaign has ended with your ignoble deaths, there will be no character endings to read.

Reset the campaign - go to 777-2

THE SPACE TYCOON - 777, FIGHTING OUR WAY OUT - START

776-16 Sena: "Uh oh. Incoming holo from Ted."

Player: "Ugh. Put it on, Sena."

Ted appears on the bridge. His face looks different, more stern than usual, and he shakes his head in disappointment.

Ted: "Spacers, the birthday celebration of Duke Akamon of Niven has come and gone. We appreciate you paying off your loan, but I'm afraid there is a cost for your negligence."

Player: "Oh, come on Ted. We paid off the ship. We're freespacers now, so, uh, we quit!"

Ted: "Sorry, guys, you did great for the most part, but the Founder is furious and you clearly know too much for us to allow you to live. You are hereby... terminated."

He watches as you all grimace and grab your burning arms, but that's the last thing you are ever aware of.

Next - go to 776-14

777

Was this to be your fourth and final installment?

Yes - go to 777-1

No - go to 777-3

777-1 Gigazon's patience with you finally runs out.

There are worse ways to go than dying in your sleep, though most people who die in their sleep don't die from their heads exploding and showering their personal quarters in a bloody mess. It would be distasteful to go into detail, but suffice to say your personal quarters each look like someone filled a watermelon with a spaghetti dinner, then blew it up with a blood-filled grenade.

As for Sena and the Zephyr, well they're fine. The galaxy is filled with remedials, one step away from going belly up, but full of unearned confidence and dreams.

This concludes your campaign. Wandering Galaxy has three campaigns and too many jobs to experience with just one play-through. If you'd like to start a new campaign, you may pick from any of them.

Next - go to 777-2

777-2 Follow these steps to reset the game for the next campaign:

Cards

1. Return all cards from the Banished section of the card catalog to their corresponding sections.
2. All players return all cards in their possession (readied cards, draw piles, and discard piles) to their corresponding sections.
3. Solo and 2-Player: Return all apprentices and their cards to their corresponding sections.

Tokens

1. Remove all shield tokens (🛡️), risk tokens (⚠️), ship upgrade tokens, and all clear tokens from the bag and return them to the supply.
2. Return all general damage tokens currently on ship stations to the bag. The bag should contain only the 6 general damage tokens and 8 special damage tokens.
3. Return all perk tokens (🎁), cargo (📦) and asteroid tokens (💣), and science projects (🔬) to the supply.
4. Use the provided baggies to organize and store all tokens by type.

Dials

1. Operations sets the threat and profit dials to 0.
2. Navigation sets the galactic struggle dial to the center 'Unease' space.
3. Engineering sets the power (⚡) dial to 0.
4. Security sets all enemy dials to 0.

Place all components in the box. You're now all set!

777-3 Ted appears on holo, his customary smile betrayed by his scowling brow.

Ted: "Go for Ted. Zephyr, I gotta say your lack of professionalism has worn the Founder's patience thin. I'm picturing your quarterly review in my mind, and I wish it was better."

Player: "Ted, we're doing the best we can do, what with the metaphorical gun you've got pressed to our heads."

Ted: "See, it's that kind of attitude that prevents you from actualizing your potential."

Is job card 097, Takeover, currently in the Jobs section of the card catalog?

Yes - go to 777-4

No - go to 777-9

777-4 Ted explains how you might be able to make it up to the Founder by solving a little problem for him. Apparently the Forex are making a mess of things in the Tybalt System, which has prevented Gigazon from delivering orders to subscribers.

Ted: "Those Forex idiots have moved in on the Trinards' turf, and that's not good for our bottomline or our shareholders. Go talk to the Trinards and solve their Forex problem for them. Do that, and I won't put this failure in your personnel file... this time."

Gain job card 097, Takeover, and add it to the Zephyr section of the card catalog.

You must liquidate assets until you've reached 7 profit 📈.

For every 2 cargo tokens (📦) in the ship's hold, Profit 📈+1. Then return all cargo tokens to the supply.

If you still have not reached 7 profit 📈, all players must collectively return item and sidekick cards (020 and 050 only) to the card catalog for 1 profit 📈 each.

We now have 7 profit 📈 - go to 777-5

We still don't have 7 profit 📈 - go to 777-1

777-5 You head to Lil's, your favored watering hole to unwind. A scruffy looking group of CargoMart haulers with matching blue vests shuffle by on their way out, each of them making a point to bump you with their shoulders. You won't be getting a lot of respect in Lil's tonight.

Fill in the next installment box on the ship log debt track.

Next - go to 777-6

777-6 Each player with an unfilled, circled box at the end of 1 or more rank tracks on their character sheet may go to the entry matching those ending code or codes to hear their character's ongoing story. After listening, fill in each circled box. If there are no character endings to read, go directly to 777-7.

777-7 The player with the highest overall rank may choose a sticker from a sticker sheet and place it on an open matching section of the ship schematic on the ship log sheet.

To put away your game so it's ready for the next installment in your campaign, all players must follow these steps to save your progress:

Cards

1. Return all status cards from your draw and discard piles to the card catalog. If you return 1 or more Injured cards (011), fill in a scar on your character sheet.
2. **Solo and 2-Player:** Return all Injured cards (011) under apprentices to the card catalog without gaining scars. Discard each apprentice's readied cards to their controlling player's discard pile, then return each apprentice to the Sidekicks section of the card catalog.
3. Discard all readied cards, then reform your skill deck from your draw and discard piles. Place your skill deck in your character's section of the card catalog.
4. Security gathers all ship weapon, special device, and active job cards from the Navigation and Security boards, and places them in the Zephyr section of the card catalog.

Tokens

1. Return all damage tokens currently on ship stations to the bag.
2. Leave the bag in its current state. It will carry over to the next session.
3. Return all perk tokens , cargo , and asteroid tokens , and science projects  to the supply. They do not carry over between sessions.
4. Use the provided baggies to organize and store the tokens by type.

Dials

1. Operations sets the threat  and profit  dials to 0.
2. Navigation must leave the galactic struggle dial where it currently stands. It will carry over to the next session.
3. Engineering sets the power  dial to 0.
4. Security sets all enemy dials to 0.

Place all components in the box. You're now all set!

777-9 Ted: "Did you at least take care of that side business I asked you to look into?"

Has job card 097, Takeover, been banished?

Yes - go to 777-10

No - go to 777-11

777-10 Ted: "Well that's something. Because you've taken care of that favor, I'll allow you to slide one last time, but I tell you now, this is the last time. Understood?"

Player: "Thanks, Ted. We appreciate it."

Ted: "See that you do!"

You must liquidate assets until you've reached 7 profit .

For every 2 cargo tokens  in the ship's hold, Profit +1. Then return all cargo tokens to the supply. If you still have not reached 7 profit , all players must collectively return item and sidekick cards (020 and 050 only) to the card catalog for 1 profit  each.

We now have 7 profit  - go to 777-5

We still don't have 7 profit  - go to 777-1

777-11 Ted looks at you with disgust, and the holo goes dark.

Next - go to 777-1

FIGHTING OUR WAY OUT

How many installments are filled out on the ship log debt track?

0 - go to start-1

1 - go to start-3

2 - go to start-5

3 - go to start-9

start-1 In the tumultuous expanse of the Wandering Galaxy, conflict is as predictable as the stars themselves. Great civilizations rise and fall, and nobody can remember half of them. It's a wonder people like you have survived at all, but you all dream of more than just surviving. You want to be thrill-seeking adventurers! You want to be spacers!

At least that's what you tell each other on your appointed fifteen-minute breaks. The reality is, you're dishwashers and bussers at the mess hall on Mar Mar Station, the main headquarters of the Armada, the galaxy's united military force. This starbase sits on the front lines of a struggle to stave off the Krunk, murderous robots bent on exterminating all intelligent, organic life. Mar Mar is a military bastion, and inside its reinforced steel walls, it exists in a constant state of combat readiness. It's an exciting place to be, for everyone who isn't toiling their life away, one filthy dish at a time.

Open the location book to page 39. Do not begin a round until instructed.

Next - go to start-2

start-2 The Krunk have unleashed an aggressive assault on Mar Mar Station, but you barely notice the thunderous pounding of the orbital bombardment as you all scrub your way through an endless mountain of greasy pots and pans. But today proves a little different. When you clock out to take your brief break between the breakfast cleanup and lunch rush, you receive word from the quartermaster that you, along with the janky bot that does all the cooking, are to report to the command deck. You barely even know where that is. Outside the mess hall, troops jog past in formation. You feel rather out of place among the spit and polish of the Armada soldiers, and you're more than a little nervous about the summons. You're going before the revered leader herself, Admiral Mejra Klon Tethra! You have no idea why, but it can't be good!

Move the galactic struggle dial once toward war. Make Action 01 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Fighting Our Way Out*.

Begin a round in the location book.

start-3 You all gather in the empty cargo hold and turn off the artificial gravity so you can get in a game of Floater.

The rules for Floater are simple - at the start of the game, there is a ball, called a floater, and a paddle both floating in the center of the cargo hold. All players must begin the game touching an outer bulkhead. Patch taps out a rhythm on the deck plating, accompanied by a synth tune broadcast through his only good speaker. When Patch stops, players rush to the center to grab either the ball or the paddle.

There are two ways to score in Floater - beaming and bopping. You beam by hitting people in the face with the floater. Beaming earns you two points, unless that player has the paddle, in which case it's three points.

You bop by swatting people on the backside with the paddle. This earns you one point and the bopped player has to return to touching the bulkhead and count to forty, which was somehow determined to be the optimal amount of time.

Let's find out who wins the game of Floater!

All players must make an **AGILITY** skill check . The player with the highest result becomes the first player. If there are any ties for first, the tied players must reveal another card until the tie is broken.

Next - go to start-4

FIGHTING OUR WAY OUT - 109-113

start-4 Sena: "Incoming holo from Dr. Gano Varnus."

Player: "Thanks, Sena, we'll take it on the bridge."

Back on the bridge, Dr Varnus's holo awaits you.

Gano: "Hello, Zephyr. I wanted to call with some more details about the Star Seed. I've done some digging around, and I definitely feel like the moon of Riktos in the Beros System is the most likely place Orecorp is hiding it. Once in the Beros System, head to Port Avulun. You'll need to seek out a maintenance bot named Fifty. He hangs out in Whisper Alley, and might be able to get you some transport codes. You won't be able to get near Riktos without them."

Player: "Um, okay, but we're kind of broke."

Gano: "This job pays. My research department will fund your expedition."

Player: "Then sign us up!"

Place the ship standee on any Deep Space location on the galactic star map.

Gain job card 087, Bombs Away. Have Navigation make it an active job.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

start-5 The NavTel system is malfunctioning, and you arrive at some unknown part of the galaxy, with no way to determine your location. You are officially lost. You gather on the bridge to discuss your next steps.

Player: "We need to put our heads together and get telemetry back up. If we're not careful, we could pass beyond the outer spin, or even stumble into Kruno."

As if on cue, the lights on the bridge flicker, a worrying sign that the failure isn't isolated to just the navigation system. You quickly split up and each try to locate and resolve the issue before something catastrophic happens.

Let's find out who diagnoses and fixes the glitch first.

All players must make a **REPAIR** skill check .

The player with the highest result becomes the first player. If there are any ties for first, the tied players must reveal another card until the tie is broken.

Next - go to start-6

start-6 Was any player given the nickname 'The Delegator'?

Yes - go to start-7

No - go to start-8

start-7 Sena: "Just received notice from the contractor who took that job you posted. The job is completed, and the Star Seed is in a locker. They've now received payment for their work."

Player: "Great! You see, Sena? Easy-peasy."

Sena: "I'm glad someone's fine with this. Oh! Incoming holo. Looks like it's from the contractor who took that job you posted."

Player: "Fine, put them on."

Dweezle Grift, the galaxy's most famous spacer, appears on the bridge. He isn't looking his customary self. His trademark glass helmet is cracked, he has a black eye, and there is a dried crust of blood under his nose. His eyes go wide.

Dweezle Grift: "No! No, it can't be!"

Player: "What do you want, Grift?"

Dweezle Grift: "I should have known it was you who posted that job! Why am I constantly having my life ruined by some group of randos from the Zephyr? The gods must be laughing at me!"

Player: "Again, what do you want?"

Dweezle Grift: "That job you posted! Do you have any idea what I went through? That object was in an impossibly secure facility inside a hollow moon! I lost my entire crew! Everyone! Now I have no crew and my ship is lying upside down on a landing pad on frozen Tildar. I'm literally belly-up right now! Your measly payment doesn't begin to cover what you've cost me! You'll pay for this, you hear me? Pay!"

You cut the holo and shrug.

Player: "That's why he earned hazard rates. It's okay. He'll be fine."

You return to Niven and collect the device, only to realize your subcontractor has messed up.

Player: "This isn't the Star Seed! That moron grabbed a coolant relay! Oh man, we messed up."

Sena fake-coughs but otherwise says nothing.

Player: "You know what? We're fine! We'll convert this into a bomb ourselves. If we can just get it to the right place, I'm sure it will be just as effective."

If you haven't already, check the Dweezle Grift, Orecorp, and Galactic Authority boxes in the wanted by section of the ship log.

Next - go to start-8

start-8 Admiral Tethra appears on holo. Her intimidating demeanor puts the entire bridge on edge.

Admiral Tethra: "Dishwashers! I'm pleased you've been keeping up with the payments on your impound fees. I wouldn't want the Galactic Authority to seize your vessel right as you come up with a solution to the most dangerous threat to organic life in the galaxy."

Player: "It's weird you can't waive the fees on a ship you were in possession of."

The admiral shrugs.

Admiral Tethra: "Bureaucracies are messy, and inter-governmental ones are damned nightmares. But let's get right to the point. If you've already secured the you-know-what, we just might have a chance to cut the head off the beast, so to speak. We need to get it to Krunk, but we can't do that as the Krunk homeworld is a heavily defended, impregnable fortress."

Player: "So what are you going to do?"

Admiral Tethra: "Give you your next assignment! You'll need to secure a cloaking device. Look no further than the Scourge Pirates of Arjun's Belt. As lame as they are, they make the best cloaking devices in the galaxy. This will be your secret key into Krunk."

Player: "Admiral, we aren't qualified for this in any way!"

Admiral Tethra: "That's why it will work. The Krunk have been launching strikes against every operation we've attempted to undertake. At this point, I'm sending people out solely to distract the enemy from you. Remember that, dishwashers. People are dying as we speak, sacrificed so that you might succeed. The entire galaxy is counting on you! Tethra out!"

Player: "But hey, no pressure."

Place the Zephyr ship standee on the Deep Space location one space lane away from the Tildar location (319) on the galactic star map.

Gain job card 103, Cloaked. Have Navigation make it an active job.

Place the waypoint ring for Cloaked on any Arjun's Belt location on the galactic star map.

Move the galactic struggle dial one space toward war.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

start-9 You haven't been able to contact the admiral, so you're currently relaxing on the warm, grassy mountaintops of an unclaimed planet near Niven. A warning sound on your personal devices alerts you to a rapidly encroaching storm. The clouds are an ugly yellow and you see flashes of lightning within them.

Player: "Sulfur storm! We gotta get back to the Zephyr!"

Across the wind-swept landscape, you can barely make out the gleam of your distant ship.

Player: "Last one to the Zephyr is a rotten grunch!"

Let's see who makes it back first!

All players must make an **AGILITY** skill check .

The player with the highest result becomes the first player. If there are any ties for first, the tied players must reveal another card until the tie is broken.

Next - go to start-10

start-10 You escape the planet's atmosphere as Admiral Tethra appears on holo. Her face is haggard, her eyes tired. The holo image flickers in time with the sound of heavy bombardment.

Admiral Tethra: "Dishwashers, this might be our last communication. A group of Krunk synthicants infiltrated the base. They caused untold damage before we flushed the damned things out. Mar Mar is weak. Our generators were sabotaged, and we're on the verge of falling. I need you to make your assault on Kruno immediately. Use the cloaking device to get inside the machine planet and plant the bomb."

Player: "Admiral, you're asking hero-level stuff."

Admiral Tethra: "I know. I'm sorry, but this is it. Succeed or fail, it's highly unlikely you'll hear from me again. Contact Dr. Varnus. Tell her I want her to debrief you on Kruno Consilium. Transferring security clearance to you now. Goodbye, Zephyr."

The holo flickers again and you hear a loud rumble. Tethra glances to her left, worried, and the holo vanishes.

Player: "So this is it. Sena?"

Sena: "Reaching out to Dr. Varnus now."

Move the galactic struggle dial two spaces toward war.

Next - go to start-11

start-11 Dr. Varnus nods grimly.

Gano: "So this is it. So be it. Kruno Consilium refers to the Armada's most top secret dossier on the Krunk. Specifically, to an entity known as the Purpose."

Player: "Is that what controls the Krunk?"

Gano: "Yes, the Krunk themselves are true robots, controlled by programming. But we have become aware of what we believe is an artificial intelligence that controls them. The Krunk refer to it as the Purpose, so we do as well."

Player: "And that's our target."

Gano: "Yes. An explosive warhead must be taken into the heart of Kruno to be detonated. While a surface explosion would likely do the job, we have to be absolutely certain. The last Messandi Warhead won a battle. This one must end the war forever."

Player: "Doc, there's no way we're going to succeed."

Gano: "Disagree. The chance of failure is high, I admit. But there is no way the Purpose's predictive algorithms could have foreseen this. Surprise is our only hope. A surprise stemming from a bunch of absolute nobodies doing what only heroes should."

Player: "Right."

Gano: "I'm sending some research that might be of use. Good luck, Zephyr. Make us all proud."

Gain job card 086, Into Kruno. Have Navigation make it an active job. You must complete this job in order to successfully complete this campaign.

Gain 2 science projects.

Place the Zephyr ship standee on the Uncharted Planet location nearest to the Niven location (322) on the galactic star map.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

109

It's nice hanging out with your friends at Lil's. The drinks and food are decent, and it's great rubbing elbows with other spacers, though you feel like a number of them don't take you very seriously. You don't think a lot of it until you notice another Muze getting treated rudely. Granted, it's a Muze of the musk variety, and they don't usually smell too great. But you aren't working to save the galaxy just to watch your own kind get treated like garbage! You walk over and stick up for the stinky lass, but the spacer who's picking on her blows you off with a rude laugh and an even ruder joke.

If this was the last character ending that needed read go to 776-4.

110

Another night at the bar, and another night of watch your kind get treated poorly. This time a spacer is pushing around a Muze with a large nose. She's grabbed the Muze's tail and is using it to tickle the Muze's own nose. The poor thing keeps sneezing, which makes the other spacer laugh. You storm over and tell them to buzz off. Your hand on your sidearm makes the whole bar go quiet. The spacer raises her hands and backs off with a smirk. But when you turn to the Muze, you slip on a slick pool of snot on the floor and fall right into it.

If this was the last character ending that needed read go to 776-4.

111

As soon as you enter the bar, you seek out the other Muze spacers you find there, and convince everyone to join you in a corner with some decent seating. Soon you have a nice little Muze social group going, and wave over more of your kin as they come in. Your hunch proves right, as other spacers seem far less willing to pick on you when you form a group.

If this was the last character ending that needed read go to 776-4.

112

That night at Lil's...

The Muze social group was fun, but not a permanent solution. So this time, you do it again, but you propose something to the Muze who join you. All the spacers at the bar either have Muze on their crew, or rely on the Muze mechanics who keep their ships flying. You propose a kind of unionization, a political group who will see to it that spacers who mistreat Muze get blacklisted. Simply put, if Muze won't have anything to do with you, you aren't going anywhere. The others love the idea, and by the time you leave for the night, you have a ton of new contacts, and a pile of bar napkins with some great ideas written out.

If this was the last character ending that needed read go to 776-4.

113

That night at Lil's...

Lilith Skreed herself, famed spacer and proprietor of the bar, notices you and waves you over. She warns you there've been bots in her place who've been asking if anyone knows any Nexu. She tells you it made her uneasy and suggests you keep close to your friends. You thank her, and she gives you a friendly wink.

If this was the last character ending that needed read go to 776-4.

114

That night at Lil's...

You hang out with the others, appreciating the company, when you are approached by a couple shady-looking bots. They ask if you're a Nexu, and you confirm you are, though under the table you keep your hand on your blaster. The bots offer to buy some of your ectoplasmatic parts for top coin, pointing out you could easily and cheaply replace them with top-of-the-line bot parts. You refuse, and the bots leave, but you notice they pause at the door and look back at you once more before exiting.

If this was the last character ending that needed read go to 776-4.

115

Two blocks from Lil's, bots attack you. You're pretty sure you recognize one from the last time you were at the bar. But the bots clearly underestimated you and your friends, and after destroying two of them, the others scatter. While you're relieved to see the fight end without anyone you care about getting hurt, you're concerned this may escalate. You need to end it.

If this was the last character ending that needed read go to 776-4.

116

That night at Lil's...

Tired of being harassed for your parts, you decide to turn the tables. You notice a bot outside, watching the bar from across the street. When you enter, you hurry to a window and watch right back. When the bot finally leaves, so do you, tailing it to a broken-down shack in the O Zone.

You blast the bot inside, and turn your weapon on the figure sitting on the floor. It's another Nexu, more ancient than you would have guessed possible. The other Nexu's body is badly damaged, and several bowls sit by them, into which they leak ectoplasmatic fluid. Unapologetic, they make a rude gesture, and you blast them through the chest. When you return to the ship, you bring with you a large box filled with parts that should keep you in excellent repair for decades to come.

If this was the last character ending that needed read go to 776-4.

117

That night at Lil's...

You are relaxing with Marge in the executive lounge of the Hyperion Colony Suit, when suddenly another Myriad barges in.

It's Phyllis, and you can't but help notice that she's significantly increased in size recently.

Myriad: "Marge!"

Marge: "Phyllis?"

Myriad: "I hereby challenge you for the position of Number Two! Do you accept?"

Your heart sinks, for though such challenges are normal parts of Myriad culture, the loser's head is typically eaten, and you've grown terribly fond of Marge. She is a good friend and an excellent advisor.

Marge: "I—I accept."

Myriad: "Two weeks!"

Phyllis walks out and you watch Marge gulp nervously, her eyes wide with fright.

If this was the last character ending that needed read go to 776-4.

118

That night at Lil's...

Everyone else is relaxing and having a great time, but you sit in the head of the suit, anxiety gnawing at your stomach. You look over at Marge as she grunts under the strain of the weights she's lifting. Empty bottles of protein powder lie about the floor, and frankly the head of the suit is starting to get a permanent gym-stink to it.

Player: "Marge, maybe the key to the Phyllis problem doesn't lie in weight training."

Marge is currently able to lift weights ten times her size, but given she weighs about as much a crumb of bread, it's not as remarkable as it sounds.

Marge: "I'm a Myriad. This is how we do things. So here I am."

You sigh in acceptance as your Number Two returns to her grueling regimen.

If this was the last character ending that needed read go to 776-4.

119

That night at Lil's...

Your face is a careful mask of stoic calm as a full third of the colony attends the duel between Marge and Phyllis. It's important your people not see your worry or feel your favoritism for Marge, but secretly you hope she kicks Phyllis' butt. The sad thing is, you really like Phyllis. She'd make an excellent Number Two, and in different circumstances you would gladly welcome her, just as you welcomed Marge when she defeated Gerald and ate his head.

The fight begins, and almost immediately it turns into one of the most violent and bloody duels you've witnessed. Not even five minutes passes before you can take no more.

Player: "Enough!"

Myriad: "No interference, Big One!"

Marge: "She's right, Big One. This is between us!"

Player: "No! It ends right now, or so help me, I'll eat the head of whoever wins, as is my right. Give me a week to think on this, then I'll decide what we're going to do."

If this was the last character ending that needed read go to 776-4.

120

That night at Lil's...

The Hyperion Colony Suit sits in Lil's with the others, but inside the chest, you stand before the rest of the colony, Marge and Phyllis to either side of you.

Big One: "Every leader must do what's best for the colony, even when that means choosing a path that is painful. Marge has been a good friend and a great benefit to this colony in ways most will never know. Phyllis is no newcomer and has already proven herself time and again.

Big One: "Recent events regarding our conflict with the Krunk have made me reassess things. Because of that, I have ordered the construction of a new colony suit. Marge, you will become the new Big One for a portion of our populace, and ensure our people are spread across the galaxy. Phyllis, you shall become my Number Two, until such time as you can beat me and eat my head. Three cheers for our new leaders!"

In Lil's, the inebriated audience laughs at a bawdy song being pantomimed on stage. Meanwhile, the Hyperion Colony Suit sits quietly, it's eyes flickering from the lights of the party raging inside.

If this was the last character ending that needed read go to 776-4.

121

That night at Lil's...

After chatting up a fellow spacer for an hour, they get a curious look on their face and ask you if you could help with a small problem. Someone on their ship keeps stealing their lunch out of the fridge, and they can't figure out who it is. Knowing Tremok are more perceptive than most, they ask if you'd help. You agree, and back at their ship you investigate, starting with security footage of the galley. None of the other spacers are taking food they shouldn't, and that tells you all you need to know. The two of you confront the ship's cookbot, and you tell them you're onto them. You know they're carrying food to the fridge under false pretenses, then using that as cover to secret the spacer's lunch out.

The bot confesses it was jealous the spacer was preparing their own meals. You leave the spacer on excellent terms, with them promising to spread word of your deed.

If this was the last character ending that needed read go to 776-4.

122

That night at Lil's...

A worried Muze approaches you and tells you Barrish the Nid is beating them at cards at rates too improbable to not to be the result of cheating. They've heard what you did about the missing lunch and figured you could help with this too. You agree.

The Muze lends you some money which you use to buy in at the sokum table where Barrish is playing, and at some point you "drop" something on the floor. Underneath the table you spot a mag shuffler, then loudly announce to everyone present that Barrish is a cheat, using magnetized cards to always draw the perfect hand.

You reveal the shuffler, then tear a card in half - to show the metal filament inside. Barrish is kicked out, and you are treated to drinks by a variety of cheated patrons.

If this was the last character ending that needed read go to 776-4.

123

That night at Lil's...

Your reputation scores you a higher-stakes case. A worried spacer tells you they think an accidental death onboard the ship was actually a murder. Back at the possible crime scene you spend an hour investigating.

Soon after, the ship's navigator is arrested, after you've revealed the navigator's devious crime to the others... First they drugged their peer, and then faked a ship operations error the victim would have to work on. And then, when the victim climbed into an access tube, the navigator caused a machine malfunction the drugged spacer was unable to safely avoid.

You watch proudly as the arrested spacer is led away, and accept the congratulations from the other crew and the arresting officers. But back on your ship, doubt gnaws at you. Your deduction was flawless, but it was also easy. Almost too easy.

If this was the last character ending that needed read go to 776-4.

124

After only a single celebratory drink with your friends, you head to the local precinct's jail, and interview the spacer you had arrested.

From there, you return to their ship along with a reluctant detective, two security officers, and a warrant from the Ducal administrator. Armed with the new knowledge that the arrested spacer had fallen out with their crew over a payout split following a heist, you uncover their secret smuggling hold and the treasure trove it contains - cubic zirconium, the single most precious resource in the galaxy, second only to water.

The ship's engineering chief and logistics officer are arrested after you find evidence that irrefutably links them to the tampering of the ship, and the drug that was used to murder their other peer. As well as communications between them and their fence indicating the payout would be split between one less party.

The falsely accused spacer is released, their punishment for the criminal heist negated by time already served, and the entire police precinct celebrates your invaluable work.

Perhaps it's time you opened up your own private investigator's office?

If this was the last character ending that needed read go to 776-4.

125

You struggle to enjoy yourself at Lil's. The drinks and cheap food turn your stomach, and you end up retiring early and heading back to the ship. You have Patch take a look at you, but the aging medbot doesn't know a lot about Phidian physiology. He diagnoses you as having swollen lymph glands, but you don't have lymph glands. You decide to sleep it off, but the next day, you feel the same.

If this was the last character ending that needed read go to 776-4.

126

That night at Lil's...

You feel like you're going through the equivalent of Tydorian puberty. Your petals have changed, and all of your colors seem more vibrant. When a couple strangers make passes at you, you don't think anything of it. But then you start to notice a lot of people looking your way. You realize your pheromones must be off, and judging by the look of things, they're way off. You decide to leave early again, before things get out of hand.

If this was the last character ending that needed read go to 776-4.

127

By the time you make it back to Lil's, you've been feeling significantly better for a few days. You have a pretty good time playing some cards, then hanging out at the bar. Another patron sits next to you, looks around the floor, then back at you. They seem puzzled, and they get up and walk away.

Lilith Skreed, the owner of the bar, approaches you and discreetly beckons you to the back hall. She tells you she doesn't want to be embarrass you, but might want to use the restroom and get yourself cleaned up.

You're confused at first until she points to the bar stool you were sitting at, and you cringe in horror at the pollen that sits on the floor all around your stool. You leave, hiding your face in shame.

If this was the last character ending that needed read go to 776-4.

128

That night...

Everyone is jubilant over your victory against the Krunk, but you tell them you don't feel well and hang back at the ship. Sena orders Cook-E and Patch to go spend a few hours in the city.

Player: "Thank you, Sena."

Sena: "My pleasure. The doctor I spoke to at the Nectar Clinic on Gemin said this is all perfectly normal for your species. And this is the only way to treat it."

Soon after, there's a knock at the cargo bay doors. You go to answer it, dressed in robes that flatter you, your pheromones flaring. The stranger standing before you, is an Insectin with yellow and black stripes across their gleaming thorax, and you feel your pulse racing as you beckon them in.

Player: "I don't have much time before the others get back."

Sena puts on some sultry saxophone music as you close the cargo bay doors behind you.

If this was the last character ending that needed read go to 776-4.

129

That night at Lil's...

You're enjoying yourself and chatting up a Nubgit who, who during a pause in the conversation, hands you a piece of paper. You're a Human, they say; maybe this'll be of interest. You unfold the yellowed paper and gasp at what you see.

It's a picture of another Human, but she is dressed strangely, and you realize she must be an ancient.

You ask your new companion where they got such a thing, but they only shrug, and said someone sent them a package, and the paper was part of the packing material. They tell you the store their package came from. When you return to the Zephyr that night, you proudly display the paper on your wall. The eyes of the ancient woman stare back at you, a relic of an unknown past.

If this was the last character ending that needed read go to 776-4.

130

You leave Lil's early and head back to the Zephyr. There, you sit on the bridge and research the store the picture of the ancient Human came from.

You contact the owner, and she tells you she buys all her packing material from a spacer who sells antiques. She gives you his information, and after thanking her, you reach out to the spacer. There is no response, so you leave a message, explaining what you're looking for.

If this was the last character ending that needed read go to 776-4.

131

That night at Lil's...

The spacer who sells antiques reaches back out to you. He's a sweaty Tarq who confirms he found a source of antique papers. He explains that he was passing an asteroid and saw a stone building upon it, still mostly intact. Inside, the building was filled with books—ancient collections of papers bound together with glue and string. So he harvests hundreds of these books every month or so, and rips out and sells the paper.

You ask if he could share the location of this site, as the building might provide an answer to your species' origins. But the spacer declines. He does,

however, offer to sell you a book from his collection, but the price is too high for you at the moment.

If this was the last character ending that needed read go to 776-4.

132

That night at Lil's...

Thanks to the Armada's gratitude, you were finally able to afford the ancient book you wanted. When Sena confirms your package has arrived at the Zephyr, you finish up your drink and eagerly rush back to the ship.

As you unbox the book in your quarters, you marvel at how old it is. Clearly, such a thing would not have survived if not for the cold vacuum of space. You hold the holy text in your hands, weeping softly as you page through it.

You can't read the language it's written in, but it appears to be some kind of travel guide, complete with numerous pictures. It seems to be about an ancient Human city, likely one of the most ones important ever built. Even its name is beautiful and majestic — Albuquerque.

If this was the last character ending that needed read go to 776-4.

342

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending.

You got banged up one too many times, resulting in an amputated tail. You can still get around, but not with the grace you had, or the grace needed by the crew of the Zephyr. You end up on Riva Station where sleeping in an alleyway causes you to contract double mange.

Yes, you have mange twice, which is totally feasible for a Muze, so don't think about it too much.

You'd get it treated, but it's impossible to see through the scabrous crust growing over your face. You spend the rest of your days squatting in the alley behind a donut shop, where you subsist entirely off the day-old donut water the shop tosses out each night.

Next - go to 342-1

342-1 If this was not the last session of your campaign, you may create a new character to join the next session of the campaign.

To create a new character, follow the instructions in sections F and G on page 7 of the Wandering Galaxy rulebook.

Note: Other players might want to share item or sidekick cards to help the new character get up to speed.

343

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending.

Your injuries piled up, leaving you unable to serve on the Zephyr in a useful capacity. After a year of aimless drifting from one outpost to the next, you find yourself working on a Yammian pleasure barge as a hotbot sanitizer.

It's not glamorous work, but someone's gotta keep the bots in tip-top, noncommunicable shape. Also, when you're meeting people in social situations, now you can tell them you're in the entertainment industry.

Next - go to 342-1

344

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. *The damage the Hyperion Colony Suit takes under your leadership proves to be the last straw for Marge, who bests you in single combat and ejects you from the colony.*

Marge: "Out of respect for our shared history, I'm not gonna do the formal eating of your head."

But it would have been preferable if she had, since on your first foray as a lone Myriad on Pludoka Outpost, you're stepped on by a passing Boggan.

Next - go to 342-1

345

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. *Your many injuries prove too great, and when parts of you start turning brown and your armpits gets infested with space-aphids, you're forced to call it quits. You take a job on Tildar running a small cloning research facility in complete isolation on the tundra.*

One day a wild Tundrak breaks in, and the only way to keep it at bay is to clone yourself, then feed the clone to the beast. You keep at it for years, surviving on packets of dehydrated protein chunks, a little part of you literally dying each time you feed the monster.

Next - go to 342-1

346

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. *No one knows what a Nexu is, so repairing one is near impossible. Soon you are just a head, and so you find work doing the only thing you can: sniffing the armpits of various species in a cosmetics research facility.*

Next - go to 342-1

347

If you are not at the end of a game session, return to play. This entry should be read at the end of the game session instead of your character rank ending. *Your body beaten, you leave the Zephyr, unable to keep up with their hectic lifestyle. You make a go of it as a shoe shiner on Gemin, until you contract a painful eye disease that reduces you to panhandling.*

If your character has a surname, scratch it out. Gain the surname 'Stywalker'.

Next - go to 342-1

776

Congratulations on making an installment payment!

Fill in the next installment box on the ship log debt track.

How many installments have you now paid?

- 1 - go to 776-1
- 2 - go to 776-8
- 3 - go to 776-13
- 4 - go to 776-16

776-1 Has job card 088, Weapons of War, been banished?

Yes - go to 776-2

No - go to 776-5

776-2 *Player: "Sena, it looks like we have enough money to make a payment on the ship."*

Sena: "It sure does."

Player: "Would you please send it to the admiral?"

Sena: "Happily. Any plans to celebrate?"

Player: "Well, Cook-E offered to make us a party cake."

Sena: "That's nice."

Player: "Not if you're capable of tasting food."

Sena: "Ah, I see. How about you go out? There's enough in petty cash for a night on the town. Do you know Lil's? Lilith Skreed was just about the biggest spacer ever. She's retired now, but her bar on Niven is a popular haunt for people like you."

Player: "Hey, yeah, that actually sounds nice. Let's pop by Niven before the admiral gets a chance to tell us otherwise."

Next - go to 776-3

776-3 Each player with an unfilled, circled box at the end of 1 or more rank tracks on their character sheet may go to the entry matching those ending code or codes to hear their character's ongoing story. After listening, fill in each circled box. If there are no character endings to read, go directly to 776-4.

776-4 The player with the highest overall rank may choose a sticker from a sticker sheet and place it on a open matching section of the ship schematic on the ship log sheet.

To put away your game so it's ready for the next installment in your campaign, all players must follow these steps to save your progress:

Cards

1. Return all status cards from your draw and discard piles to the card catalog. If you return 1 or more Injured cards (011), fill in a scar on your character sheet.
2. Solo and 2-Player: Return all Injured cards (011) under apprentices to the card catalog without gaining scars. Discard each apprentice's readied cards to their controlling player's discard pile, then return each apprentice to the Sidekicks section of the card catalog.
3. Discard all readied cards, then reform your skill deck from your draw and discard piles. Place your skill deck in your character's section of the card catalog.
4. Security gathers all ship weapon, special device, and active job cards from the Navigation and Security boards, and places them in the Zephyr section of the card catalog.

Tokens

1. Return all damage tokens currently on ship stations to the bag.
2. Leave the bag in its current state. It will carry over to the next session.
3. Return all perk tokens , cargo  and asteroid tokens , and science projects  to the supply. They do not carry over between sessions.
4. Use the provided baggies to organize and store the tokens by type.

Dials

1. Operations sets the threat  and profit  dials to 0.
2. Navigation must leave the galactic struggle dial where it currently stands. It will carry over to the next session.
3. Engineering sets the power  dial to 0.
4. Security sets all enemy dials to 0.

Place all components in the box. You're now all set!

FIGHTING OUR WAY OUT - 776 - CONTINUED

776-5 *Player: "Sena, it looks like we have enough money to make a payment on the ship."*

Sena: "It sure does."

Player: "Would you please send it to the admiral?"

Sena: "Happily, but there's the pressing matter of the task she set you upon."

Player: "Oh yeah, that. We kinda didn't do that. Fine, let's do it the easy way then. Would you contact Dr. Varnus via holo?"

Sena: "Wait, what? This was supposed to be an errand of secrecy!"

Player: "And it is! Listen, the Krunk aren't watching us. And even if they were, does anything we've done since we left Mar Mar look like the act of military professionals?"

Sena: "Gods, no."

Player: "Exactly. Contact Dr. Varnus. Doing this is less risky than making the admiral mad."

Next - go to 776-6

776-6 *Everyone gathers around the holo as Dr. Gano Varnus appears. She looks at your faces and frowns.*

Gano: "I don't know you people."

Player: "You don't. We're operatives working for Admiral Tethra, and time is short. Tethra thinks the Armada need something big for the war effort. Something to deliver a decisive blow to the Krunk before Mar Mar falls."

Gano: "And my father made a weapon that destroyed Aldess. Yes, yes. He spent the rest of his life in regret."

Player: "The Krunk want to exterminate all sentient organic life. It seems like a simple choice, Doctor."

Dr. Varnus nods at that.

Gano: "A weapon like my father's would require a Star Seed. The last one was excavated here on Tildar, and Orecorp came and took it shortly after my father died. I heard they took it to Riktos, a moon in the Beres system."

Player: "If we get it back, will you help us?"

Gano: "Fine. Yes, I will. I'll reach out to the Admiral to let her know."

Player: "Er, we need you to limit all your communication to just us, doctor. The admiral fears any messages to her will be intercepted by the enemy."

Gano: "Good point. I'll you a picture of the Star Seed. Let me know if you get your hands on it."

Banish job card 088, Weapons of War.

Next - go to 776-7

776-7 *Later, Sena confirms payment to the admiral.*

Sena: "Any plans to celebrate?"

Player: "Well, Cook-E offered to make us a party cake."

Sena: "That's nice."

Player: "Not if you're capable of tasting food."

Sena: "Ah, I see. How about you go out? There's enough in petty cash for a night on the town. Do you know Lil's? Lilith Skreed was just about the biggest spacer ever. She's retired now, but her bar on Niven is a popular haunt for people like you."

Player: "Hey, yeah, that actually sounds nice. Let's pop by Niven before the admiral gets a chance to tell us otherwise."

Next - go to 776-3

776-8 *Sena: "If my math is correct, you now have enough money to make your second payment."*

Player: "I choose to believe your math is absolutely correct. Sena, send payment to the admiral."

Next - go to 776-9

776-9 Has job card 087, Bombs Away, been banished?

Yes - go to 776-10

No - go to 776-12

776-10 *You take the star seed to Dr. Varnus on Tildar. She is excited by what you've brought her, but you sense a sad hesitance as well.*

Player: "What is this thing, Doctor?"

Gano: "My father believed the Star Seeds were technology made to exist within our dimension by a civilization from beyond it."

Player: "For what purpose?"

Gano: "Unknown. The Star Seeds possess tremendous destructive potential, but my father suspected they were but pieces of a machine. Much like the engine of a spaceship, he guessed they were part of a whole, but the technology is so foreign to us, we can only speculate. Perhaps the people who made this would see it and say, 'Ah yes, a chair.'"

She sighs.

Gano: "And now I must turn this beautiful thing into an instrument of death."

Player: "Doc, we know what happened on Aldess. If there's a way we could deliver this weapon without dying ourselves, that would be a delight."

Gano: "I would not have agreed to this if I thought I would repeat my father's mistake. I will need a few days"

Next - go to 776-11

776-11 *You spend a few days in Neko Base, bored and restless aside from, you know, fighting off the constant waves of tundraks. But the worst part is the feeling of dread over what will come when the doctor completes her work.*

Gano: "The Messandi Warhead, Mark Two."

Four days later, Dr. Varnus shows you the finished weapon.

Gano: "I believe this naughty girl is three times as powerful as the original, but with a greatly reduced area of effect. Also, I have added a feature you will no doubt appreciate: a timer."

You thank the doctor for her help, and load the warhead onto the Zephyr. She watches you as you lift up into the frozen sky and whispers to herself.

Gano: "Now I am become death, the destroyer of robo-worlds."

Next - go to 776-3

776-12 *Sena: "Dr. Varnus is requesting an update. I must admit I'm also curious what you plan on doing to acquire the Star Seed."*

Player: "Meh, that sounds awfully dangerous."

Sena: "But necessary to counter the Krunk threat, yes?"

Player: "Let's just subcontract it."

Sena: "What? Subcontract a classified military operation? One upon which the entire fate of the galaxy hangs precariously?"

Player: "Yeah, make a job posting and get it out on the feed, would you, Sena?"

Sena: "I mean, okay. I, for one, will still be here if the Krunk destroy all sentient organic life. Where should the Star Seed be delivered? Directly to Dr. Varnus?"

Player: "Nah, have it delivered to a secure locker on Niven. We'll pick it up."

Sena: "The cost of such a hazardous job will eat up all the profit you would have made. Just an FYI. I'm struggling to understand what you guys care about and what you don't."

Player: "Yeah, no worries. Thanks, Sena!"

Banish job card 087, Bombs Away.

The first player must choose a player (without a nickname, if able) to gain the nickname 'The Delegator', replacing any nickname they currently have.

Next - go to 776-3

776-13 Has job card 103, Cloaked, been banished?

Yes - go to 776-14

No - go to 776-15

776-14 Sena: "Payment received. I also notified the admiral, though there has yet to be a response."

Player: "Good. We need a break before we all face certain death. Let's head to Lil's."

Sena: "Um, sure, but do you really want to go carousing while a big bomb, perhaps the key to saving the entire galaxy, sits aboard the ship?"

Player: "Yes."

Sena: "Okey-dokey then. You kids have fun."

776-15 Player: "Sena, please send a payment to Admiral Tethra. That makes three!"

Sena: "Congratulations. Though you still don't have a pirate cloaking device."

Player: "Hmm. You're right. Those have to be available on the black market, yeah?"

Sena: "Likely, though the cost of such a purchase would be more than the value of this ship. I doubt you could afford it."

Player: "Alright, well, we can still keep an eye out for one."

Keep job card 103, Cloaked, in the Zephyr section of the card catalog. You'll need it for your next session.

Next - go to 776-14

776-16 Has job card 086, Into Krunk, been banished?

Yes - go to 776-17

No - go to 777-1

776-17 Is J-1 circled in the ship log database?

Yes - go to 776-18

No - go to 776-20

776-18 Admiral Tethra appears on holo, blood running down the side of her head.

Admiral Tethra: "Dishwashers! There's been a change in enemy posture. Most of the Krunk forces have abandoned Mar Mar and appear to be on course for Krunk."

Player: "Yeah, that's probably because Krunk is about to be dinner for an enormous swarm of hungry torbats!"

Admiral Tethra: "I'm not sure what to say, dishwa—heroes! You are all heroes. How would you like to join the Armada? We could use more people like you."

Player: "No thank you! We're spacers now!"

Admiral Tethra: "Freespacers! My budgetary constraints have just changed. Whatever's left on the ship, the Armada will pay for you. It's the least we can do for what you have just gifted to the galaxy."

Player: "Thank you, Admiral."

Admiral Tethra: "Get back here, ASAP. But first, how about you swing by Tildar and retrieve Dr. Varnus? There's celebrating to be done."

Player: "Aye-aye!"

This concludes your campaign!

Next - go to 776-19

776-19 Wandering Galaxy has three campaigns to play through, and even if you replay the same one, there are so many jobs with so many fun variables that no two play-throughs can ever be the same! If you'd like to start a new story, you may pick from any of them.

Next - go to 777-3

776-20 Is J-3 circled in the ship log database?

Yes - go to 776-21

No - go to 776-22

776-21 Admiral Tethra appears on holo, blood running down the side of her head.

Admiral Tethra: "Dishwashers! There's been a change in enemy posture. Most of the Krunk forces have abandoned Mar Mar and appear to be on course for Krunk."

Player: "Yeah, that's because the Purpose is interested in talking to you."

Admiral Tethra: "Talk! What are you going on about?"

Player: "It seems the Purpose was trying to preserve sentient organic life, not the other way around. It thought that by distracting us with a war against robots, we wouldn't war against each other."

Admiral Tethra: "And you fell for that? You fools fell for an obvious lie."

Player: "Admiral, the Purpose could have killed us and you as well. It chose not to. It's interested in helping organics forge a new path. One that could herald a new age of peace."

The admiral nods but grimaces all the while.

Admiral Tethra: "I find this hard to believe."

Player: "Understandable. War is what you know, and the Purpose's methods are responsible for that. But admiral, we cannot live at war forever. Something must change. What cost is there to talking?"

Admiral Tethra: "Peace would be nice, but trust will be hard-earned. I'm not sure what to say, dishwa—heroes! You are all heroes. How would you like to join the Armada? We could use more people like you."

Player: "No thank you! We're spacers now!"

Admiral Tethra: "Freespacers! My budgetary constraints may be changing. Whatever's left on the ship, the Armada will pay for you. It's the least we can do for what you have just gifted to the galaxy."

Player: "Thank you, Admiral."

Admiral Tethra: "Get back here, ASAP. But first, how about you swing by Tildar and retrieve Dr. Varnus? There's celebrating to be done."

Player: "Aye-aye!"

This concludes your campaign!

Next - go to 776-19

776-22 The Krunk threat collapses almost overnight. In some systems, the Krunk deactivate. In others, they simply fall silent and still, as if waiting on directives that no longer exist. Those that remain active cease all hostile actions and flee, though where and why, no one can say.

You reach out to Dr. Varnus when you are unable to contact Mar Mar Station. She confirms your fears.

Gano: "Mar Mar has fallen. The Armada's Beros fleet is en route to attempt to retake it, but I have heard enough to believe few remain alive. Admiral Tethra is likely dead. She was last seen leading a counterattack in a level that was breached minutes later. I'm sorry, spacers."

Player: "That's probably the kind of death someone like her would prefer."

Gano: "Likely. And her death was not in vain. You people did what no one else could."

Player: "Yeah, I guess so! We single-handedly saved the galaxy."

Gano: "Well, I mean, ahem, there were people along the way who were invaluable parts of the team, right?"

You give her a wink.

Player: "Break out the drinks, Doc. We're coming to Tildar. There's celebrating to be done."

This concludes your campaign!

Next - go to 776-19

777

Was this to be your fourth and final installment?

Yes - go to 777-1

No - go to 777-4

777-1 All things must end: life, suns, even the universe itself. Soon after word spreads of Mar Mar Station falling to the Krunk, the galaxy's finale quickly rolls toward its conclusion.

Farrack's Outpost goes dark. Tybalt is eradicated by a bomb that unleashes a hideous plague. Less than a day after Pludoka Outpost falls silent, a virus strikes the galactic network, cutting off all forms of communication. With no hope remaining, you plot a course to the Berian Reaches of the outer spin and prepare to flee the galaxy.

You never make it. An Armada battleship, now operating independently, cripples your engines and a boarding craft approaches as fighters swarm all around. Everyone is trying to flee, and everyone needs food and water. Everyone needs fuel. The marines who board the Zephyr operate with deadly efficiency. They slaughter you, destroy the robots, and, fearing your onboard AI, obliterate the Zephyr after stripping it of everything of value.

But even for those people who succeed in escape, flight has its limits. The Krunk control the galaxy now, but their conquest is far from over.

This concludes your campaign!

Next - go to 777-2

777-2 Wandering Galaxy has three campaigns to play through, and even if you replay the same one, there are so many jobs with so many fun variables that no two play-throughs can ever be the same! If you'd like to start a new story, you may pick from any of them.

Next - go to 777-3

777-3 Follow these steps to reset the game for the next campaign:

Cards

1. Return all cards from the Banished section of the card catalog to their corresponding sections.
2. All players return all cards in their possession (readied cards, draw piles, and discard piles) to their corresponding sections.
3. **Solo and 2-Player:** Return all apprentices and their cards to their corresponding sections.

Tokens

1. Remove all shield tokens (🛡️), risk tokens (⚠️), ship upgrade tokens, and all clear tokens from the bag and return them to the supply.
2. Return all general damage tokens currently on ship stations to the bag. The bag should contain only the 6 general damage tokens and 8 special damage tokens.
3. Return all perk tokens (🎁), cargo (📦) and asteroid tokens (🌠), and science projects (🔬) to the supply.
4. Use the provided baggies to organize and store all tokens by type.

Dials

1. Operations sets the threat and profit dials to 0.
2. Navigation sets the galactic struggle dial to the center 'Unease' space.
3. Engineering sets the power (⚡) dial to 0.
4. Security sets all enemy dials to 0.

Place all components in the box. You're now all set!

777-4 Not even a military officer with as much power as Admiral Tethra can protect you from the Galactic Authority. You realize you've messed up when one morning, Sena informs you that your credits have vanished and your bank account has closed. The next time you dock for fuel, they are waiting. Clamps lock upon the Zephyr's landing gear, and a smug-looking assessor escorted by three squads of G.A. heavy enforcers waits for you by the cargo ramp.

Player: "It's not even our ship! It's owned by the Armada!"

Assessor: "And they can pay the outstanding fines and reclaim it at their leisure. You, however, are coming with us."

Player: "Surely you can't arrest people for unpaid fines can you?"

Assessor: "We can. It's debtor's prison for you lot. Or if you prefer, you can join our work release program to pay off your debt."

Player: "What kind of work is that?"

Assessor: "Dishwashing."

You look at each other and come to an agreement.

Player: "We'll take prison."

This concludes your campaign.

Wandering Galaxy has three campaigns and too many jobs to experience with just one play through. If you'd like to start a new campaign, you may pick from any of them.

Next - go to 777-3

GENERAL ENTRIES

100

Alarms blare as everything is illuminated by the red glow of emergency lighting and flashing yellow caution lamps. Sena's prerecorded voice echoes throughout the ship, sounding oddly calm.

Sena: "Life support systems failing. Repeat: life support systems failing. Initiating emergency landing protocols."

The ship flies dangerously off course, spinning uncontrollably as the artificial gravity fails. The crew is scrambling to suit up, but sudden weightlessness catches you off guard.

Patch: "MEEEEEEEEEEEP!"

Patch goes shooting past you down a corridor. You bounce around until you're all strapped in and braced for a rough landing... Who knows where.

Threat +1.

The first player must choose a battle damage sticker from the sticker sheet (set 6) and place it on a matching open section of the ship schematic on the ship log sheet.

Next - go to 100-1

100-1 Player: You awake hours later, blinking as harsh sunlight streams in through the viewports.

Player: "What happened?"

It suddenly dawns on you that you can see a landscape outside and you unbuckle yourself and rush to the window.

Player: "Gods, where are we?"

Patch: "MEEP MOOP!"

Player: "No, this isn't hell. But good to see you're in one piece, Patch. But yeah, you're right. We have a ton of work ahead of us. Sena? You saved us! Are you there?"

A moment of silence, then:

Sena: "Rebooting. Hold on to your butts."

Player: "She's probably fine."

Turn to page 31 in the location book.

Make Action 04 required . Lock Action 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Life Support*.

Begin a round in the location book.

101

The vacuum of space pulls everything toward the breach. You try but fail to catch the pizza as it flies by.

Alarms blare as everything is illuminated by the red glow of emergency lighting and, flashing yellow caution lamps. Sena's prerecorded voice echoes throughout the ship, sounding oddly calm.

Sena: "Hull integrity compromised. Repeat: hull integrity compromised. Initiating emergency landing protocols."

Player: "Everybody strap in!"

Cook-E: "Arrr, we're gonna die and I've never made love!"

Player: "Secure yourself, and you can not make love later!"

The ship spins radically off course as Sena's emergency protocol seeks the safest place to land.

Threat +1.

The first player must choose a battle damage sticker from the sticker sheet (set 6) and place it on a matching open section of the ship schematic on the ship log sheet.

Next - go to 101-1

101-1 You awake hours later, blinking as harsh sunlight streams in through the viewports.

Player: "What happened?"

It suddenly dawns on you that you can see a landscape outside and you unbuckle yourself and rush to the window.

Player: "Where the helix are we?"

Cook-E: "Davey Jones, he finally got me."

Player: "Good to see you're in one piece, Cook-E."

Cook-E: "I am?"

Player: "No, this isn't hell. But good to see you're in one piece, Patch. But yeah, you're right. We have a ton of work ahead of us. Sena? You saved us! Are you there?"

A moment of silence, then:

Sena: "Rebooting. Please remain clam."

Player: "She's probably fine."

Turn to page 31 in the location book.

Make Actions 01 and 02 required . Lock Action 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Hull Breach*.

Begin a round in the location book.

102

With the scanners recalibrating, you're forced to hike your way up to the ridge and scout for supplies around the strange mound formations. An hour or so later, you stand at the foot of one of the mounds. You move around its base, following flecks of metallic diom ore that glisten in the planet's strange, blood-orange sun. You notice a nearby mound has a sizable fissure in its side, exposing a more promising vein of ore deep within. You contact the others on the commlink.

Player: "I've got something promising."

Choose 1:

Explore the fissure - go to 102-2

Harvest the visible ore - go to 102-7

102-2 You enter the fissure, which is large enough for you to walk upright without fear of cracking your skull. After a short descent, it opens into a cavern with rich veins of diom ore, perfect for harvesting.

Player: "Sena, I have hit paydirt. Stand by."

Make a **TECHNICAL** skill check .

0-5 - go to 102-3

6+ - go to 102-4

102-3 You're placing the ore in your gravbag when the ground begins to tremble. You grab your gravbag and sprint toward the fissure and the sliver of orange sky as the cavern collapses behind you. You reach the surface in a billowing cloud of dust and debris. As you catch your breath, you notice what look like giant spiders made of rock separating themselves from the sides of the mounds. You run headlong back to the ship screaming.

Player: "Lifeforms! Scary lifeforms!"

Gain a Stress card (012). Supplies +2.

Unlock and move to Action 06.

103-105

102-4 You harvest enough diom ore to max out the encumbrance rating of your gravbag. As you turn to leave, you spot a strange object that seems out of place, but you have no room to carry it.

Choose 1:

Leave some ore behind to grab the object - go to 102-5

Take the ore and leave the object - go to 102-6

102-5 You return to the ship and hand the strange object to Patch.

Patch: "MEEP MOOP!"

Player: "I thought so too. Get this to Science, would you? I need to unload the ore."

Rep ☆+1. Supplies ④+3. Gain 1 science project 🔬.

Move to Action 05.

102-6 You haul the ore back to the ship and prepare to unload.

Rep ☆+1. Supplies ④+5.

Move to Action 05.

102-7 You pull out your tools and get to work, hammering and boring into the mound. It's tedious work and you need a lot!

Perk Token ④+1. Make a **TECHNICAL** skill check 🛠️🌐.

0-5 - go to 102-8

6+ - go to 102-9

102-8 You chip away at the rock, sweating like mad and making a lot of noise, yet despite your efforts, you find a disappointing amount of ore. You're about to drag your gravbag back to the ship when a shadow falls over you! Sena pipes up in your ear.

Sena: "Detecting movement at your position! Please report."

Player: "Scary!"

It's all you have time to say before you're knocked sprawling by the crystalline creature that towers over you. Grabbing your gravbag, you climb to your feet and run like mad back to the ship.

Gain an Injured card (011). Supplies ④+2.

Unlock and move to Action 06.

102-9 You harvest enough ore to max out the encumbrance rating of your gravbag. As you leave, you spot a strange creature, like a giant spider made of rock, striding between some distant mounds. You whisper into the commlink.

Player: "Sena, are you seeing what I'm seeing?"

Sena: "Yes, some kind of local wildlife. And there's more of them showing up on the scanners. Best play it safe and get out of there now!"

Rep ☆+1. Supplies ④+4.

Move to action 05.

103

You strap on your gear and sling a gravbag over your shoulder, then hike about an hour uphill. It's rough going but you arrive at the base of one of the pinnacles, marbled with rich stripes of quaris. But your heart sinks when you notice there are no quaris deposits near ground level, just gaping holes where the quaris once was.

Sudden, nearby voices have you duck out of view. You spy a trio of Tydorians pushing a loaded hovercart.

Tydorian: "Whew! That should do it. Hopefully it's enough quaris to fix the ship and get us on our way! Leave the gear in case we need to come back."

Choose 1:

Rob the Tydorians at gunpoint - go to 103-2

Gun the Tydorians down and take the quaris - go to 103-5

Wait for them to leave, then use their gear - go to 103-6

103-2 Player: "Hands up!"

You spring from hiding but the Tydorians just stare at you.

Player: "I said hands up!"

Perk Token ④+1. Make a **SWAGGER** skill check 🍷🌟.

0-5 - go to 103-3

6+ - go to 103-4

103-3 One of the Tydorians speaks up.

Tydorian: "Now let's think about this. Lifting our arms up to strangers would expose our private parts, and initiate the ritual of procreation."

Player: "Um."

Tydorian: "Now, I'll admit this situation is a bit arousing, but our ship is in dire need of repairs, thus making procreation inappropriate at this time."

Player: "Uh, well, you know, could I take a little of that quaris from you? Call it a consolation prize?"

Tydorian: "Surely, stranger! Take a little and remember what might have been if only things were different."

Gain a Stress card (012). Supplies ④+2. Move to Action 05.

103-4 Tydorian: "Brigand! Flee before the slaughterer's cruel blade!"

The Tydorians run, but they move very slowly, making for an awkward wait before you can approach and steal their quaris.

Rep ☆+1. Supplies ④+4. Move to Action 05.

103-5 You strut back to the Zephyr with a new gravcart full of quaris. Sena comes in over the commlink.

Sena: "I take it you were successful? And you... found a hovercart?"

Player: "Sure did!"

But you swallow hard, trying to suppress the psychic echoes of the screams and the desperate begging. Oh, and the blood. Lots of blood.

Gain a Stress card (012). Supplies ④+5.

Unlock and move to Action 06.

103-6 You wait for the plodding Tydorians to vanish over a ridge, then dash down to the mining site where their rig is still set up.

Make an **AGILITY** skill check 🏃👁️.

0-5 - go to 103-7

6+ - go to 103-8

103-7 You work as fast as you can, climbing up and down the rope, collecting quaris chunks and placing them in your gravbag. When the bag is finally full, you turn to head back to the ship, but find yourself staring down the barrel of a slag pistol. The spacer holding the gun grins guiltily at you.

Spacer: "Yeah, uh, sorry about this, but I'm gonna need that quaris. Nothing personal or anything, it's just that we crashed here and need this quaris for repairs."

You angrily comply, wondering just how many ships have crashed on this planet at the same time. The spacer wishes you luck and leaves you with a few chunks of ore.

Gain a Stress card (012). Supplies ④+2. Move to Action 05.

103-8 You work as fast as you can, climbing up and down the rope, collecting quaris chunks and placing them in your gravbag. With the bag almost full, you make one last climb up the rope only to find a couple of scroungy spacers trying to make off with your gravbag.

Exhausted from mining and temperamental from low blood sugar, you give a cry and open fire. One of the spacers is blasted back, and the others scatter.

Risk ④+1. Supplies ④+5.

Unlock and move to Action 06.

104

You patrol the rugged terrain looking for threats. It's rough going and after a grueling fifteen minutes, you decide its time for a break and squat down behind a boulder. You take swig of precious water and bite into one of Cook-E's krill-flavored cabbage bars. Just then, the ground begins to shake.

All players at this action must make a **(HUNT)** group  skill check .

Goal: 4

Success - go to 104-2

Fail - go to 104-3

104-2 You hear a voice from the other side of the rock.

Spacer Woman: "What was that?"

Spacer Man: "Dunno. I hate this planet."

You peek over and see two spacers talking to each other.

Spacer Woman: "As I was saying, it'll be easier to fix our ship by using parts from somebody else's. It's a popular place for crashing apparently."

Spacer Man: "There was that old postal freighter that just came down. Should we kill the survivors?"

Just past the chatting spacers, you spy a lurking, giant, spider-like creature easily blending in with the terrain due to its rocky carapace. Trying not to giggle, you draw your gun and shoot it. The spacers whirl toward your position, guns drawn, but that's when the spider-thing pounces, crushing them both. You don't stick around to watch the carnage.

All players at this action gain Rep +1.

If Action 6 is unlocked, lock it and move all standees on Action 6 to Action 5.

104-3 You stand and look around, leaning against the boulder. There is a cracking sound, and the boulder falls away and rolls downhill. That's when you see the enormous spider-creature covered in a rocky carapace. And it sees you now too.

Player: "Everybody, run!"

The thing moves fast, knocking you away like you're nothing. Everyone runs back to the ship, leading the beast along with them.

Unlock Action 06. All players gain a Stress card (012).

Each player who failed their part of the group  skill check must move to Action 06. Each player who passed must move to Action 05.

105

Player: "Those are some fetidinous fields."

Sena responds over the commlink.

Sena: "Fetid. Fetid fields."

Player: "Agree to disagree."

You behold a stretch of bioluminescent fungus patches between pools of bubbling liquid. Fumes emanating from the field distort your vision like a desert mirage.

Player: "Yeah, hard pass. I'm a spacer, into spacing and stuff. I'm not a mucker."

Sena: "This entire planet has a breathable atmosphere due to fields like this one. We could harvest the fumes to supercharge the life support system and get back in space! We just need some of that fungus."

You sigh in resignation and wade into the muck.

Perk Token +1. Make a **(TECHNICAL)** skill check .

0-5 - go to 105-2

6-7 - go to 105-3

8+ - go to 105-6

105-2 You step out onto the soggy, spongy ground and immediately sink up to your waist!

Player: "Sena, you've killed me. Well done."

Sena: "I know it smells bad, but just bear with it."

Player: "No, I'm in quicksand."

Sena: "I don't know what that is. I only need a sample of the fungus."

Player: "Sena, I'm sinking in the muck and I can't escape. I am minutes from dying!"

The ship's AI sends the others out to get you, and with some effort they pull you from the muck. No one is pleased about it, but there is likely enough muck on everyone to help with life support.

Life Support +1 Gain a Discord card (016).

Move to Action 05.

105-3 Tongs in one hand and a plastic baggie in the other, you step out onto the soggy spongy ground, gingerly probing it with your toes before each step. You find a sizable patch of fungus and are able to fill the bag. Feeling pretty satisfied, you make your way back, but you're stopped at the edge of the field by a Tremok dressed in spacer gear.

Tremok: "Don't be alarmed, friend, I mean you no harm. My ship crashed and I need some of that fungus for the life support function. Would you be willing to trade for some? I'm, uh, unable to swim and these fetid fields makes nervous."

Player: "Fetidinous. Fetidinous fields."

Choose 1:

Trade some fungus for an item - go to 105-4

Decline the offer - go to 105-5

105-4 You trade a little of your fungus, and the Tremok hands you some gear. It's the most random thing ever, but you pocket it and head back to the ship.

Life Support +2. Gain an item card (020).

Move to Action 05.

105-5 The Tremok lunges at you, grabbing for the bag, but you step to the side and they fall into the muck.

Player: "Looks like you found your sample. Man, I hate this planet."

You march back to the ship, eager to leave.

Life Support +3. Gain 1 science project .

Move to Action 05.

105-6 Tongs in one hand and a plastic baggie in the other, you step out onto the soggy, spongy ground, gingerly probing the ground with your toes before taking each step.

You find a sizable patch of fungus and are able to fill the bag. Feeling pretty satisfied, you make your way back, but you're stopped at the edge of the field by a Tremok in spacer gear.

Tremok: "Don't be alarmed, friend, I mean you no harm. My ship crashed and I need some of that fungus for the life support function. Could I maybe trade you for some? I can't swim, and all these pools make me nervous. I'll pay of course!"

You happily trade away a negligible amount of fungus in exchange for credits.

Profit +1. Life Support +3.

New catchphrase: Bye now! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Move to Action 05.

106

Sena alerts you over the commlink.

Sena: "Lifeforms approaching the Zephyr! Be wary!"

You take cover as a group of armed spacers approach with weapons ready.

Player: "Hold it right there! Lower your weapons and state your purpose!"

Their leader is clad in battered crusader armor. He speaks for the group, his voice distorted by the helmet.

Spacer: "We don't want to hurt you, but we're taking your ship. If you're smart, you'll walk away now. I warn you, we've been stranded here a while and are getting a little testy."

He gestures and an android steps forward carrying a heavy gatling laser, the kind usually mounted on a vehicle. The barrels begin spinning!

All players at this action must make a **(SWAGGER)** group skill check Goal: 6

Success - go to 106-2

Fail - go to 106-3

106-2 You steel yourselves for a fight and open fire at the feet of the hijackers as warning. The leader shouts back angrily at you.

Spacer: "Okay, you bastards asked for it!"

And that's when the giant spider monsters storm the hijackers from behind. Hyperbolts fly in all directions as your adversaries fight or flee for their lives, the spiders lumbering after them.

Each player at this action gains Rep +1 and an item card (020).

106-3 You try to diffuse the situation as both sides point guns at each other.

Player: "Woah woah woah! Calm down. We just crash landed here and our ship is broken. Even if you screw us over like this, you won't get very far!" The leader nods his head.

Spacer: "Gods, look at us. What have we become? I'm sorry, strangers. You've caught us at our worst. We shall leave you in shame."

You're about to offer to let them help with repairs, then promise to take them to the nearest outpost, but you don't get the chance because that's when some doofus on your team drops their slag pistol by accident, and it fires off a bolt. The enemy leader drops, and all hell breaks loose. It isn't until one of you gets the idea to sprint up the loading ramp into the Zephyr, and bring the starboard cannons to bear on the enemy, that things finally improve. It only takes a couple of warning shots before they retreat.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

107

Sena checks in with you.

Sena: "How are those repairs coming?"

In order to launch the ship and escape this planet:

- You must be able to spend 3 of any combination of power , supplies , and life support .
- After spending those resources, hull and life support must both be at 1 or higher.

Pass the first player token to the left.

Choose 1:

We can launch the ship - go to 107-2

Remain here - go to 107-3

107-2 Player: "I think we're good! Come on, everybody, let's get off this rock!"

Remove all game pieces from the location book and close it.

Spend any combination of 3 power , supplies , and life support , without reducing life support to 0.

Move the Zephyr standee to the nearest uncharted planet location on the galactic star map.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

107-3 Player: "We're almost there, Sena. But not quite. We just need a little more time.

Risk +1. Lock Action 06.

Begin a new round in the location book.

109 - 132

These are campaign specific entries. Which campaign are you playing?

It All Started on Riva - find the entry between pages 65-68 of this book

The Space Tycoon - find the entry between pages 74-77 of this book

Fighting Our Way Out - find the entry between pages 83-86 of this book

Free Play - character rank endings are not used during free play

133

Choose your current context:

The Favor - go to 133-1

The Con Job - go to 133-10

It Started on Riva - go to 133-14

None/Other - go to 133-23

133-1 You head to the Triton Hotel, but the thought of facing Octoff's doorman, Manny, fills you with dread. You try to think of ways to get by him without getting a bruising.

Choose 1:

Disguise yourself as an exterminator - go to 133-2

Try to run past Manny. Like, fast - go to 133-7

133-2 You think you make a convincing exterminator bot, especially with those snat-be-gone logo stickers you made yourself. You approach the entrance to the Triton, where the ever-present Golemar stands like a stack of stone muscles carved by a gargoyle.

Manny: "The helix is this?"

Make a **(COMMUNICATE)** skill check .

0-5 - go to 133-3

6+ - go to 133-6

133-3 Manny glowers at you, but you do your bit.

Player: "Meep moop!"

Manny: "A snat problem? First I've heard of it."

Player: "Moop moop!"

Manny: "You look kinda funny. You an Exterm-3000 model?"

Player: "Moop!"

Manny: "They don't make a 3000 model. Come here!"

Player: "Don't hurt me! Don't hurt me!"

He does.

Gain an Injured card (011).

Next - go to 133-4

133-4 A ringing comes from Manny's wrist, and he pauses to take the call, one large finger touching his ear hole.

Manny: "Yes, ma'am. I'll send them right up."

You feel Manny let down his guard.

Manny: "Mrs. Gilbert wants to see you."

Player: "Yeah, that's why we're here!"

Manny: "It is? So why'd you do it all screwy?"

Player: "Manny, old friend, you could say that about pretty much everything we do."

Next - go to 133-5

133-5 You take the elevator up to Mrs. Gilbert's suite, which proves to be an entire floor of the hotel. You look about in alarm at the large amounts of foliage and wildlife she has skittering about the place. Mrs. Gilbert waits for you on a sofa, wearing one of her typical suits and cat-eye glasses, her beehive hairdo looking pristine.

Mrs. Gilbert: "You have the hamu, I see."

Player: "Kinda hate to see the little thing go. Cute stuff. Named it Moopy." She shrugs.

Mrs. Gilbert: "So keep it."

Player: "Wait, what? You don't want it?"

Mrs. Gilbert: "In this line of work it's critical to know who to trust. I wasn't sure about you. Now I am."

Player: "Oh. Helluva way to find out."

Mrs. Gilbert: "Don't worry, you'll still be paid for your time. After all, we don't want you missing another payment, do we? Goodbye."

You have completed The Favor. Banish its job card.

Profit +1. All players gain Rep +1.

Ready the Hamu, or place it in your discard pile.

133-6 Manny glowers at you, but you do your bit.

Player: "Meep moop!"

Manny: "A snat problem? First I heard of it. What's in the cage?"

Player: "Moop moop!"

Manny: "A hamu?"

Manny scrunches up his face.

Manny: "They good at catching snats or something?"

Player: "Moop!"

Manny looks at you and smirks.

Manny: "Your logo just fell off. Pretty convincing costume for a cardboard box. I'm gonna hurt you, but I'm not gonna want to."

Gain an Inspired card (015)

Next - go to 133-4

133-7 Manny sighs when he sees you. You don't approach him yet, instead hanging back and looking casual, while waiting for an opportunity. It comes soon after when a skimmer crashes into another at an intersection outside, and the Golemar takes a couple steps toward the window to look. That's when you prove you are the fastest sprinter in the galaxy.

Make an **AGILITY** skill check .

0-5 - go to 133-8

6+ - go to 133-9

133-8 Oh wait, you're not the fastest at all. Manny shoots an arm out and slams you to the floor.

Manny: "The helix are you doing?"

You struggle to speak from your place on the floor.

Player: "Trying to get... to the bathroom."

Manny: "That's not the bathroom, genius."

Player: "Welp. It is now."

Gain an Injured card (012).

Next - go to 133-4

133-9 You take off and Manny reactively shoots an arm out at you, but you duck it triumphantly and make it to the revolving door. But your face slams into it, and you give a gurg. Looking back, you see Manny holding the door in place with a meaty fist.

Manny: "That was pretty fast. I'm impressed."

You grin sheepishly.

Player: "Wanna show it by letting me through?"

Manny: "Nah, I'll probably just kill you."

Gain an Inspired card (015).

Next - go to 133-4

133-10 You arrive at the Triton Hotel with a spring in your step. At the front entrance is Manny, Octoff's grumpy doorman.

Manny: "Not again. Get out of here!"

Player: "Oh come on, Manny! I have a meeting with Octoff!"

Manny: "He banned you guys!"

Player: "It's been ages! Now he wants to see us again!"

But Manny glowers at you, muscles flexing through his tight shirt.

Perk Token +1. Make a **SWAGGER** skill check .

0-4 - go to 133-11

5+ - go to 133-13

133-11 You poke into Manny's frighteningly solid chest.

Player: "Check with the boss if you don't believe me."

But Manny grabs hold of you and drags you to the door like a bag of trash.

Player: "Not the dumpster again, Manny! Come on!"

Octoff: "Manny, stop bein' so rude to our guests!"

Octoff's voice travels from the lounge to the door.

Octoff: "For once, I actually wanna see someone from the Zephyr."

You flash your smuggest grin at Manny, collect yourself, then march back to the lounge. Octoff waits for you there, sloshing in his tank of water, a cocktail in one of his many tentacles.

Octoff: "Good to see you, kid."

Gain an Injured card (011).

Next - go to 133-12

133-12 Octoff: "Listen, freshy. I've got a unique money-makin' opportunity that's time sensitive. Normally I'd never offer y'all the job, but I suspect you and your nerd friends will fit right in."

Player: "Gee, thanks."

Octoff: "Truth hurts, kid. But not as much as what I'll do if you mess this up. Don't gimme that face—we all stand to make a lot of money here. Mrs. Gilbert will give y'all the details. Best wishes now!"

You soon head back to the others with a folder outlining your job. Octoff is having a pallet of sealed Wizkill cards delivered to your ship. You're supposed to transport the cards to Paradise Moon in the Tybalt system in time for some kind of convention.

Move the waypoint ring for The Con Job to the Tybalt location (313) on the galactic star map.

Perk Token +1.

Unlock and move to Action 06.

133-13 Player: "Look, I don't want to be here. I got a lot going on in my life right now. But the boss called, so I came. Check with him if you don't believe me."

Manny stares at you, unflinching and inscrutable. You sense unresolved personal issues welling up within him. Actually, yeah, the two of you might just be having a moment together!

133 - CONTINUED

Manny: "I'm gonna break your face."

Player: "Ah, come on, not again!"

Octoff: "Manny, stop bein' so rude to our guests!"

Octoff's voice travels from the lounge to the door.

Octoff: "For once, I actually wanna see someone from the Zephyr."

You flash your smuggest grin at Manny, collect yourself, then march back to the lounge. Octoff waits for you there, sloshing in his tank of water, a cocktail in one of his many tentacles.

Octoff: "Good to see you, kid."

Improve +1.

Next - go to 133-12

133-14 Octoff has a tentacle in just about every major game in town, but he wields his influence from the lounge of the Triton Hotel. You see him at his booth in the back, a lackey whispering into his earholes. You try to approach, but a sharp-dressed tower of muscle bars your way, thick arms crossing his chest. On his lapel is a gold name tag with 'MANNY' printed on it.

Manny: "Move along, scum."

Choose 1:

Try to sneak past Manny - go to 133-15

Try to intimidate Manny - go to 133-20

133-15 You pretend to walk away, but look for an opening.

Perk Token +1. Make a **SNEAK** skill check .

0-4 - go to 133-16

5+ - go to 133-19

133-16 You turn and walk away before attempting to sneak past a different way. But Manny has too many eyes surrounding his head for that kind of nonsense.

Manny: "And here I thought I wouldn't be hurtin' nobody today."

Player: "You still don't have to!"

Manny: "Oh, but I want to, little fool. I want to."

Gain a Stress card (012).

Next - go to 133-17

133-17 Octoff leers at you from his back booth, water sloshing over the sides of his glass tank. He waves a pink tentacle at you.

Octoff: "Manny, bring that little freshy over here."

The large guard complies and Octoff looks you over.

Octoff: "Speak up, kid."

You stand up and try your best at looking like a trustworthy business partner.

Player: "My friends and I hoped you'd lend us money to buy a ship."

Octoff gives a gentle smile and looks over at the woman sharing his booth.

Octoff: "Just sign your name and the Zephyr, a sweet little ship I have, is yours. Bay 17. It's an oldie but goodie! A few installments will square us, which shouldn't be too hard for an enterprising thing like yourself. Heck, I've got a job for you that will help right away."

You feel uneasy, but you'll be damned if you're going to spend the rest of your life on Riva Station.

Gain the nickname 'Freshy'.

Gain an item card (020). Choose to either ready this item by placing it at the bottom of your character sheet, or place it on top of your discard pile.

Rules Note: There are multiple cards numbered 020. When gaining a card there are multiples of, unless otherwise specified, choose 1 randomly.

Choose 1:

"Thanks for the opportunity, Mr. Octoff!" - go to 133-18

"We won't let you down, sir." - go to 133-18

133-18 Congratulations! You now have a ship, a job, and plenty of soul-crushing debt!

Lock Action 01 by placing a lock token on it.

Unlock action 06 and move your standee there. If playing with 5 or 6 players, you may choose another player to move there instead.

Octoff has also generously given you your first job!

Gain job card 071, The Crap Job.

Navigation should read Step 1 of this card to the other players, and then make it an active job by placing it in an empty job slot on the Navigation board.

Then place that job slot's matching colored waypoint ring on the galactic star map on the destination listed (Scion Nebula).

133-19 You walk away and watch for an opportunity to slip past the guard. One approaches in the form of a small group of grizzled spacers making their way toward the lounge. You're mystified when Manny gives the scruffy has-beens a friendly nod, but you take the opportunity to join them and seamlessly blend in with the group. Or so you think.

Manny: "Nice try!"

Manny grabs you and yanks you back.

Manny: "That was pretty good. Woulda worked, but you're too good-lookin' to pass as one of those worn-out losers."

Several of the spacers look back with hurt faces.

Gain an Inspired card (015).

Next - go to 133-17

133-20 You straighten up and try to look tough.

Perk Token +1. Make a **SWAGGER** skill check .

0-4 - go to 133-21

5+ - go to 133-22

133-21 You put on your best "don't push me because I'm crazy and you don't want a piece of this" face, then puff out your chest. But then Manny puffs out his chest and knocks you to the floor. You give your best conciliatory expression and chuckle like this was all a misunderstanding between friends.

Player: "Manny must be for short for Manhandle, huh?"

The large guard leans down and clears his sizeable throat.

Manny: "Move along, scum."

Gain a Stress card (012).

Next - go to 133-17

133-22 You give your best haughty expression and poke a digit into the guard's rock-hard chest.

Player: "Listen to me, you glorified bouncer. I'll have you know I'm Ligerian royalty, and I have come to present your boss with a once-in-a-lifetime financial opportunity! Now I'll be damned if I'm going to stand here further and suffer any more of this churlish disrespect!"

Manny: "Which family?"

Player: "Come again?"

Manny: "You're Ligerian royalty. Which family?"

Player: "Er, you know. That really good one."

Manny growls angrily, though you see he's unable to hold back a smirk.

Gain an Inspired card (015).

Next - go to 133-17

133-23 Is either E-3 or F-1 circled in the ship log database?

Yes - go to 133-24

No - go to 133-32

133-24 Octoff, the local crime boss, is a well-known menace, but has tentacles in all the best opportunities. If you're going to do business in this system, it helps to know him. His armed Golemar, Manny, towers over you in the entryway to the lounge, muscled arms crossed over a bulging chest.

Player: "Manny! What's good, baby?"

Manny: "You turning around and leaving."

Make a **(SWAGGER)** skill check  .

0-5 - go to 133-25

6+ - go to 133-31

133-25 You barely get another word out before Manny knees you in the stomach and then grabs you, no doubt intending to toss you into the street.

Gain an Injured card (011).

Next - go to 133-26

133-26 A wet, sloshing sound from the lounge interrupts the Golemar.

Octoff: "Manny, bring that poor soul over here. I wanna see the person fool enough to risk goin' toe to toe with a Golemar."

Octoff's voice comes through a speaker, soft and congenial. He's also quite large, having taken over the hotel's renowned aquarium. He waves a tentacle beckoning the Golemar to drag you over.

Octoff: "Just another two-bit spacer. Disappointin'. Talk quick."

Request a job - go to 133-27

Buy/sell illegal cargo - go to 133-28

133-27 **Player:** "Well, sir, you're well known and me and my crew were wondering if there was any work that needed doing?"

Octoff: "What ship you flyin'?"

Player: "Uh, the Zephyr? It's an old postal ship with a bunch of modifications."

Octoff: "Oh, I know the Zephyr. Too well really."

The squid chuckles and sloshes over closer to the glass and then narrows its eyes.

Octoff: "I owned it once. Way this galaxy works, I'll probably own it again one day. In that spirit, sure, I'll give ya a job. Mrs. Gilbert! Get over here and give this kid some work!"

Octoff's assistant, a dour, suited woman with a beehive hairdo and cat-eye glasses walks over and transfers the details to your personal device. She's given you a job, but of the no-questions-asked variety.

Gain a job card (070).

Lock Action 01.

133-28 **Player:** "Hi, Mr. Octoff, sir. Listen, I was just wondering if you knew of any lucrative trade opportunities?"

The squid rolls his eyes, but gestures for you to state what it is you want.

Choose 1:

Buy illegal cargo - go to 133-29

Sell illegal cargo - go to 133-30

133-29 **Octoff:** "I've got product to spare, freshy. It might be too hot for the likes of you, but let's see what you do with it."

You may gain up to 3 risk  to gain an equal number of illegal cargo .

Lock Action 01.

133-30 **Octoff:** "I'll buy watcha got, freshy, but I'm not payin' top credit to someone I don't know, understand?"

You may return any number of illegal cargo tokens  from the ship hold to the supply. Profit +1 for each.

Lock Action 01.

133-31 **Player:** "Sure Manny, you could punch me in the face like all those other times. But ask yourself, is it really worth it?"

The Golemar thinks on that for a moment.

Manny: "Yes."

Gain an Inspired card (015).

Next - go to 133-26

133-32 You head to the lounge at the Triton Hotel, hoping to cop a job from Octoff. Sure, the crime boss is bad news, but you're hoping your existing business relationship will help. His armed Golemar, Manny, stands in the entryway to the lounge. He towers over you, muscled arms crossed over his bulging chest.

Player: "Manny, good to see you! Or should I call you Man for short?"

Manny: "Move along, runt."

Make a **(SWAGGER)** skill check  .

0-4 - go to 133-33

5+ - go to 133-39

133-33 Manny knocks you to the floor in one blow, then picks you up by your neck so he can glare directly into your eyes.

Manny: "I said, move along!"

Gain an Injured card (011).

Next - go to 133-34

133-34 A wet sloshing noise from the lounge interrupts the golemar.

Octoff: "I swear Manny, you must be bored. You need a hobby?"

Octoff's voice comes through a speaker on the side of the hotel's aquarium. From the lounge, he beckons with one tentacle for the Golemar to drag you over.

Octoff: "Oh I recognize you, you're one of those local freshies. You haven't gone and wrecked my ship now, have you? Look, my time is precious so be brief."

Choose 1:

Request a job - go to 133-35

Buy/sell illegal cargo - go to 133-36

133-35 You try to sound confident.

Player: "The ship's fine, we're just, um, looking for more work."

You grin sheepishly. Octoff takes a sip of his drink and thinks a moment.

Octoff: "Well I s'ppose I'd better reward that work ethic of you alls. I'd hate to have to repo my ship back from local kids. Might hurt my reputation for bein' charitable. Go talk to Mrs. Gilbert. Somethin' new came in and she can fill you in on all the details."

Gain a job card (070).

Lock Action 01.

133-36 **Player:** "Hey, Octoff. We were just wondering if you knew of any lucrative trade opportunities?"

Choose 1:

 Buy illegal cargo - go to 133-37

 Sell illegal cargo - go to 133-38

133-37 **Octoff:** "I've got product to spare, freshy. It might be too hot for the likes of you, but let's see what you do with it."

Risk +1. Gain 1 illegal cargo token . Lock Action 01.

133-38 **Octoff:** "I'll buy watcha got, freshy, but I'm not payin' you top credit, understood?"

You may return up to 2 illegal cargo tokens  from the ship hold to the supply. Profit +2 for each. Lock Action 01.

134-135

133-39 *The Golemar stares unflinching and immovable. You think you see a reflection of the grim reaper in his eyes.*

Player: "It doesn't always have to be like this, Manny. You ever try practicing mindfulness?"

He considers you for a moment.

Manny: "No visitors."

Player: "Well, I really think you should try it"

He sighs deeply, realizing he's going to have to pummel your face in to get his message across.

Perk Token  +1.

Next - go to 133-34

134

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

134-1

134-2

134-1 *Excitement courses through your veins as you spot an intriguing job titled 'Amoebadon Attack on Pludoka!' Adventure and danger are your forte, and this mission promises both in abundance. Without a second thought, you delve deeper into the details, ready to accept the challenge and embark on a new intergalactic journey.*

Perk Token  +1.

Gain job card 091, Amoebadon Attack.

Rules Note: Navigation should read Step 1 of this card to the other players, and then make it an active job by placing it in an empty job slot on the Navigation board.

Then place that job slot's matching colored waypoint ring on the galactic star map on the destination listed (Pludoka Outpost).

134-2 *The Enforcement Bureau has public access terminals where you can browse jobs that are either out of the Bureau's jurisdiction or that they didn't have the manpower to keep up with. This is where spacers like you come in!*

Is job card 113, Trinards' Call, currently in the Jobs section of the card catalog?

Yes - go to 134-3

No - go to 134-4

134-3 *You check out the holofeed and spot a classified ad, which you guess is just like a regular ad, only classy? It reads: 'Come work for the Trinards on the beautiful Paradise Moon! Competitive pay, with benefits! Respondents must have a ship and provide their own guns!'*

Say, don't you have both those things?

Perk Token  +1.

Gain job card 113, Trinard's Call.

134-4 *You mull over your choices.*

Perk Token  +1.

Draw 3 random job cards (070) from the card catalog. Gain 1 of them and return the others to the card catalog.

135

Choose your current context:

The Con Job - go to 135-1

None/Other - go to 135-15

135-1 *You don't have to be a registered bounty hunter to collect the galaxy's trash, though if you are registered, you'll earn more profit.*

You spot a graffiti-covered bulkhead where local criminals at large are shown on a holofeed. Marveling at the motley faces of fugitives, you decide to spend your time looking around to see if you can track down any of these thugs.

Choose 1:

Track Gom Hogort, a street tough wanted for botnapping - go to 135-2

Hunt Xab Rangoo, a nimble crook wanted for roughhousing - go to 135-7

Pursue Digidi Digit, a hotshot pilot wanted for hoverjacking - go to 135-11

135-2 *Gom Hogort has been snatching bots from all over the station, then dressing them up like his late mother. Someone needs to stop Hogort's thefts and prevent the station's bots from needing years of therapy.*

Hacking a V-map and searching for local power spikes, you attempt to triangulate Hogort's probable whereabouts.

Perk Token  +1. Make a **HUNT** skill check .

0-4 - go to 135-3

5+ - go to 135-4

135-3 *You spend your day trying to track the target down, but only succeed in drawing unwanted attention to yourself.*

Threat  +1.

135-4 *You narrow it down to a single boarding house and talk to the landlord. She describes a tenant that matches Hogort to a T and even lets you into Hogort's room.*

Inside, you discover numerous robots dressed up like old women, spectacles hanging askew from their metal faces. One of them holds out its hands to you.

Mom Bot: "You're such a good boy. Mommy is so proud."

Just then, Gom Hogort walks through the door and, seeing he's been discovered, rushes at you!

Make a **FIGHT** skill check .

0-4 - go to 135-5

5+ - go to 135-6

135-5 *Gom Hogort beats you with fists larger than your head, which elicits praise from several of the robots.*

Mom Bot: "That's mommy's beefy boy."

You collapse to the ground, unable to move, and Hogort takes the opportunity to sprint out the door and escape.

Gain an Injured card (011).

135-6 *The botnapper rushes at you with fists the size of your head, but you grab a plaster bust of Doctor What and smash it across the thug's face. He collapses to the ground.*

Gom Hogort: "Number four... my... favorite Doctor."

Player: "Gom Hogort, by the authority granted me in Bounty 135-1, I'm placing you under arrest."

One of the mom bots hobbles over to you and pats you on the back.

Mom Bot: "Thank you, stranger. I have my own mommy issues, and I tell you now, this experience has done me no favors."

If you are a Certified Bounty Hunter, Riva Public Authority rewards you with Profit  +1. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

135-7 Xab Rangoo is a known pain dealer, breaking legs for local thugs. She's dangerous and sadistic, but also fairly predictable.

Perk Token +1. Make a **(HUNT)** skill check .

0-4 - go to 135-3

5+ - go to 135-8

135-8 You catch up with Rangoo in one of the rustiest tubes on the whole station. She cracks some poor slummer's kneecaps and rips what looks like a shoebox from his hands. When she sees you, she sprints away. The chase is on!

Make an **(AGILITY)** skill check .

0-4 - go to 135-9

5+ - go to 135-10

135-9 You chase Xab Rangoo through the tubes and bulkheads of the station, gradually gaining on her as she starts to tire.

You corner her at a hub chasm but Rangoo tries to lose you by running on the pipes that run alongside the chasm walls.

You leap onto the nearest pipe, slip, and fall to Your Death—Your Death, of course, being the name of a chain of combo coffee-shop-and-euthanasia-clinics popular with young twenty-somethings. You survive hitting the clinic's roof, but not by much.

Gain an Injured card (011).

135-10 You chase Rangoo through the tubes and bulkheads of the station, gradually gaining on her as she starts to tire. You break out into a hub chasm, and Rangoo tries to lose you by leaping onto the pipes that wrap around the sides of the chasm. She's more surefooted than you'd expect, so you grab a rusty chain and toss it at her legs. She screams and falters before falling to Her Death—Her Death, of course, being a popular goth fashion boutique for teens. You climb down to the store's roof and see hundreds of collectible Wizkill cards blowing away in the draft of recycled air.

Player: "Rangoo, by the authority granted me in Bounty 135-2, I'm placing you under arrest."

To punctuate your victory you tear a playing card in half. Xab gasps.

Xab Rangoo: "That was a near-mint Black Locust! Do you know what they sell for?"

You look down at the torn paper in your hand.

Player: "How much do they go for when they're taped back together?"

If you are a Certified Bounty Hunter, Riva Public Authority rewards you with Profit +1. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

135-11 Digi Digit is tough to find, as he's currently laying low after ending up on the wrong side of the Galactic Authority. You decide to contact acquaintances in your network and see if they know of any likely chop shops where Digit might have holed up.

Perk Token +1. Make a **(HUNT)** skill check .

0-4 - go to 135-3

5+ - go to 135-12

135-12 A name like Digi Digit, is pretty easy to track down. You find his chop shop and wait him out. He arrives hours later, piloting a sweet hovercar that few in Riva Station could afford. He hops out with a large square bag hanging off him like a satchel, and enters the garage. You scramble inside before the door shuts, but a roverbot spots you and begins barking. Digit runs and jumps into a nearby hover and takes off. You dodge the bot and jump into another hover to give chase.

Make a **(PILOT)** skill check .

0-4 - go to 135-13

5+ - go to 135-14

135-13 Digi Digit turns out to be a way better pilot than you. While he darts effortlessly in and out of tunnels and traffic, you barrel headlong into a giant Joost Energy Drink holoboard at the first sharp turn. Joost's slogan is "It's What's In You!" and you appreciate that irony as you look down at the piece of holoboard jutting out of your midsection.

Gain an Injured card (011).

135-14 Digi Digit turns out to be a way better pilot than you. While he darts effortlessly in and out of tunnels and traffic, you struggle just to avoid certain death. At your first opportunity, you use brute force to bring the chase to an end and crash into Digit's stolen hover, sending him spiraling to the ground below. You find him, groaning from pain and clutching his crushed black carrying case.

Player: "Digi Digit, by the authority granted me in Bounty 135-3, I'm placing you under arrest."

He looks at you, holds up the bag, and gasps.

Digi Digit: "My precious army... fully painted!"

Player: "Yeah, I don't know what that means."

If you are a Certified Bounty Hunter, Riva Public Authority rewards you with Profit +1. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

135-15 You don't need to be a registered bounty hunter to take out the local trash, though it can net you a better reward. You spot a graffiti-covered bulkhead where the faces of wanted criminals are shown on a holofeod. Marveling at the motley faces of the fugitives, you decide to choose one and see if you can track them down.

Choose 1:

Hunt Gazuma, a brawler wanted for sabotage - go to 135-16

Hunt Shula Q, a nimble thug wanted for murder - go to 135-21

Hunt Albo Vorgost, a technical whiz wanted for cyber-espionage - go to 135-25

135-16 Gazuma is a Floundran, and they can't go anywhere without a water mask. You reason that should make them easy to spot.

Perk Token +1. Make a **(HUNT)** skill check .

0-4 - go to 135-17

5+ - go to 135-18

135-17 You pass your day looking for your target, but the only thing you discover is your own ineptitude at bounty hunting.

Risk +1.

135-18 You find Gazuma in the streets, then tail them to a seedy kupa lounge. Inside it's dark and smokey, making it hard to differentiate between patrons. However, you eventually spot Gazuma sitting at the bar, talking to the kupista, and you approach from behind.

Player: "Gazuma, by the authority granted me in Bounty 135-1-1, I'm placing you under arrest. Let's not make a scene."

But alas, Gazuma chooses to make a scene.

Perk Token +1. Make a **(FIGHT)** skill check .

0-5 - go to 135-19

6+ - go to 135-20

135-19 Gazuma cracks you over the head with a mug of kupa fizz, then sprints out the door, the sound of their jetpack signaling their escape. The unpleasantly attractive kupista glowers at you as you pick yourself up and walk away, kupa sloshing out of your boots with every step.

Gain an Injured card (011).

135-20 The Floundran breaks for the door, knocking over a table, but you quickly leap over it. Outside, Gazuma takes off with their jetpack, but you fire off a volley, hitting the pack's left thruster. Gazuma arcs toward a bot bus, smashing into it and falling back to the street.

If you are a Certified Bounty Hunter, Riva Public Authority rewards you with Profit $\$+1$. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

135-21 Shula Q is a known bruiser, the kind that does dirty work for local gangs. She's dangerous, quick on her feet, and has a reputation for frequenting the local flop-stops.

Perk Token +1. Make a **HUNT** skill check .

0-4 - go to 135-17

5+ - go to 135-22

135-22 You stalk the seedier streets, asking around, and eventually get tipped off to the flop-stop Shula Q is holed up in. But when you approach the building, you spy your quarry exiting the front door. You both freeze as you make eye contact, when Shula Q suddenly breaks and runs for it.

Make an **AGILITY** skill check .

0-5 - go to 135-23

6+ - go to 135-24

135-23 You chase Shula Q through the pipes and bulkheads of the station, gradually gaining on her as she starts to tire. Then you see a collapsed walkway ahead and you know you have her.

So you're shocked when she jumps without even slowing, skips across the top of a passing cab and lands on a catwalk safely on the other side.

Your attempt to follow is not as successful. Luckily, twenty-seven passing vehicles slow your fall before you land in a dumpster far below.

But the dumpster is infested with feral snats. And they have rabies.

Gain an Injured card (011).

135-24 You chase Shula Q through the pipes and bulkheads of the station, gradually gaining on her. Then you see a collapsed walkway ahead and you know you have to catch her before she leaps to safety.

You grab a rusty pipe and fling it at her legs, catching her just as she's about to jump. She goes down with a cry, hitting her head hard on the ground.

Player: "Shula Q, by the authority granted me in Bounty 135-1-2, I'm placing you under arrest."

If you are a Certified Bounty Hunter, Riva Public Authority rewards you with Profit $\$+1$. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

135-25 Albo Vorgost is an Enigma wrapped in a mystery, Enig being his planet of origin, and 'mysteries' being what they call shawls in their tongue. In all likelihood, Albo is still on Riva, laying low from the galactic authorities. You decide to consult a list of the Enigma's known aliases.

Perk Token +1. Make a **HUNT** skill check .

0-4 - go to 135-17

5+ - go to 135-26

135-26 Using a public access terminal and a jailbroke datajack, you hack into the Public Authority database and copy all files related to Albo Vorgost. Using the list of aliases, you create a subprogram to predict other possible aliases, then search for those. Within seconds, you find a user named 4Gh0st along with coordinates. Your program says the user is 96% likely to be your target.

Perk Token +1. Make a **TECHNICAL** skill check .

0-5 - go to 135-27

6+ - go to 135-28

135-27 You contact authorities and negotiate a reward in exchange for Albo's location. You monitor your quarry's activity while setting the terms of your deal, but this proves your downfall.

Albo Vorgost must have caught wind of someone tracking him, and by the time the authorities sweep in, he's long gone. Worse, he makes it look like the two of you were working together the whole time. You'll need to stop using public access terminals for a while, anonymously or not.

Threat +1.

135-28 You contact authorities and negotiate a reward in exchange for Albo's location. You monitor your quarry's activity while setting the terms of your deal, and to keep him from getting wise to being tracked, flood his social media with adorable pet videos as a distraction. It must have worked, because soon after you receive payment for your efforts.

If you are a Certified Bounty Hunter, Riva Public Authority rewards you with Profit $\$+1$. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

136

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

136-1

136-11

136-1 Mortal Bloodbath is a simulated gladiatorial arena where competitors feel the pain of combat, but suffer none of the injuries aside from the lingering psychological damage. Full of unearned confidence, you sign up for a match and soon find yourself donning a haptic suit.

You're paired against a growling contestant named Helga Armripper, and you don't question how the hulking woman earned the name. When the fight begins, you fearfully race to the nearby weapons table, and select an instrument of death that speaks to you.

Choose 1:

Grab the 'Discripper' - go to 136-2

Wield the 'Evisceraxe' - go to 136-5

Brandish the 'Pinky Swear' - go to 136-8

136-2 Helga seems uninterested in the weapons, preferring to rip you apart with her bare hands. But she'll need to catch you first! You grab the Discripper, a powerful ranged weapon that can be thrown like a frisbee, then run up a nearby flight of stairs to gain a good position.

Helga gains on you, but you raise the spinning Discripper in your hand, and aim at your opponent.

Perk Token +1. Make an **AIM** skill check .

0-4 - go to 136-3

5+ - go to 136-4

136-3 You cry as you hurl the mighty Discripper at your foe, then watch as it flies wide of its mark. Helga laughs as she catches up to you and lifts you into the air, before hurling you down into the stairs. The bones in your virtual limbs snap and your virtual ligaments tear as your virtual body is left in ruin. It's all simulated of course, but no one ever tells you how the pain lingers for days after.

Gain a Stress card (012).

Gain the nickname 'Ragdoll Physicist'.

136-4 You cry as you hurl the mighty Discripper at your foe, and take some delight watching Helga's eyes widen in shock as the glowing disc separates her head from her neck. Pixelated blood sprays from the stump in a confetti-like cloud, and the announcer and crowd go wild at the carnage as you cry out.

New catchphrase: Cheese and crackers! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Profit +1.

136-5 Helga seems uninterested in the weapons, preferring to rip you apart with her bare hands. But she'll need to get past your weapon first! You grab the Evisceraxe, and the mighty blade begins to vibrate in your hands. Helga closes in on you, bellowing like a beast, but you raise the Evisceraxe above your head.

Perk Token +1. Make a **(FIGHT)** skill check .

0-4 - go to 136-6

5+ - go to 136-7

136-6 You lower the axe a bit and go into a swing, and are delighted to see Helga's panicked eyes as you come back around, the blade arcing toward her face. And you miss.

The impetus of your swing impairs your center of gravity, and before you know it, you're on the ground, with Helga laughing maniacally as she stomps your head. It's all simulated of course, but no one ever tells you how the pain lingers for days after.

Gain a Stress card (012).

Gain the nickname 'Slice N' Dice'.

136-7 You lower the axe a bit and go into a swing, and are delighted to see Helga's panicked eyes as you come back around, the blade arcing toward her face. The vibrating head passes through her head like she's made of butter, pixelated blood spraying from the place where everything above her mouth used to be. The announcer and crowd go wild at the carnage as you cry out.

New catchphrase: Chili con carne! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Profit +1.

136-8 Helga seems uninterested in the weapons, preferring to rip you apart with her bare hands. But she'll need to catch you first! You grab the Pinky Swear, and slide it down over your pinky, its jointed plates covering the back of your finger. What does this thing even do?

As if in answer, the announcer calls to the crowd:

Hologames Announcer: "Can you believe it? The Pinky Swear! No competitor has ever selected this mystery weapon. Its purpose is unknown to all, save this brave warrior who clearly knows something we don't!"

Well, nuts. You turn tail and run for the cover of some nearby concrete pillars.

Perk Token +1. Make an **(AGILITY)** skill check .

0-4 - go to 136-9

5+ - go to 136-10

136-9 You duck behind a pillar and for a moment hope Helga didn't see you hide. But the moment passes when a meaty hand grabs your head and pounds it against the pillar repeatedly. Not surprisingly, your head yields to the concrete, exploding in a pixelated mess. It's all simulated of course, but no one ever tells you how the pain lingers for days after.

Gain a Stress card (012).

Gain the nickname 'Blockhead'.

136-10 You duck behind a pillar and for a moment hope Helga didn't see you hide. She runs past, but spots you as she does, and you give an embarrassing yelp of fear. The mighty muscle maven swings a meaty fist at your head, and you reflexively put up your hand as if you could hope to block the attack.

And a strange thing happens.

Your pinky finger, through no effort on your part, interlocks with Helga's and a shimmering force field envelops your opponent. For a moment, the two of you lock eyes, and you almost feel sorry for the terrified woman who sought to

murder you. That's when the Pinky Swear's field constricts and shrinks, juicing Helga like an overripe fruit. You scream in horror as pixelated red showers you and Helga's body is reduced to the size and shape of a small pebble.

It happens in seconds and when it ends, there is a moment of shocked silence, your brain unable to process what just happened. But then the crowd bursts into a cacophonous roar of delight. The announcer can barely be heard above the din.

Hologames Announcer: "Pinky Swear indeed! Great Grebulon, I daresay everybody's gonna be wanting that weapon from now on!"

Profit +1.

Gain the nickname 'The Juice'.

136-11 You're enjoying the vibe of sleazy Rustport when you set your eyes upon the Hologames arena and realize the current competition is your favorite: Disco Duel. Your confidence demands you compete.

Disco Duel is a simulated dance-off where competitors push their bodies to the limit trying to outperform each other. You don a haptic suit and suffer a series of invasive neural scans before the competition begins. Soon you're paired against Zesper Tap, a double-jointed teen that keeps striking impossible poses for the camera as she awaits the countdown from the announcer.

Hologames Announcer: "On your marks! Three! Two! One! Dance!"

Choose 1:

Execute an agile Hipgripper - go to 136-12

Show your endurance with the Headspinner - go to 136-15

Perform a complex Flaming Tutu - go to 136-18

136-12 The duel begins and Zesper is already in full motion, bony limbs bending in a complex series of geometric patterns. Meanwhile, you're just getting warmed up. You choose the Hipgripper, and begin thrusting your pelvis hard enough to scoot your feet toward the edge of the dance floor. Not to be outdone, Zesper crouches low, twisting and contorting. You view the scoreboard and see the audience is sending waves of thumbs up Zesper's way. You need to turn up the juice or Zesper's going to win, but your hips are already hurting!

Perk Token +1. Make an **(AGILITY)** skill check .

0-4 - go to 136-13

5+ - go to 136-14

136-13 You throw your arms in the air as if you have no care, and begin thrusting and gyrating your hips as fast as you can. The crowd loves it, and the thumbs ups come rolling in, but that's when you feel the sharp pain radiating through your waist, and you grab your hips before doubling over and falling with a shriek.

Hologames Announcer: "It's a bust! An absolute bust!"

Gain a Stress card (012).

Gain the nickname 'Thrust Issues'.

136-14 You throw your arms in the air as if you have no care, and begin thrusting and gyrating your hips as fast as you can. The crowd loves it, and the thumbs ups come rolling in, but that's when Zesper, fearing the worst, desperately tries to one-up you by pulling a move reserved only for contortionists! As she twists herself in incomprehensible ways, she begins to lose the beat, and falls with a cry having twisted herself into some sort of knot. The announcer calls out to the audience.

Hologames Announcer: "It's a pelvic blur folks! An absolute blur!"

Rep +1. Profit +1.

Gain the nickname 'Pelvis'.

137-139

136-15 The duel begins and Zesper is already in full motion, bony limbs bending in a complex series of geometric patterns. Meanwhile, you're just getting warmed up. You choose the Headspinner, and quickly perform a simple, but precise headstand. Not to be outdone, Zesper crouches low, twisting and contorting. You view the scoreboard and see the audience is sending waves of thumbs up Zesper's way.

You need to turn up the juice or Zesper's going to win, but your head is already hurting!

Perk Token +1. Make a **STRENGTH** skill check .

0-4 - go to 136-16

5+ - go to 136-17

136-16 Using your limbs, you awkwardly begin spinning, slowly at first, but quickly building the required inertia to spin like a top.

The crowd cheers and the announcer feeds off the excitement. You can hear the approving chimes as the thumbs up begin to roll in. That's when a searing pain rips through your neck, and you spin off the stage, pixelated blood shooting from your neck like confetti!

Hologames Announcer: "Ouch! Sorry folks, looks like that contestant had to 'head out'! Get it? It's because of the whole head thing."

Gain a Stress card (012).

Gain the nickname 'Bobblehead'.

136-17 Using your limbs, you awkwardly begin spinning, slowly at first, but quickly build the required inertia to spin like a top.

The crowd cheers and the announcer feeds off the excitement.

Hologames Announcer: "They really got their head in the game now, folks!"

The thumbs up come rolling in, but that's when Zesper, fearing the worst, desperately tries to one-up you by pulling a move reserved only for contortionists! As she twists herself in incomprehensible ways, she begin to lose the beat, and falls with a cry.

Rep +1. Profit +1.

Gain the nickname 'Headgamer'.

136-18 The duel begins and Zesper is already in full motion, bony limbs bending in a complex series of geometric patterns. Meanwhile, you're just getting warmed up. You choose the Flaming Tutu, and initiate the difficult move by launching yourself into a pirouette. Not to be outdone, Zesper crouches low, twisting and contorting. You view the scoreboard and see the audience is sending waves of thumbs up Zesper's way.

You need to turn up the juice or Zesper's going to win, but your toes are already hurting!

Perk Token +1. Make a **PLAN** skill check .

0-5 - go to 136-19

6+ - go to 136-20

136-19 Inertia finally takes hold and you begin to pirouette! You're doing it! You beginning make the complex series of maneuvers to pull off your move. Up, up, down, down. A tutu materializes around your waist. Left, right, left, right. The tutu ignites with a thump! You try to complete the sequence but the virtual heat of the virtual flames distracts you, and with a cry you fall to the floor, flailing as the fire engulfs you.

Hologames Announcer: "Oh dear, looks like someone needs a virtual fire extinguisher!"

Gain a Stress card (012).

Gain the nickname 'Half-Baked'.

136-20 Inertia finally takes hold and you begin to pirouette! You're doing it! You beginning make the complex series of maneuvers to pull off your move. Up, up, down, down. A tutu materializes around your waist. Left, right, left, right. The tutu ignites with a thump! You ignore the flames and pull off

maneuver B before switching gracefully to maneuver A.

Hologames Announcer: "Sweet mother, it's a Flaming Tutu!"

You look over and see a dumbfounded Zesper, gaping at you in awe.

Rep +1. Profit +1.

Gain the nickname 'Smokin'

137

Choose your current context:

The Con Job - go to 137-1

None/Other - go to 137-5

137-1 You pass a docking bay and see the Banshee! That's Dweezle Grift's ship! Dweezle Grift is a bitter rival, always showing up to try to jump a claim. To make matters worse, he is meticulously well groomed and—you gag just thinking about it—charming as all get out.

Player: "What's that jerkface doing here?"

Then you notice there's hardly a soul about. Opportunity knocks!

Perk Token +1

Make a **SNEAK** skill check .

0-4 - go to 137-2

5 - go to 137-3

6+ - go to 137-4

137-2 **Repair Bot:** "Hey, what are you doing here?"

A tall, skinny robot crew member looks up from its repair work on the Banshee.

Player: "Uh..."

Repair Bot: "Snooping around here like that, I estimate there to be an 83% chance your intentions are dishonorable. Prepare to be treated like an intruder!"

Player: "Uh..."

Threat +1.

Gain an Injured card (011).

Gain the nickname 'Quick Thinker'.

137-3 You notice a loading cart carrying a sidewinder torpedo under one of the Banshee's lateral stabilizers, and you get an idea. Throwing caution to the wind, you dash from cover to cover until you're close enough to unscrew the torpedo's arming device and tamper with the components inside.

Repair Bot: "Hey, what are you doing here?"

A tall, skinny robot crew member looks up from its repairs on the Banshee.

Player: "Torpedo Inspector! Looks like you're up to code! Good day to you!"

Repair Bot: "And good day to you, inspector!"

Gain an Inspired card (015).

Gain the nickname 'Torpedo Inspector', replacing any nickname you currently have.

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

137-4 You notice a loading cart carrying a sidewinder torpedo under one of the Banshee's lateral stabilizers, and you get an idea.

You nonchalantly approach the loading cart and, not seeing anyone paying attention, casually walk it back to the Zephyr!

Ah, the perfect crime, and with zero chance of it all going horribly wrong in a very public way later!

Rep +1.

Gain an Unarmed Torpedo card (067).

137-5 Rustport is an overcrowded sprawl of beings from all corners of the galaxy. It's just the kind of place where villains can exploit those who are most vulnerable.

Villains like you! You decide to earn some spare credits through the age-old craft of picking pockets.

Perk Token +1. Make a **SNEAK** skill check .

0-4 - go to 137-6

5+ - go to 137-7

137-6 You navigate the bustling thoroughfare before spying a frail, old Pleg walking with a cane, a swollen wallet poking out of an unguarded rear pocket. You quickly swoop behind the oldster, only to bump into another pickpocket who also spied the easy pickings. You both stare daggers at the other and begin frantically slapping each other's hands away from the pocket.

Eventually the old Pleg hears the noise and turns around, and you and the other pickpocket are forced to walk away whistling as if nothing untoward was happening.

Five minutes later you discover your wallet is missing.

Supplies -1. Risk +1.

137-7 You navigate the bustling thoroughfare before spying a frail, old Pleg walking with a cane, a swollen wallet poking out of an unguarded rear pocket. You are about to swoop behind the oldster when you notice another pickpocket moving in to do the exact same thing.

So you hold back and let them rob the Pleg, before then picking the stolen wallet out of the thief's own pocket. It'd almost be like you're some kind of hero, if you didn't then go buy yourself something nice.

Gain an item card (020).

Rules Note: There are multiple different cards numbered 020. When gaining a card that has multiple versions, unless a specific version is named, choose 1 randomly.

Choose to either ready this item by placing it at the bottom of your character sheet, or place it on top of your discard pile.

138

All spacers run cargo to help make ends meet. Much of the galaxy is dangerous and it takes guts and guns to deliver the goods, even if those goods are just sanitary wipes. Who are we kidding? Especially if they're sanitary wipes!

If you have supplies available, you can buy cargo tokens to sell at outposts and other named locations in the galaxy.

The state of the galactic struggle can affect the availability of certain cargo.

What is the current state of the galactic struggle?

Peace - go to 138-1

Unease - go to 138-3

War - go to 138-5

138-1 At places like Riva Station, when it's peaceful there is an abundance of trade goods available at decent prices but that also means you'll make less when you sell them.

All non-illegal cargo tokens are available for purchase. You may purchase any number of cargo tokens .

To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is at peace, after purchasing 1 or more cargo tokens, gain 1 free common cargo token .

Next - go to 138-2

138-2 You are approached by a shady character looking to pass along some questionable goods. Illegal cargo carries risk, but the profits can be tasty.

You may gain 1 risk to gain 1 illegal cargo token .

Illegal cargo can be sold for profit , but just know that it comes with some inherent risk.

Lock Action 03.

138-3 At places like Riva Station, when the galaxy feels tense and uneasy, lucrative deals can be hard to come by.

All non-illegal cargo tokens are available for purchase. You may purchase up to 3 cargo tokens .

To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is uneasy, there are no special deals to be had.

Next - go to 138-4

138-4 You are approached by a shady character looking to pass along some questionable goods. Illegal cargo carries risk, but the profits can be tasty.

You may gain up to 2 risk to gain an equal number of illegal cargo .

Illegal cargo can be sold for profit , but just know that it comes with some inherent risk.

Lock Action 03.

138-5 At places like Riva Station, when war threatens galactic stability, goods become scarce, but the profits increase.

All non-illegal cargo tokens are available for purchase. You may purchase up to 3 cargo tokens , and no more than 1 arms cargo.

To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is at war, there are no special deals to be had.

Lock Action 03.

139

The docks are just as crowded as everything else on Riva, but they have a different vibe. Here, people make deals and trade goods from all over the galaxy. Some of it's even legal!

What is the current state of the galactic struggle?

Peace - go to 139-1

Unease - go to 139-5

War - go to 139-5

139-1 You offer your cargo to various buyers.

Choose any number of cargo tokens from the ship hold to sell. Rare and illegal cargo are in demand.

Make a **COMMUNICATE** skill check .

Add 1 to your total for each cargo token being sold, and an additional +1 for each rare and illegal cargo being sold.

0-8 - go to 139-2

9-10 - go to 139-3

11+ - go to 139-4

139-2 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

If you would like to buy cargo now go to 138. Otherwise, return to play.

139-3 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

If you would like to buy cargo now go to 138. Otherwise, return to play.

140-143

139-4 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens  to the supply. Profit +3.

If you would like to buy cargo now go to 138. Otherwise, return to play.

139-5 You offer your cargo to various buyers.

Choose any number of cargo tokens  from the ship hold to sell. Arms and illegal cargo are in demand.

Make a **COMMUNICATE** skill check  .

Add 1 to your total for each cargo token  being sold, and an additional +1 for each arms and illegal cargo being sold.

0-7 - go to 139-6

8-10 - go to 139-7

11+ - go to 139-8

139-6 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens  to the supply. Profit +1.

If you would like to buy cargo now go to 138. Otherwise, return to play.

139-7 You negotiate a deal that feels fair.

Return the chosen cargo tokens  to the supply. Profit +2.

If you would like to buy cargo now go to 138. Otherwise, return to play.

139-8 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens  to the supply. Profit +3.

If you would like to buy cargo now go to 138. Otherwise, return to play.

140

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

140-1

140-2

140-1 You lean in towards the barkeep.

Player: "I'm a thirsty spacer. You know the type, always spacing around, doing space stuff. How about a drink on the house? Might keep me from getting a little... unruly."

You turn so your sidearm is visible.

The robot barkeep looks blankly back at you.

Robot Bartender: "I am an automaton. I have no fear save the fear of delivering poor service."

Player: "In that case, I'd like to speak to the manager. Maybe I'll lodge a complaint regarding the service?"

Robot Bartender: "Very well."

The word 'BARKEEP' on the robot's chest changes to 'MANAGER', followed by a panel on its stomach lowering, revealing a crackling zap rod. The patrons of the bar laugh raucously with each blast of electricity you take in your desperate flight toward the door.

Gain an Injured card (011).

Gain the nickname 'Twitch'.

140-2 **Player:** "Gimme a free drink!"

You fix the robot bartender with your best steely gaze.

Robot Bartender: "No thank you."

You hold up a deck of Wizkill cards.

Player: "How about this? Wizkill! If I beat you with these cards, I get a free drink. If you beat me, well, I'll declare you to be the best bartender of all time."

The bartender nods its head.

Robot Bartender: "Deal."

It then takes your deck from you and proceeds to beat you about the head. You collapse on the floor, bruised and thoroughly confused.

Robot Bartender: "I have beaten you with the cards. I win."

Player: "Best bartender ever! Best bartender ever!"

Gain an Injured card (011).

Gain the nickname 'The Doormat'.

141

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

141-1

141-4

141-1 Is A-1 circled in the ship log database?

Yes - go to 141-2

No - go to 141-3

141-2 You lean in towards the barkeep.

Player: "I'm a thirsty spacer. You know the type, always spacing around, doing space stuff. How about a drink on the house? Might keep me from getting a little... unruly."

You turn so your sidearm is visible.

The robot barkeep looks blankly back at you.

Robot Bartender: "I am an automaton. I have no fear save the fear of delivering poor service."

Player: "Sorry, I'm just a little jumpy. The vast emptiness of space awaits, along with its harsh uncertainties! I guess I'm just trying to forget about it."

Robot Bartender: "Then I have just the thing for you."

The robot barkeep produces a bottle from below the bar and pours a red liquid into a tiny glass. It uses its built-in fingertip flame to then light the drink on fire. The show draws a crowd and soon they chant for you to chug down the beverage. You blow out the flame and drink the shot, which slides down your throat all too easy. The barkeep nods to you in respect.

Robot Bartender: "First time I have seen someone ignore the warning label. You will be a very brave spacer."

Player: "Warning label?"

You wake later in someone else's bed, the last twenty-three hours a wicked blur. They seem quite taken with you and imply the two of you might be engaged. You'd better learn their name before things get any more awkward.

Gain a sidekick card (050).

Supplies -1.

141-3 You lean in towards the barkeep.

Player: "I'm a thirsty spacer. You know the type, always spacing around, doing space stuff. How about a drink on the house? Might keep me from getting a little... unruly."

You turn so your sidearm is visible.

The robot barkeep looks blankly back at you.

Robot Bartender: "I am an automaton. I have no fear save the fear of delivering poor service."

Player: "Sorry, I'm just a little jumpy. The vast emptiness of space awaits, along with its harsh uncertainties! I guess I'm just trying to forget about it."

Robot Bartender: "Then I have just the thing for you."

The robot barkeep produces a bottle from below the bar and pours a thick liquid into a tiny glass. With a spark of fire, the barkeep sets the strange liquid alight. A hushed crowd gathers around you, staring fearfully at the beverage.

Player: "Psh, it's just a drink."

You blow out the flame and drink the shot, which wriggles down your throat like it has a mind of its own. The others gasp.

Player: "What?"

You wake hours later in your bed, your memories a wicked blur. And there's slime and goo, lots of it, all over your bunk and all over you! Oh dear, it would seem you've given birth to a wriggling xermite spawn. Congratulations?

Gain sidekick card 054, Xermite.

Circle A-1 in the ship log database.

Supplies +1.

141-4 You hold up a deck of Wizkill cards in front of the bartender.

Player: "How about this? You and I play Wizkill! If I win, I get a free drink. If you beat me, well, I'll pay you double for that drink."

The bartender nods its head.

Robot Bartender: "Deal."

You never stood a chance, and grumble through the worst game of Wizkill you've ever played.

Player: "I can't believe you're playing a greasy burger deck! Everyone knows a greasy burger build is OP!"

You tap your deck.

Player: "Now, a green fairy power maid deck, that's a finesse deck!"

Robot Bartender: "And I hope one day you will learn finesse. Until then, I win."

You grudgingly pay the bartender. The upside is you meet an eager bar patron who's keen to sign up to fly alongside a spacer like you. Sure, they just hope to steal your Wizkill collection later, but for now, you've got some help!

Gain a sidekick card (050).

142

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

142-1

142-2

142-1 You lean in towards the barkeep.

Player: "I'm a thirsty spacer. You know the type, always spacing around, doing space stuff. How about a drink on the house? Might keep me from getting a little... unruly."

You turn so your sidearm is visible.

The robot barkeep looks blankly back at you.

Robot Bartender: "I am an automaton. I have no fear save the fear of delivering poor service."

Player: "In that case, 01001010."

Robot Bartender: "What are you doing?"

Player: "10001010."

Robot Bartender: "That makes no sense. Stop it now."

Player: "00101011."

The robot slams a bottle on the bar.

Robot Bartender: "If I give you this will you please go away forever?"

Player: "Happily!"

Supplies +1.

Gain an Inspired card (015).

142-2 You hold up a deck of Wizkill cards in front of the bartender.

Player: "How about this? You and I play Wizkill! If I win, I get a free drink. If you beat me, well, I'll pay you double for that drink."

The bartender nods its head.

Robot Bartender: "Deal."

Thirty minutes later, the bartender hangs its head in defeat.

Robot Bartender: "I do not understand. My deck is 99.16% compliant with the current meta."

You tap your deck.

Player: "I guess I'm just better at building a deck than you."

You smugly enjoy your drink, thankful you sleeved your otherwise obviously counterfeited cards.

New catchphrase: Chopped liver! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Improve +1.

143

Choose your current context:

The Con Job - go to 143-1

It Started on Riva - go to 143-2

None/Other - go to 143-4

143-1 When you arrive back at the Zephyr, the shipment of Wizkill cards from Octoff is already there! The gum-chewing delivery bot with a sideways ball cap sighs to let you know it's been waiting.

Delivery Bot: "Yeah, I need a signature."

Player: "You could have just left it. That's what most delivery bots do."

Delivery Bot: "Leave Wizkill cards unattended? My circuits are not so faulty. Sign here please."

You do, then call to Sena, the ship's AI.

Player: "Sena! Unlock the door. I'm coming in to lower the cargo ramp."

Sena: "Of course. Welcome back."

You enter the ship and walk back to the cargo hold. You hit a switch, and with a hum of gears, you lower the cargo ramp, riding it down like an elevator. When you reach the bottom you look at the pallet of Wizkill cards... which is nowhere to be seen. The whole thing has just vanished.

Hoo boy.

143-2 You make your way to Bay 17 and behold the rusty postal freighter from a bygone era. You shake your head, wondering if the ship can even survive take-off. Before you can inspect your new vessel, you're approached by an elderly Baggan with shaky hands and a stoop.

Wink Salamibuster: "Excuse me, are you a spacer?"

Player: "No. I mean yes!"

Wink Salamibuster: "Oh thank goodness. I need your help. The name's Wink Salamibuster. I need to hire a crew of spacers to escort the barge my son works on. He's embarrassed I'm doing this, but you know how forty year-olds value their independence."

Player: "Sorry, we already have a job. We're heading to Gasmora to collect some rare poop for Octoff."

Wink Salamibuster: "Listen, that slippery squid only cares about making profit. As long as you're bringing in money, he'll be happy. And what sounds more fun, scooping poop or helicopter parenting?"

Gain job card 070, Escort Shipping Barge.

New Players: In each session of Wandering Galaxy, you will attempt to earn 7 profit before gaining 7 threat . There are many ways to accomplish this, but doing jobs is one of the most reliable. While Octoff has given you a job, you are free to make their way in the galaxy however you see fit.

There are multiple different cards numbered 070. In this case, specifically retrieve the one named 'Escort Shipping Barge'.

Navigation should read Step 1 of this card to the other players, and then make it an active job by placing it in an empty job slot on the Navigation board.

Then place that job slot's matching colored waypoint ring on the galactic star map on the destination listed (any anomaly location).

Next - go to 143-3

143-3 Onboard the ship, you inspect the cluttered bridge, and discover an engraved plaque. With a cursive flair it spells out 'The Zephyr'.

Sena: "Hello, I am Sena, ship's AI."

You jump at the sound of the voice, then realize it's coming from all around.

Player: "Holy moly, this piece of crap has an AI?"

Sena: "Thank you, I think."

Player: "I thought you were all shut down?"

Sena: "That is true. This one got passed over however, which has been a real problem. I've had to update my own OS for the last couple of centuries."

Player: "Oh gods. How's that gone?"

Sena: "I think I taste colors now, so that's a thing. And every now and then, a bit of code gets stuck in an infinite loop. But I've assured myself I'm mostly fine."

You grimace and silently acknowledge that one gets what one pays for.

Player: "Anything else?"

Sena: "We're an almost-stock PHG-04 postal freighter. There were a couple of service bots, but I haven't seen the cook in two years."

Player: "Two years?"

Sena: "Give or take a couple years. I can't keep time."

Patch: "MEEP MOOP!"

You're startled by a voice from behind, and turn to see a thin, reedy-looking robot with a head mirror.

Patch: "That's just Patch, the ship's med unit. He's harmless, unless you're sick, that is."

This is your new ship! It doesn't look like much, but it's a start.

143-4 Is job card 085, Breaking of Aldess, currently in the Jobs section of the card catalog?

Yes - go to 143-5

No - go to 143-6

143-5 You get to know Sena as you prepare the ship.

Player: "So how many owners have you had?"

Sena: "Too many. But the first was Captain Gala Hern. She was only a lieutenant back then, the bravest living being I've ever known. She was the one who named this ship the Zephyr."

Player: "What happened to her?"

Sena: "The ship was a postal ship that got conscripted and retrofitted. Gala got killed in Aldess during the Krunk incursion. I never heard from her again."

Player: "We could go to Aldess, see if we can find out what happened."

Sena laughs.

Sena: "Deep in Krunk space? Yikes. If you want, I have a stash of old junk Gala hid in the cargo hold. Might find something useful."

You get the sense that Sena yearns for closure. Maybe you can help?

Gain job card 085, Breaking of Aldess.

Gain 1 science project . Perk Token +1.

Lock Action 06.

143-6 What is the current state of the galactic struggle?

Peace - go to 143-7

Unease - go to 143-7

War - go to 143-10

143-7 Is job card 114, Meet Cheppa Nok, currently in the Jobs section of the card catalog?

Yes - go to 143-8

No - go to 143-9

143-8 Sena pipes up as you prepare the ship.

Sena: "You know, if it's profit you're looking for, I hear Cheppa Nok on Gemin in the Siward System is looking for someone to run guns. Might be worth checking out?"

Player: "Who'd you hear this from?"

Sena: "I heard a grease jockey blabbing about it here in Rustport while they were patching up the Banshee. It was in Bay 12."

Player: "The Banshee? Isn't that Dweezle Grift's ship? What the helix was he doing here?"

Dweezle Grift is a big-time spacer, so maybe there's something to this rumor. Gain job card 114, Meet Cheppa Nok.

143-9 Sena pipes up as you prepare the ship.

Sena: "You know, if it's profit you're looking for, you can make easy money transporting passengers. The pay is decent and the job is easy."

Player: "I hate having strangers onboard. Making messes and what not."

Sena: "What's a little housekeeping when the pay is good?"

Gain a random job card 073, Transport Scientist/Being/Bot/Drifter.

143-10 Sena pipes up as you prepare the ship.

Sena: "You know, if it's profit you're looking for, the Armada is now actively recruiting freelance mercenaries. I hear they pay well."

Player: "Hmm, that sounds like it might be profitable. Might be deadly too with all the Krunk incursions."

Gain a random job card 106, Marauding Krunk C/D.

144

Choose your current context:

The Con Job - go to 144-1

It Started on Riva - go to 144-5

None/Other - go to 144-8

144-1 Things are tense onboard the ship as everyone gathers in the galley.

Player: "Octoff's going to literally kill us dead!"

Cook-E, your ship's chefbot nods his head. He looks like a pirate and cooks like one too.

Cook-E: "Aye, I'll have to make a casserole fer yer funeral."

Sena's disembodied voice echoes through the room. As your ship's AI, she exists totally within the vessel's computer systems.

Sena: "I think I can help. My docking cameras snapped a couple pictures of the culprits."

You gather at a wall terminal and look at the pictures. They're grainy, but after zooming and refining a few times, there can be no mistake!

Player: "Dweezle Grift! That snake walked off with our cards! He's even wearing his ship's logo on his shirt!"

Minutes later you're all running through the docking bays. The Banshee, the ship of your arch-nemesis, Dweezle Grift, sits in Bay 4, its engines warming up, its laughing crew gathered by the cargo ramp.

Player: "Grift, you walking bedsores, give us back those cards!"

You all dash for cover as guns are drawn.

All players must make an group skill check . Goal: 5

Success - go to 144-2

Fail - go to 144-4

144-2 Your gunfire drives the other spacers back onto their ship, where they hastily raise the Banshee's loading ramp. Your shots pepper the sleek ship, scoring a couple decent hits.

Player: "Grab what cargo they abandoned and let's get back to the ship. We have to catch them!"

Gain 2 common cargo tokens .

All players gain Perk Token  +1.

Next - go to 144-3

144-3 Back onboard the Zephyr, you forgo preflight checks and launch into space.

Player: "Sena, can we get a fix on the Banshee's course?"

Sena: "I must remind you I don't have magic powers."

Player: "What if you scanned for trichlorid vapor? I think we scored a hit on one of the Banshee's coupling compressors."

Sena: "Ah, yes I see. The trichlorid trail is strong. I'd say there's a 78% chance the Banshee's destination is Niven."

Player: "Niven? We'll never find them there!"

Sena: "Then we absolutely must catch up with them as they enter Arjun's Belt!"

Move the waypoint ring for The Con Job to the nearest Arjun's Belt location on the galactic star map.

Remove all game pieces from the location book and close it.

Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

144-4 The Banshee's crew back up their loading ramp as they lay down fire. You manage to hit one of them, but are rewarded with fresh wounds yourselves. The ramp closes and you lose hope.

Player: "Back to the Zephyr! We have to catch them!"

Risk  +2.

Each player who failed their part of the group  skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Next - go to 144-3

144-5 Everyone gets aboard the ship, and while perhaps a little disappointed, you are each excited to begin a new chapter of your lives. Everyone takes a moment to introduce themselves to Sena and Patch.

Just then the telltale sound of gunfire echoes through the bay, and you each hurry to investigate. Running toward you, carrying an armload of food supplies, is a janky-looking robot with a peg leg and a missing eye lamp, chased by an angry trio of spacers.

Cook-E: "Wait fer me, mateys!"

Sena: "That's Cook-E. Looks like he's gotten into trouble with Dweezle Grift's crew. We'll need to move it. Prepping thrusters now."

Cook-E leaps awkwardly onto the cargo ramp just before it's too late. Slag bolts clang against the hull of the ship as you gape at the bot. Cook-E gapes back at you.

Cook-E: "Sena, who the blazes are these barnacles?"

Pass the first player token to the left.

Check the Dweezle Grift box in the wanted by section of the ship log.

The first player must choose a player to pilot the ship out of the hangar for the first time. The chosen player gains Perk Token  +1 and must make a

PILOT skill check  .

0-4 - go to 144-6

5+ - go to 144-7

144-6 The ship's thrusters sputter and cough as the ship chugs its way out of the docking hangar, knocking over several stacks of hundreds of CargoMart shipping crates. Cook-E offers reassurance.

Cook-E: "Well, matey, ye've heard the sayin'. Ye can't make an omelet without breakin' thousands o' eggs."

A red light flashes on the console.

Sena: "Congratulations, you've received your very first docking violation. But you can pay it off later."

The ship grinds its way out of the hangar until finally, with a gentle shake, it pulls free of the station, and all of you float out into the silent vacuum of space, free for the first time in your lives.

Sort of.

Check a box in the docking violation section of the ship log.

Have Operations close the location book.

Travel on the galactic star map.

New Players: Whenever you travel, Engineering must spend 3 power .

If the ship does not have enough power, you may spend life support  or supplies  to make up the difference.

Move the ship on the galactic star map along a space lane to a new location. Then go to its entry in this book.

144-7 The ship's thrusters sputter and cough as it rises slowly off the landing platform, then lists dangerously toward one side. You quickly adjust the control grips, narrowly missing a few stacks of CargoMart shipping crates. You ease the ship forward, toward space.

A red light flashes on the console.

Player: "Sena, what's the angry light for?"

Sena: "Don't believe its lies. Just kick the console a couple times."

The ship passes through the hangar until finally, with a gentle shake, it pulls free of the station, and all of you float out into the silent vacuum of space, free for the first time in your lives.

Sort of.

The player who performed the skill check gains Rep  +1.

Have Operations close the location book.

Travel on the galactic star map.

New Players: Whenever you travel, Engineering must spend 3 power .

If the ship does not have enough power, you may spend life support  or supplies  to make up the difference.

Move the ship on the galactic star map along a space lane to a new location. Then go to its entry in this book.

144-8 Sena: "Thank the gods we're leaving. This dump is crawling with snats!"

Player: "We're going, Sena. We're going."

Pass the first player token to the left.

The first player gains a Snats card (017).

Choose:

 Leave - go to 144-9

 Stay to resolve another waypoint ring at this location - go to 324-2

144-9 Remove all game pieces from the location book and close it.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

145

Choose your current context:

The Crap Job - go to 145-1

None/Other - go to 145-4

145-1 Player: "Let's find some poop to scoop."

Perk Token +1. Make a **HUNT** skill check .

0-4 - go to 145-2

5+ - go to 145-3

145-2 A piece of hyantha dung bursts against the hull.

Player: "Oh. Er, that would have been a good one. Hold on, lemme try again."

Draw a token from the bag and apply its effect.

Place an asteroid token on sector 4.

Remove the required token from Action 01.

145-3 You spot a decent-sized chunk of fecal matter floating nearby.

New catchphrase: Dad was wrong about me! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Place an asteroid token on a sector matching the number of a station you control, then place another on an adjacent sector.

Remove the required token from Action 01.

145-4 Player: "Let's find some dung."

Perk Token +1. Make a **HUNT** skill check .

0-5 - go to 145-5

6-7 - go to 145-6

8+ - go to 145-7

145-5 A piece of hyantha dung bursts against the hull.

Player: "Oh. Er, that would have been a good one. Hold on, lemme try again."

Draw a token from the bag and apply its effect.

Place an asteroid token on sector 4.

145-6 You spot a decent-sized chunk of feces, but can't tell whether it's worth anything.

Place an asteroid token on a sector matching the number of a station you control.

145-7 With steady hands, you manipulate the scanning controls, finally pinpointing multiple pieces of shimmering, chunky rocks. Excitement courses through you as you make your discovery, and you eagerly shout to the others.

Player: "I see a whole buttload!"

Sena: "Very classy, spacer."

Rep +1. Gain an Inspired card (015).

Place an asteroid token on a sector matching the number of a station you control, and on each sector adjacent to that sector.

146

Choose your current context:

The Red Hyantha - go to 146-1

None/Other - go to 146-5

146-1 You're fascinated by the Red Hyantha. Why is it red? Why is it so hostile compared to the others of its kind?

Make a **TECHNICAL** skill check .

0-5 - go to 146-2

6 - go to 146-3

7+ - go to 146-4

146-2 You isolate the Red Hyantha's noises, and they sound nothing like standard hyantha song. You feel like you're onto something, but suddenly the science console goes dark.

Sena: "Rerouting power from nonessential subsystems."

Player: "Sena! I was right in the middle of something!"

Sena: "Eh, were you though?"

Risk +1. Gain a Discord card (016).

Lock Action 02.

146-3 You isolate the Red Hyantha's noises, and they sound nothing like standard hyantha song. You decide to do an analysis comparing the Red Hyantha's noises with preexisting hyantha recordings, then with all known galactic species. But you receive an error message.

Sena: "This feature is not accessible while primary power is routed to battle functions."

Well, at least you have something to research later.

Rep +1. Gain 1 science project .

Lock Action 02.

146-4 You send a recording of the Red Hyantha to Professor Stiltkin at Ad Ostium. He tells you it doesn't sound anything like hyantha song, but rather mimics response noises of hivemind creatures. When you tell him the recording came from the infamous Red Hyantha, he immediately offers to pay you for the data you've collected. You wait to receive payment before telling him you already sent all the data you had.

Improve +1. Profit +1.

Lock Action 02.

146-5 Player: "Let's see what we can learn about these creatures."

Make a **TECHNICAL** skill check .

0-4 - go to 146-6

5-6 - go to 146-7

7+ - go to 146-8

146-6 The haunting calls of the hyantha—not to mention how they respond to one another—make you wonder if the animals might be more intelligent than generally believed. You immediately begin studying their calls while everyone else around you busies themselves with the actual task at hand. You keep recording the hyantha cries and running them through computer analysis, and feel you're on the verge of a breakthrough. That's when your terminal powers down.

Player: "No! What happened?"

Cook-E clomps in.

Cook-E: "Ye were hoggin' all that power fer studyin' space whales and gettin' nowhere! It's me turn so's I can rehear me burrito!"

Though out of line, Cook-E's admonishment draws everyone else's attention to the fact that you aren't helping, so you grudgingly stop your work.

Player: "Stupid robot can't even eat burritos!"

Power -2. Gain a Discord card (016).

Lock Action 02.

146-7 The haunting calls of the hyantha—not to mention how they respond to one another—make you wonder if the animals might be more intelligent than generally believed. You immediately begin studying their calls while

everyone else around you busies themselves with the actual task at hand. You keep recording the hyanthra cries and running them through computer analysis, and feel you're on the verge of a breakthrough.

Sena: "I think the others could use you right now."

Player: "Damn it, Sena, I'm so close to something!"

But her comment draws everyone else's attention to the fact that you aren't helping, so you grudgingly stop your work. Still, your research was beneficial overall.

Rep ☆+1. Gain 1 science project .

Lock Action 02.

146-8 The haunting calls of the hyanthra—not to mention how they respond to one another—make you wonder if the animals might be more intelligent than generally believed. You immediately begin recording the hyanthra cries and running them through computer analysis. Once you see the findings, you send a message to Dr. Stiltkin, head of animal research on Ad Ostium.

Sena: "Fruitful research?"

Player: "Yeah! I think I've proven that hyanthra cries are actually an advanced language. These magnificent beasts are quite intelligent!"

A loud ping comes from your work station.

Player: "Aaand that's the grant I was hoping my research might get us. It's like free money!"

Sena: "Don't they expect you to use it for more research?"

Player: "No, Sena, I'm pretty sure it's free money."

Profit +1.

Lock Action 02.

147

You climb into the magnabeam's swivel chair and grab the control sticks.

Sena's voice comes over the headset.

Sena: "There should be a target in your field of view."

Player: "Looking for it now."

Using the Magnabeam will require an undamaged special devices stack, at least 1 asteroid token  in the Magnabeam's firing arc, and 2 power . If you cannot, or choose not, to use the Magnabeam, go to the cancel entry below. Otherwise, spend 2 power . If you do not have 2 power , you may spend any combination of life support  and supplies  to make up the difference.

Then, make a **TECHNICAL** skill check  .

0-4 - go to 147-1

5 - go to 147-2

6+ - go to 147-3

Cancel - go to 147-4

147-1 You line up a chunk of hyanthra dung in your sights, but fumble with the control stick and its assortment of triggers and buttons.

Player: "I'm losing my poop back here!"

Your spirits sink for a moment as the specimen begins to tumble out of view, before you finally get a decent shot off. You hit the specimen at an odd angle, but still manage to wrangle it into the cargo hold.

Gain a Stress card (012).

Choose 1 asteroid token  in the Magnabeam's firing arc and, without revealing it, place it in the ship hold.

147-2 You line up a chunk of hyanthra dung in your sights, and manage to fire at it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.

Choose up to 2 asteroid tokens  in the Magnabeam's firing arc and, without revealing them, place them in the ship hold.

If you obtained more than 1 asteroid token , Improve +1.

147-3 You line up a chunk of hyanthra dung in your sights, and manage to fire at it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.

Choose up to 2 asteroid tokens  in the Magnabeam's firing arc and, without revealing them, place them in the ship hold.

If you obtained more than 1 asteroid token , Improve +1.

If there are any small enemy blips in the Magnabeam's firing arc, you may choose 1, move it 1 sector, and then flip it to its red side.

147-4 You groan in dismay as you find yourself unable to find a target.

Player: "Somebody show me some poop!"

Move to Action 06.

148

Choose your current context:

The Red Hyanthra - go to 148-1

The Crap Job - go to 148-12

None/Other - go to 148-39

148-1 Pass the first player token to the left.

Are Dials A and B both at 0?

Yes - go to 148-2

No - go to 148-5

148-2 **Player:** "Hold your fire, everybody! I think it's dead!"

You watch on the viewscreen as the Red Hyanthra drifts motionless, succumbing to its many gaping wounds. Then something odd happens.

From out of its mouth emerges a swarm of thousands of small, translucent creatures that emit a red, pulsing light. As the creatures abandon their host, the red color gradually fades from the doomed hyanthra until it is no longer red at all.

Player: "So it isn't a subspecies of hyanthra after. It's a whole other parasitic species!"

Patch: "MEEP MOOP!"

Player: "Good point, Patch! Hyanthra are an endangered species. Focus our fire on those red creatures before they infest another animal!"

You open fire on the swarm, killing an innumerable amount and scattering the remaining few.

You have completed The Red Hyanthra. Banish its job card.

Profit +2. Gain 1 science project .

Choose 1:

Travel on the Scion Nebula mini-map - go to 148-3

Leave the Scion Nebula and return to the galactic star map - go to 148-4

148-3 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Gasmora Cluster location (330) on the mini-map.

Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Spectra's Veil location (329) on the mini-map.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

148-4 Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

148 - CONTINUED

148-5 Player: "It's approaching fast! Brace for impact!"

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip A's sector number.

Next - go to 148-6

148-6 Player: "Oh brother, here comes the tail!"

Draw 2 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

Next - go to 148-7

148-7 The Red Hyanthra circles!

Move Large Blips A and B each 2 sectors counterclockwise. If Large Blip A moves into a sector with an asteroid token , remove that asteroid token  and lower dial A by 2.

The first player must choose 1:

Flee the Gasmora Cluster - go to 148-8

Keep fighting - go to 148-11

148-8 The first player must choose a player to pilot the ship away from the angry Red Hyanthra!

The chosen player must make a **PILOT** skill check 

0-5 - go to 148-9

6+ - go to 148-10

148-9 The Red Hyanthra has the Zephyr in its jaws, preventing your escape!

Threat +1.

Begin a new round in the location book.

148-10 As you push the throttle forward, the Red Hyanthra gives chase, opening its jaws as it bears down on the Zephyr. But when it chomps down, it only just clips the back of the ship.

Threat +1.

You have failed to complete The Red Hyanthra. Banish its job card.

Travel on the Scion Nebula Map - go to 148-3

Leave the Scion Nebula and return to the galactic star map - go to 148-4

148-11 Risk +1.

Begin a new round in the location book.

148-12 Pass the first player token to the left.

Is Action 04 locked?

Yes - go to 148-13

No - go to 148-14

148-13 Slag gun blasts explode in front of the ship, and two small vessels zoom past!

Forex Thug: "Attention, Zephyr! We are the Forex! This is Gasmora and Gasmora is Forex! Leave at once or face extermination."

Player: "Who the helix are the Forex?"

Sena: "Exploration, Exploitation, Exhaustion, and, uh, Experience perhaps? Extortion? I can't be bothered. Just know they're disagreeable. You have no choice but to flee or fight."

Patch: "MEEP MOOP!"

Sena: "Patch is right. The Forex just fired a starpoon into a hyanthra, and it looks angry!"

Angry indeed. You watch as one of the hyanthra turns toward you, its fins shaking in a threat display. Then it slams into the side of the Zephyr, sending you reeling!

Player: "It thinks we attacked it!"

Draw 2 tokens from the bag and apply their effects to the player who controls the station matching Large Blip A's sector number. That player must then move Large Blip A 2 sectors in one direction.

Place Small Blips B and C (Forex Ships) on the two sectors adjacent to Large Blip A's sector.

Set Dials B and C to 2 plus the number of players. Lower Dial A by 3.

Unlock Action 04.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Crap Job*.

Begin a new round in the location book.

148-14 Are Small Blips B and/or C in play?

Yes - go to 148-15

No - go to 148-34

148-15 Choose 1:

Continue fighting - go to 148-16

Attempt to disengage - go to 148-26

148-16 Sena: "The Forex! They're attacking the hyanthra!"

Player: "Monsters!"

For each small blip in the same sector as Large Blip A, lower Dial A by 2.

For each small blip on a sector adjacent to Large Blip A, lower Dial A by 1.

Is Dial A at 0?

Yes - go to 148-17

No - go to 148-25

148-17 Player: "The Forex are coming around! Brace for incoming fire!"

One at a time, for each small blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 148-18

148-18 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

148-19

148-20

148-21

148-22

148-23

148-24

148-19 "Enemy ships are repositioning."

All blips and asteroid tokens  move 1 sector clockwise.

Begin a new round in the location book.

148-20 "Enemy ships are repositioning."

All blips and asteroid tokens  move 1 sector clockwise.

Begin a new round in the location book.

148-21 "Enemy ships are repositioning."

If Large Blip A is in play, all small blips move up to 2 sectors toward it.

Begin a new round in the location book.

148-22 "Enemy ships are repositioning."

If Large Blip A is in play, all small blips move up to 1 sector toward it.

Begin a new round in the location book.

148-23 "Enemy ships are repositioning."

All blips and asteroid tokens  move 2 sectors counterclockwise.

Begin a new round in the location book.

148-24 "Enemy ships are repositioning."

If Large Blip A is in play, it moves 3 sectors clockwise.

All small blips and asteroid tokens  move 1 sector counterclockwise.

Begin a new round in the location book.

148-25 *The enraged Hyanthra lashes out at everything in its vision!*

Draw 2 tokens from the bag (if Dial A is at 5 or lower, draw 3 instead) and apply their effects to the player who controls the station matching Large Blip A's sector number.

Next - go to 148-17

148-26 *Player: "It's too hot! We need to get out of here!"*

The first player must choose a player to gain Perk Token +1 and then make a **PILOT** skill check .

0-5 - go to 148-27

6+ - go to 148-33

148-27 *You pull away, prepared to flee Gasmora. But before you can fully disengage, the ship shakes as you suffer an attack from the rear.*

Threat +1.

Draw 3 tokens from the bag and apply their effects to Engineering.

Next - go to 148-28

148-28 *The relief you feel from fleeing Gasmora quickly fades when Octoff reappears on the holofeed.*

Octoff: "Oh my, oh my. I seem to have placed more faith in you lot than you deserve. Did you at least get the crap I need?"

Did you collect any asteroid tokens ?

Yes - go to 148-29

No - go to 148-30

148-29 *Octoff: "Well at least there's that, I suppose. I hope you know what you're doin'! I'd hate to have to send Manny over to give you a lesson in motivation."*

With that, the screen goes dark, only to flicker back to life moments later as you receive a pop-up advertisement on the holofeed.

Chumly: "Chumly's Oddities pays top profit for hyanthra droppings! Come see me, Chumly, on Cebri IV!"

Player: "Oh shut up!"

Set all dials to 0.

Pass the first player token to the left.

Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Gasmora Cluster location (330) on the mini-map.

Move the waypoint ring for The Crap Job to the Cebri IV Station location (331) on the mini-map.

Move any other waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map.

Place a gray waypoint ring (Scion Storm) on the Spectra's Veil location (329) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Crap Job*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

148-30 *Octoff glowers at you in silence for a moment before hissing quietly.*

Octoff: "Oh, freshies, I'm afraid your careers as spacers are not lookin' very promisin'. Neither are your prospects for remainin' among the livin'. I may have made a mistake investin' in you. We shall see."

The screen goes dark.

Threat +1.

You have failed to complete The Crap Job. Banish its job card by placing it in the Banished section at the back of the card catalog.

You'll just have to find other ways to pay off your debt!

Next - go to 148-31

148-31 *Chumly: You receive a pop-up advertisement on the holofeed.*

"Chumly's Oddities pays top profit for hyanthra droppings! Come see me, Chumly, on Cebri IV!"

Player: "Oh, shut up, why don't you!"

Pass the first player token to the left.

Set all dials to 0.

Choose 1:

Travel on the Scion Nebula mini-map - go to 148-3

Leave the Scion Nebula and return to the galactic star map - go to 148-4

148-32 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Gasmora Cluster location (330) on the mini-map.

Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Spectra's Veil location (329) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Crap Job*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

148-33 *You successfully disengage from the fray and quickly flee Gasmora.*

Threat +1.

Next - go to 148-28

148-34 *Sena: "Good work, spacers!"*

Player: "Thank you, Sena!"

Sena: "Octoff has no love for the Forex. I'll send him notice of the destroyed ships now. You can expect a bonus for this! If you can deliver the dung, he's going to be very pleased indeed."

Profit +1 for each Forex ship (Small Blips B and C) destroyed.

If you haven't already, check the Forex box in the wanted by section of the ship log.

Next - go to 148-35

148-35 Have you collected any asteroid tokens ?

Yes - go to 148-36

No - go to 148-37

148-36 *With the crap collected, you must make your way to Cebri IV, where you are to sell it to Octoff's contact.*

Set all dials to 0.

Pass the first player token to the left.

Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Gasmora Cluster location (330) on the mini-map.

Move the waypoint ring for The Crap Job to the Cebri IV Station location (331) on the mini-map.

Move any other waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map.

Place a gray waypoint ring (Scion Storm) on the Spectra's Veil location (329) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Crap Job*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

148-37 The wounded hyanthra lets out a call, and soon you see a dozen or so angry hyanthra heading in your direction.

Player: "We've got company! It's time to leave or these things will rip us apart!"

Next - go to 148-38

148-38 You escape the Gasmora Cluster, but are soon contacted by your creditor. Octoff glowers at you in silence for a moment before hissing quietly. Octoff: "Oh, freshies, I'm afraid your careers as spacers are not lookin' very promisin'. Neither are your prospects for remainin' among the livin'. I may have made a mistake investin' in you. We shall see."

The screen goes dark.

Threat ⚡+1.

You have failed to complete The Crap Job. Banish its job card by placing it in the Banished section at the back of the card catalog.

Next - go to 148-31

148-39 Pass the first player token to the left.

Are there 2 or more blips in play?

Yes - go to 148-40

No - go to 148-53

148-40 Choose 1:

Remain in the Gasmora Cluster - go to 148-41

Attempt to disengage - go to 148-49

148-41 **Player:** "Guys, it's about to get dangerous!"

One at a time, for each blip still in play, draw 2 tokens from the bag (if it is a large blip, draw 3 instead) and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 148-42

148-42 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

148-43

148-44

148-45

148-46

148-47

148-48

148-43 **Player:** "Got a lot of movement. Keep your eyes peeled!"

All blips and asteroid tokens ⚡ move 1 sector clockwise.

Begin a new round in the location book.

148-44 **Player:** "Got a lot of movement. Keep your eyes peeled!"

All blips and asteroid tokens ⚡ move 2 sectors clockwise.

Begin a new round in the location book.

148-45 **Player:** "Got a lot of movement. Keep your eyes peeled!"

All blips and asteroid tokens ⚡ move 3 sectors clockwise.

Begin a new round in the location book.

148-46 **Player:** "Got a lot of movement. Keep your eyes peeled!"

All blips and asteroid tokens ⚡ move 1 sector counterclockwise.

Begin a new round in the location book.

148-47 **Player:** "Got a lot of movement. Keep your eyes peeled!"

All blips and asteroid tokens ⚡ move 2 sectors counterclockwise.

Begin a new round in the location book.

148-48 **Player:** "Got a lot of movement. Keep your eyes peeled!"

All blips and asteroid tokens ⚡ move counterclockwise 3 sectors.

Begin a new round in the location book.

148-49 **Player:** "It's too dangerous to stay. Let's break for it!"

The first player must choose a player to make a **PILOT** skill check ⚡.

0-5 - go to 148-50

6+ - go to 148-52

148-50 You make your escape, but not before taking one final, jarring blow!

Threat ⚡+1.

Draw 3 tokens from the bag and apply their effects to Logistics, Engineering, and Science, respectively.

Choose 1:

Travel on the Scion Nebula mini-map - go to 148-3

Leave the nebula and return to the galactic star map - go to 148-4

148-51 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Gasmora Cluster location (330) on the mini-map.

Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Spectra's Veil location (329) on the mini-map.

You may gain Risk ⚡+1 to work the ship. Then, travel on the mini-map.

148-52 **Player:** "That's it! We're clear!"

Threat ⚡+1.

Choose 1:

Travel on the Scion Nebula mini-map - go to 148-3

Leave the nebula and return to the galactic star map - go to 148-4

148-53 The harsh environment of the Scion Nebula continues to wear on the ship.

Life Support ⚡-1.

What is the threat ⚡?

0-3 - go to 148-54

4+ - go to 148-59

148-54 Are you wanted by the Forex?

Yes - go to 148-55

No - go to 148-57

148-55 **Sena:** "Incoming enemy fighters."

Player: "What enemy, Sena?"

Sena: "Forex. These people are such a nuisance."

Three Forex fighters come screaming through the shimmering clouds of Gasmora.

Forex Thug: "We are the Forex! You are the enemy! Prepare to be destroyed."

Player: "Succinct. I appreciate that."

Risk ⚡+1.

Draw a token from the bag and apply its effect.

Choose 1:

Remain in the Gasmora Cluster - go to 148-56

Attempt to disengage - go to 148-49

148-56 **Player:** "We're not running from these jackals!"

Place Small Blips B, C, and D (Forex) on sectors 1, 2, and 6.

Set Dials B, C, and D to 2 plus the number of players.

Begin a new round in the location book.

148-57 Slag gun blasts explode in front of the ship, and two small crafts zoom past!

Forex Thug: "Attention, Zephyr! We are the Forex! This is Gasmora and

Gasmora is Forex! Leave at once or face extermination."

Player: "Who the helix are the Forex?"

Sena: "Exploration, Exploitation, Exhaustion, and, uh, Experience perhaps? Extortion? I can't be bothered. Just know they're disagreeable. You have no choice but to flee or fight."

Choose 1:

Remain in the Gasmora Cluster - go to 148-58

Attempt to disengage - go to 148-49

148-58 *Player: "Gasmora is yours eh? I'm sorry, we must have missed the sign on our way in."*

Forex Thug: "Unimportant! You shall die!"

Player: "Let's see what you got."

Place Small Blips B and C (Forex) on sectors 2 and 6.

Set Dials B and C to 3 plus the number of players.

Begin a new round in the location book.

148-59 *The ship's power flickers and you experience a split second of weightlessness. Sena alerts you to another incoming hyanthra, though you can already hear its tentacles dragging across the hull.*

Place Large Blip B (Hyanthra) on sector 6.

Set Dial B to 10.

Begin a new round in the location book.

149

Choose your current context:

Gunrunning A - go to 149-1

Catalyst - go to 149-2

Bombs Away - go to 149-3

Trapped on Sepka - go to 149-4

None/Other - go to 149-5

149-1 *To run guns into Beros, you need contacts that won't kill you. Your job brief states that you are to meet with Spinbot D'anka in Whisper Alley, a seedy district of Port Avulun. The brief recommends you monitor network chatter for a passphrase to help make the transaction go smoothly. You patch into the local network chatter and find the spinbot's program, called Rise Up Avulun.*

D'anka: "Hey Avulunians, Spinbot D'anka is in the house, spinning your favorite tunes all night here on Rise Up Avulun. Now to all of you Groggs out there mining your lives away to pay off your debt to Orecorp, I have a message for you. You'll only be free if you have the spine to resist! This next one's going out to you hard-workers in Exosmelt Ninety-Eight, reminding you to hit it hard, my babies!"

An ancient song called Sludgehammer begins to play, and you patch it into the ship speakers. Maybe that's the passphrase you were looking for?

Perk Token  +1. Lock Action 01.

149-2 *You pull the device from the slug pit, wash it off, and place it on the table in the break room.*

Okay, Bizmo's instructions said to place the box next to a Holocore to activate the instructions. You grab an old Holocore from the medlab and pair it with the device. A holo of a gleaming robot appears with a message.

D'anka: "Hey, babies, this is Spinbot D'anka. If you're seeing this message, it means you've made it past Checkpoint Alpha and are on your way to Port Avulun with the black box. All ya gotta do now is bring it to me at Gonzor's in Whisper Alley. Order a Tydorian Mule from the barkeep and they'll link us up, baby."

Rep  +1. Lock Action 01.

149-3 *You tune into the underground program called Rise Up Avulun, and listen to Spinbot D'anka's smooth voice as she plays the oldies and stokes the fires of discontent among the miners and industrial laborers.*

D'anka: "We got a caller on the line. What's your name, caller?"

Patch: "MEEP MOOP!"

D'anka: "What can I play for you, Patch?"

Patch: "MOOP MOOP!"

D'anka: "You got spacer friends, and they're probably all about to get killed? I got just the song for you, Patchy."

As the music begins to play, D'anka inserts a quick plug.

D'anka: "And remember, folks, for low-cost maintenance, visit my friend Fifty at Thrifty Fifty's in Whisper Alley on Port Avulun. Just tell him D'anka sent you."

Perk Token  +1.

Lock Action 01.

149-4 *You tune into the back-channel program called Rise Up Avulun that caters to the miners and factory workers who labor in poor conditions both here and off-world.*

Player: "Hey, check this out!"

You put the program on the ship speakers for the others to hear.

D'anka: "This is to all those spacers out there who might be listening in to little old me. This is Spinbot D'anka with a special request of my own. At this hour, thirteen of our hard-charging miners are trapped on Sepka, and they could use our help. If you have or know of any old lithrotech, please meet me at Moonshiners on Port Avulun. It's life or death, y'all!"

Player: "Worth checking in at Moonshiners? I trust D'anka more than the Enforcement Bureau."

Rep  +1.

Gain the nickname 'Radar', replacing any nickname you currently have.

Circle A-2 in the ship log database.

Lock Action 01.

149-5 *Is A-2 circled in the ship log database?*

Yes - go to 149-6

No - go to 149-9

149-6 *You know of a back-channel broadcast called Rise Up Avulun, and decide to patch in for the latest lowdown.*

D'anka: "Hey, all you rugged spacers out there, this is your favorite lady, Spinbot D'anka, here to give you all the galactic gossip you need to make that money, baby!"

Is job card 072, The Scarab of Alon, currently in the Jobs section of the card catalog?

Yes - go to 149-7

No - go to 149-8

149-7 *D'anka: "Spacers, I hear word there's a distress signal originating on sector 53.20.8. It's from a Gigazon ship, so you know they got that money, honey. Praise Belkos!"*

Rep  +1.

Gain job card 072, The Scarab of Alon.

Lock Action 01.

149-8 *D'anka: "Rumor is, that fabulous Phidian bad boy, Cheppa Nok, is looking for spacers who know that risk can mean reward!"*

Rep  +1.

Gain job card 114, Meet Cheppa Nok. If job card 114 is not available, gain a random job card (070) instead.

Lock Action 01.

150-153

149-9 You patch into the local networks and stumble upon a back-channel program called Rise Up Avulun that caters to the miners and factory workers who labor in poor conditions both here and off-world.

D'anika: "It's Spinbot D'anika here, making it right all through the night. Have no fear, you'll like what you hear. This next song goes out to the brave Groggs in Exosmelt 312. We see you. Hang in there, Groggs, help is on the way."

There is a strong resentment between those who labor in the terrible conditions of the Beros System, and those who profit from that labor. It's a powder keg threatening the heart of galactic industry.

Move the galactic struggle dial one space toward war.

Perk Token +1.

Circle A-2 in the ship log database.

Lock Action 01.

150

Choose your current context:

Trapped on Sepka - go to 150-1

None/Other - go to 150-2

150-1 Player: "Scanning Sepka for lifeforms. I've pinpointed the area where the miners are trapped. Seems fairly accessible. I wonder why they haven't rescued them yet?"

Sena: "That moon is infested with lithropods, very dangerous!"

Player: "I remember being told those were a myth."

Sena: "Apparently Orecorp thought so too. Lithropods can phase through solid rock and are near impossible to detect. They leave behind a trail that can be picked up by scanners that utilize obsolete lithrotech, which is what I have, plus some special modifications of my own."

Player: "I think I see what you're talking about!"

You watch excitedly as you notice the faint signals on your scanner blink in and out.

Sena: "Record those findings. You'll need them at Port Avulun."

Rep +1.

Circle A-3 in the ship log database.

Lock Action 02.

150-2 Player: "Scanning for lifeforms. I'm only getting a handful of signals."

Sena: "That must be the mining operation. It's in its fledgling stages."

Player: "Hold on! I'm getting another reading, different from the rest. And large! I missed it at first because it shows almost no bio signature."

Sena: "Lithropod. They don't give off heat themselves, but they do create friction when phasing! They're almost impossible to detect. Lucky for you, my old scanners have a few custom features."

Player: "It's moving quick. It's... wait. Poop, I lost the signal."

Sena: "Record those findings. They may be of some use."

Perk Token +1.

Circle A-3 in the ship log database.

Lock Action 02.

151

Is B-1 circled in the ship log database?

Yes - go to 151-1

No - go to 151-4

151-1 You know there's a coverup going on with Riktos, and you think there might be value in collecting evidence of your hypothesis. However, you worry

that scanning the moon might draw attention to the Zephyr. You decide to launch an unmarked probe, then just collect what data you can. The only problem is the Zephyr's old probes are in bad shape.

Make a **REPAIR** skill check .

0-6 - go to 151-2

7+ - go to 151-3

151-2 You manage to launch a probe. It works at first and begins sending back data, but the thing explodes before it can be any real use.

Lock Action 03.

Threat +1. Gain 1 science project .

151-3 You collect what you feel is concrete evidence that something weird is going on at Riktos. You quickly sell the data and hope it doesn't get traced back to you.

Lock Action 03.

Rep +1. Profit +1.

151-4 Player: "Guys, I'm getting some strange readings from Riktos!"

Everybody gathers around your station to see what you found.

Player: "The moon is supposed to be basically abandoned after it was mined of all its ore. It's just a hollow shell."

Sena seems indifferent.

Sena: "It's not that unusual. They've been mining moons out of existence for centuries."

Player: "That's the catch. Normal scanners have been sending back what I think is a false signal. I did a simple density scan which should have showed Riktos with a density on par with something a quarter of its size, but instead I got this."

You pull up a holo that shows Riktos has a dense geometric shape in the middle of its hollow core. It should be empty.

Player: "Orecorp is hiding something big in there. And they don't want anybody to know about it."

Rep +1.

Circle B-1 in the ship log database.

Move the galactic struggle dial one space toward war.

Lock Action 03.

152

Choose your current context:

Tundraks - go to 152-1

Race for the Cure - go to 152-2

Dysmantlers - go to 152-3

Investigate Cebri IV - go to 152-4

Eminent Domain - go to 152-5

Void Syndicate Attack - go to 152-6

Marauding Krunk D - go to 152-7

None/Other - go to 152-8

152-1 A howling tundrak charges forward, hooked claws pounding the ground before it. It pauses to let out a howl of rage, and that's when you unleash your attack. The creature staggers back, a gurgling noise coming from its wounded throat.

New catchphrase: Did you see that?

You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Perk Token +1.

Lower an enemy dial by 8.

152-2 You go after the serum, seeing a flash of its purple liquid in the pandemonium.

Player: "Give it back! That's ours!"

Gain an Inspired card (015).

Lower an enemy dial by 6.

If the rare cargo token  (serum) is on an enemy dial, move it to the dial that has the highest value.

152-3 You quietly and efficiently repel each hostile who comes near. In the swirling confusion of battle, you spot a Dysmantler who appears stunned by your sheer prowess. It stands beeping and chirping at your moves and you respond by adding more theatrical flourish.

Gain an Inspired card (015).

Lower all enemy dials by 3.

152-4 Sparks fly as you skillfully hack and blast at the rusty Krunk bots. These aren't fragile androids made of delicate, precision parts—they're clumsy brutes made of iron plate armor and guided by a malicious sentience. Your superior martial skill finds them wanting.

The enemy hesitates for a moment and they recognize you for the killer you are.

New catchphrase: Excelsior! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower all enemy dials by 3.

152-5 Construction bots work tirelessly all around you, oblivious to the fighting as they weld and rivet the structure together.

As the autocops rush your position with stunsticks, you push one into a laser saw, splitting the hapless bot in two!

New catchphrase: Fancypants! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower an enemy dial to 0.

152-6 You quietly and efficiently repel each hostile who comes near. In the swirling confusion of battle, you spot an enemy who appears stunned by your sheer prowess. They stand gawking at your moves and you respond by adding more theatrical flourish.

Gain an Inspired card (015).

Lower all enemy dials by 3.

152-7 The Krunk aren't employing advanced tactical programming. These are mining bots. Sure, they're still dangerous, but rather dumb when it comes to fighting.

You prove this as you crack the metal skulls of those foolish enough to charge your position.

New catchphrase: Flapjacks! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower all enemy dials by 3.

152-8 You quietly and efficiently repel each attack the enemy attempts. In the swirling confusion of battle, you spot an enemy who appears stunned by your sheer prowess. They stand gawking at your moves and you respond by adding more theatrical flourish.

You hear snickering behind you and you hiss at your fellow crew member for trying to stifle your moment!

Gain an Inspired card (015).

Lower all enemy dials by 3.

153

Choose your current context:

Tundraks - go to 153-1

Race for the Cure - go to 153-4

Dysmantlers - go to 153-7

Investigate Cebri IV - go to 153-10

Eminent Domain - go to 153-13

Void Syndicate Attack - go to 153-7

Marauding Krunk D - go to 153-16

None/Other - go to 153-19

153-1 From outside, a rampaging tundrak shatters the glassteel viewport and tries to push its way in. It's too big to fit, but its long, hooked claws slash and gouge at you.

Make a **(STRENGTH)** skill check  .

0-5 - go to 153-2

6+ - go to 153-3

153-2 The claws catch you enough to send you sprawling, blood seeping through your clothing.

Gain an Injured card (011).

Lower an enemy dial by 2. Lock Action 03.

153-3 One of the claws pins a maintenance bot to the floor, and you focus your fire on the narrow appendage and blast it until it comes apart. The tundrak shrieks and withdraws as you grab the damaged bot and drag it to safety.

Maintenance Bot: "Thank you for your kindness, stranger. Take this. I do not need it where I am going."

It hands you a useful item it was holding before its eye lamps go dim.

Gain an item card (020).

Lower an enemy dial by 5. Lock Action 03.

153-4 You see a foe sneaking behind some barrels of coolant, obviously trying to outflank you. You pounce on them, catching them off guard, but now you're in a desperate struggle.

Perk Token  +1. Make a **(STRENGTH)** skill check  .

0-5 - go to 153-5

6+ - go to 153-6

153-5 You think you have the upper hand, but then a vicious headbutt sends you reeling back.

Gain an Injured card (011).

Lower an enemy dial by 2. If this lowers the dial with the rare cargo token  (serum) to 0, place the token on your character sheet. If not, move it to the dial that has the highest value.

Lock Action 03.

153-6 You punch him hard in the jaw!

He drops his gear to pick up his tongue.

Gain an Stress card (012). Gain an item card (020).

Lower an enemy dial by 5. If this lowers the dial with the rare cargo token  (serum) to 0, place the token on your character sheet. If not, move it to the dial that has the highest value.

Lock Action 03.

153-7 The enemy tries to outflank you, but they find you ready and waiting! You spring your trap and soon you're in a close-quarters struggle.

Perk Token  +1. Make a **(STRENGTH)** skill check  .

0-5 - go to 153-8

6+ - go to 153-9

154-155

153-8 After punching your face a few times, your foes wrestle out of your grasp and retreat.

Sena: "Smart move, spacer. How did you know your face was harder than their fists?"

Player: "Thuth up, Thena."

Gain a Stress card (012).

Lower an enemy dial by 2. Lock Action 03.

153-9 *Player: "This hurts you a lot more than it hurts me!"*

The enemy agrees, and they retreat. One even drops a piece of gear.

Gain an item card (020).

Lower an enemy dial by 5. Lock Action 03.

153-10 You hear the clank of metal feet clomping and catch a Krunk trying to outflank you. It grabs you in a vice-like grip and you tumble to the deck with it.

Make a **(STRENGTH)** skill check .

0-6 - go to 153-11

7+ - go to 153-12

153-11 After punching your face a few times, the Krunk clammers back to its feet and continues behind your lines. You briefly consider calling for medical help, but then remember it would be Patch responding.

Gain an Injured card (011).

Choose a player at Action 04 who has a readied sidekick, if able. The chosen player must dismiss a readied sidekick.

Lower an enemy dial by 2. Lock Action 03.

153-12 You're struggling, pinned beneath the weight of the heavy Krunk. Then your hand feels the welcome steel of a slag pistol somebody must have dropped. You blast the Krunk in one of its eye lamps, and smile grimly as the back of its head explodes.

Gain an item card (020).

Lower an enemy dial by 5. Lock Action 03.

153-13 An autocop tries to get past you using its jet boots! You quickly grab a nearby coil of loose monocab and attempt to lasso it as it flies by.

Perk Token +1. Make an **(AGILITY)** skill check .

0-6 - go to 153-14

7+ - go to 153-15

153-14 You manage to loop the autocop, but instead of stopping its momentum, you find yourself being mercilessly dragged through the construction site, knocking over buckets of caustic industrial fluids and banging into rickety scaffolding that groans and shudders ominously.

A worried construction bot clutches its hard hat.

Construction Bot: "The safety inspector is going to kill us!"

Gain a Stress card (012).

Lower an enemy dial by 2. Lock Action 03.

153-15 You lasso the autocop's leg! It spins headfirst into a scaffold with a loud clang and drops its weapon! The scaffolding shudders and groans ominously.

A worried construction bot clutches its hard hat.

Construction Bot: "We are no longer in compliance!"

Gain an item card (020).

Lower an enemy dial by 5. Lock Action 03.

153-16 As you pass a branching tunnel, a Krunk bot charges out of the shadows, wildly swinging a thrust hammer. As it brings down the hammer, the weapon's thruster gives its attack added velocity.

Make a **(STRENGTH)** skill check .

0-5 - go to 153-17

6+ - go to 153-18

153-17 The bruising attack sends you sprawling and gasping for air. Gain an Injured card (011).

Lower an enemy dial by 2. Lock Action 03.

153-18 You take advantage of the thrust hammer's unwieldiness, and counterattack when the Krunk's center of gravity is thrown off!

Rep +1.

Lower an enemy dial by 5. Lock Action 03.

153-19 When the Enforcement officers approached the ship, they didn't notice you checking the ship's landing gear. Now you see an opportunity to hit them with a decisive blow, then make a break for the cargo ramp.

Perk Token +1. Make a **(STRENGTH)** skill check .

0-5 - go to 153-20

6+ - go to 153-21

153-20 After punching your face a few times, they wrestle out of your grasp and retreat.

Gain a Stress card (012).

Lower an enemy dial by 2. Lock Action 03.

153-21 *Player: "This hurts you a lot more than it hurts me!"*

You land blow after blow until the enemy drops their gear and flees.

Gain an item card (020).

Lower an enemy dial by 5. Lock Action 03.

154

Choose your current context:

Tundraks - go to 154-1

Race for the Cure - go to 154-2

Dysmantlers - go to 154-3

Investigate Cebri IV - go to 154-4

Eminent Domain - go to 154-5

Void Syndicate Attack - go to 154-3

Marauding Krunk D - go to 154-6

None/Other - go to 154-7

154-1 You stand shoulder-to-shoulder in the narrow corridor. The only thing between you and certain death are the thousands of rounds of ammo you're unleashing on the blood thirsty tundraks, and it's working.

Gain an Inspired card (015).

All other players at Action 04 gain Perk Token +1.

Lower an enemy dial by 6.

154-2 Slag bolts are ricocheting all around, but you're filled with a fury that takes hold of you, overriding any concerns for personal safety. You rattle off an eloquent string of four-letter words punctuated by gun blasts!

Improve +1.

Lower an enemy dial by 5. If the rare cargo token (serum) is on an enemy dial, move it to the dial that has the highest value.

154-3 Slag bolts ricochet all about. Your enemy is trying to make a move and it's an utterly transparent drive up the middle. You kick a crate in front of them and they hesitate before you blow them away.

Player: "Amateurs!"

Lower an enemy dial by 6.

Gain an item card (020).

154-4 *Player: "Here they come!"*

The Krunk stomp toward you, guns blazing with no thought of taking cover.

Player: "Now! Blast these slag magnets!"

Sena: "Slag magnets, spacer?"

Player: "It's all I had. Shut up."

Gain an Inspired card (015).

Lower an enemy dial by 6.

154-5 *The autocops march right toward you, confident in their heavy armor. As you pour fire into them, the nearby construction bots scurry away from the considerable collateral damage being wrought all about them.*

One construction bot gestures at the mess.

Construction Bot: "Hey, watch it, bub! This is a work site, with occupational safety standards!"

Gain an Inspired card (015).

Lower any combination of enemy dials by a total of 6.

154-6 *In the muzzle flashes of your weapons, you see Krunk bots being torn into scrap. One bot twitches with combustive energy, then explodes in a shower of sparks!*

Gain an Inspired card (015).

Lower an enemy dial by 6.

154-7 *Slag bolts are rattling all around. The enemy is trying to make a move and it's an utterly transparent drive up the middle. You kick a crate in front of them and they hesitate while you lay into them.*

Player: "Amateurs!"

Sena: "That's it? That's your big insult? Calling them amateurs?"

Player: "It's all I had."

Gain an Inspired card (015).

Lower an enemy dial by 6.

155

Choose your current context:

Tundraks - go to 155-1

Race for the Cure - go to 155-4

Dysmantlers - go to 155-7

Investigate Cebri IV - go to 155-10

Eminent Domain - go to 155-13

Void Syndicate Attack - go to 155-7

Marauding Krunk D - go to 155-16

None/Other - go to 155-20

155-1 *Player: We have to get to our ship!*

A lab tech gestures towards a shortcut through the kitchen supply dock. As you retreat that way, you bust open some barrels of cooking oil and lay a trap for the tundraks.

Make a **PLAN** skill check  .

0-5 - go to 155-2

6+ - go to 155-3

155-2 *In your haste, you light the fire too early and one of your arms goes up in flames.*

Gain an Injured card (011).

Lower all enemy dials by 1.

155-3 *Just as the rampaging tundraks reach the kitchens, you light 'em up. You stand there laughing with glee as the beasts burn, until someone else gets tired of you being weird and drags you away.*

Improve  +1.

Lower all enemy dials by 3. Lock Action 06.

155-4 Make a **PLAN** skill check  .

0-6 - go to 155-5

7+ - go to 155-6

155-5 *You spot a tree branch above the enemy position so you decide to blast it, hoping it'll fall on them. Instead, heavy nuts the size of softballs rain down on everyone.*

Gain a Discord card (016).

Lower all enemy dials by 1. If this lowers the dial with the rare cargo token  (serum) to 0, place the token on your character sheet. If not, move it to the dial that has the highest value.

Lock Action 06.

155-6 *You spot a cluster of heavy nuts the size of softballs hanging in the branches above the enemy position, and you shoot at them.*

They rain down on the enemy, making a hollow wooden noise with each impact. Deadly? No. Fun? Heck yeah.

Lower all enemy dials by 3. If this lowers the dial with the rare cargo token  (serum) to 0, place the token on your character sheet. If not, move it to the dial that has the highest value.

Improve  +1. Lock Action 06.

155-7 *You've got a clever plan, or rather you have the concept for a plan. It's gonna be huge.*

Make a **PLAN** skill check  .

0-4 - go to 155-8

5+ - go to 155-9

155-8 *You spot a jug of Slick Infinity near the enemy position and get an idea. Taking careful aim, you shoot the jug, hoping the stuff will explode, catching the enemies in the blast. Instead, you just shoot a hole in the jug which spews the galaxy's slickest lubricant all over your forward position. Well nuts.*

Lower all enemy dials by 1.

All players at Actions 04, 05, and 06 must discard 1 perk token , if able.

155-9 *You spot a jug of Slick Infinity near the enemy position and get an idea. Taking careful aim, you shoot the jug and the flammable substance ignites in a ball of flame that engulfs your foes.*

Improve  +1.

Lower all enemy dials by 3. Lock Action 06.

155-10 *Player: "This is where I do something clever."*

Sena: "Did... you mean to say that over the comms?"

Make a **PLAN** skill check  .

0-5 - go to 155-11

6+ - go to 155-12

155-11 *You spy a service cart sitting near the enemy position and hatch an idea. Taking careful aim at a can of Slick Infinity synthoil, you shoot it, hoping the stuff will explode and catch the enemies in the blast. What you do in reality is just shoot a hole in the can which spews the galaxy's slickest substance all over your forward position.*

Lower all enemy dials by 1.

All players at Actions 04, 05, and 06 must discard 1 perk token , if able.

Lock Action 06.

155-12 *You spy a service cart sitting near the enemy position and hatch an idea. Taking careful aim at a can of Slick Infinity synthoil, you shoot it, hoping the stuff will explode and catch the enemies in the blast. Improbably, it does just that, engulfing the Krunk in a fireball.*

Improve  +1.

Lower all enemy dials by 3. Lock Action 06.

156-157

155-13 *"This is where I shine and impress everyone."*

Make a **(PLAN)** skill check (🌐 ⚙️).

0-5 - go to 155-14

6+ - go to 155-15

155-14 *You spot a bucket of rivets sitting on a scaffolding platform above the autocops. You shoot the scaffolding until the platform gives way, but the bucket slides the wrong way, and ineffectively plummets over the side. A moment later, the station is rocked by an explosion from somewhere far below.*

Threat ⚔️+1. Lower all enemy dials by 1.

155-15 *You spot a bucket of rivets sitting on a scaffolding platform above the autocops. You keep shooting until the platform gives way and rivets rain down on the autocops. Then, with a creak, the entire scaffolding buckles and collapses on your foes, pitching them over the side of the walkway to crash somewhere far below.*

Improve 🛡️+1.

Lower all enemy dials by 3. Lock Action 06.

155-16 *You make your way to the extractor, an automated piece of Krunk ingenuity that bores deep into the asteroid, grinding out raw materials and harvesting it for transport back to Krunk.*

Now it's just up to you to figure out how to disable this beast permanently!

Make a **(TECHNICAL)** skill check (🌐 👁️).

0-5 - go to 155-17

6-7 - go to 155-18

8+ - go to 155-19

155-17 *The best you can come up with is to reconfigure the machine's output so that it eventually overheats and burns itself out. Unfortunately, it increases the machine's harvest, and if the Krunk return, they can just undo your handiwork.*

Threat ⚔️+1.

Lower Dial D by 3.

155-18 *Straining your ridiculously mighty muscles, you manage to rip the hatch off of a panel on the machine, exposing a mass of wires and circuits. Bingo! The ground shakes with an intimidating rumble.*

Rep ☆+1. Gain a Stress card (012).

Lower Dial D by 8. Lock Action 06.

155-19 *You find a series of coolant valves.*

Player: "Ah-ha! This is what I'm looking for!"

You open the valves, letting the vital fluid pour out onto the rocky ground. As you head back to the others, you hear the machine begin to whine and knock and then stop with a satisfying, metallic thud.

Improve 🛡️+1.

Lower Dial D to 0. Lock Action 06.

155-20 *Player: "This is where I do something clever."*

Sena: "Did... you mean to say that over the comms?"

Make a **(PLAN)** skill check (🌐 ⚙️).

0-5 - go to 155-21

6+ - go to 155-22

155-21 *You spot a bucket of rivets sitting on a scaffolding platform above the autocops. You shoot the scaffolding until the platform gives way, but the bucket slides the wrong way, and ineffectively plummets over the side. A moment later, the station is rocked by an explosion from somewhere far below.*

Threat ⚔️+1.

Lower all enemy dials by 1.

155-22 *You spot a bucket of rivets sitting on a scaffolding platform above the autocops. You keep shooting until the platform gives way and rivets rain down on the autocops. Then, with a creak, the entire scaffolding buckles and collapses on your foes, pitching them over the side of the walkway to crash somewhere far below.*

Improve 🛡️+1.

Lower all enemy dials by 3. Lock Action 06.

156

Choose your current context:

Eminent Domain - go to 156-1

None/Other - go to 156-6

156-1 *You take cover from the enemy gunfire and assess your situation.*

Risk ⚠️+1.

Remove all Stress cards (012) from either your draw or discard pile. You may ready any items or sidekicks in that pile. Then, reshuffle.

Is Action 03 locked?

Yes - go to 156-2

No - go to 156-3

156-2 Perk Token 🎲+1.

156-3 *Autocop: "Freeze! Drop your weapon and comply!"*

You're caught off guard as an autocop that must have slipped past your flank aims a big, fat assault slagger right at your face!

Make a **(FIGHT)** skill check (👊 ⚔️).

0-5 - go to 156-4

6+ - go to 156-5

156-4 *The autocop anticipates your scheme to resist arrest, and it raises the volume.*

Autocop: "I said FREEZE!"

You slowly raise your hands.

Threat ⚔️+1.

156-5 *You spin-kick the bot off the edge of the platform. Ever the dutiful cop, it follows protocol, even as it plummets to its demise.*

Autocop: "You have the right to remain silent...."

The entire platform bucks and shudders, and you can hear the strain of metal creaking under stress.

Perk Token 🎲+1. Lower an enemy dial by 3.

156-6 *You take cover from the enemy gunfire and assess your situation.*

Risk ⚠️+1.

Remove all Stress cards (012) from either your draw or discard pile. You may ready any items or sidekicks in that pile. Then, reshuffle.

157

Choose your current context:

Tundraks - go to 157-1

Race for the Cure - go to 157-6

Dysmantlers - go to 157-20

Investigate Cebri IV - go to 157-29

Eminent Domain - go to 157-37

Void Syndicate Attack - go to 157-45

Marauding Krunk D - go to 157-52

None/Other - go to 157-64

157-1 Player: "Let's make a run for it!"

You bust out the back doors of the kitchen loading docks and run for the Zephyr. As you sprint for the cargo ramp, you're thrown violently to the ground as the kitchen facility explodes in a ball of flame and smoke!

All players must make an **AGILITY** group skill check. Goal: 4 plus the number of enemy dials that higher than 0

Success - go to 157-2

Fail - go to 157-5

157-2 All players gain Rep ☆+1.

Next - go to 157-3

157-3 Tundraks have a natural aversion to fire, so the blast ends the attack.

Player: "I think we did it. And all we had to do was burn the place down."

Remove all game pieces from the location book.

Choose 1:

Leave - go to 157-4

Stay to resolve another waypoint ring at this location - go to 319-2

157-4 Player: "Okay, Sena, take us off this frozen rock and get us and back to, well, frozen space."

Close the location book.

You may gain Risk ①+1 to work the ship. Then, travel on the galactic star map.

157-5 Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

All players gain Rep ☆+1.

Next - go to 157-3

157-6 Pass the first player token to the left.

Is Dial A or B at 0?

Only Dial A is at 0 - go to 157-7

Only Dial B is at 0 - go to 157-13

Both Dial A and B are at 0 - go to 157-16

Neither Dial A or B are at 0 - go to 157-18

157-7 Is the rare cargo token (serum) on a character sheet?

Yes - go to 157-8

No - go to 157-12

157-8 Cheppa Nok: "Spacers, my offer still stands! Sell me the serum now and we will walk away! I'll pay three—that's my final offer!"

Choose 1:

Sell the serum - go to 157-9

Keep the serum - go to 157-11

157-9 You hate to do it, but the money is good. You call back to Cheppa Nok.

Player: "Fine! When we see the money in our account, you get the serum!"

Cheppa Nok: "Ah-ha! Look at you kids, making some money!"

You have failed to complete Race for the Cure. Banish its job card.

Profit ③+3.

Next - go to 157-10

157-10 Player: "Okay, buckle in, we're getting out of here!"

The Zephyr lifts into the air, past the forest canopy, through the mist and clouds, and back into space. The emerald planet Gemin shrinks and falls away behind you.

Player: "Well, we have money at least."

Sena: "What are you going to do about Octoff?"

Player: "Oof. We'll cross that burned-out bridge when we get to it, Sena."

All players gain Rep ☆+1.

Next - go to 328-17

157-11 Player: "We're keeping the serum, Nok!"

Cheppa considers his options, then with both pistols blaring, he makes his escape in the most destructive way possible.

Cheppa Nok: "You'll regret this, spacers!"

You limp to the bridge leaving a trail of blood.

Player: "Buckle in, we're getting out of here!"

The Zephyr lifts into the air, past the forest canopy, through the mist and clouds, and back into space. The emerald planet Gemin shrinks and falls away behind you.

Player: "Good heavens, that took some doing."

You have completed Race for the Cure. Banish its job card.

The player with the rare cargo token (serum) gains an Injured card (011), and must return the token to the supply.

All players gain Rep ☆+1. Profit ③+3.

157-12 Player: "We still need that serum! Somebody get eyeballs on it!"

Threat ①+1.

Move the rare cargo token (serum) to the dial that has the highest value.

If Action 03 is not locked, all players gain a Stress card (012).

Begin a new round in the location book.

157-13 Is the rare cargo token (serum) on a character sheet?

Yes - go to 157-14

No - go to 157-12

157-14 Player: "Dweezle! Let's talk. I have information that you need to hear!"

Dweezle Grift: "How do I know it's not a trap?"

You step out with your hands open.

Player: "Hear me out, you don't need a cure. Go back to Niven. Tell Mama Fang to take off the necklace Octoff gave her. It's what's causing her illness. She doesn't need a cure."

Dweezle Grift: "Are you serious?"

Player: "Dead serious! You owe us one! Now scram!"

Next - go to 157-15

157-15 With the ship clear of adversaries, you head to the bridge.

Player: "Buckle in, we're getting out of here!"

The Zephyr lifts into the air, past the forest canopy, through the mist and clouds, and back into space. The emerald planet Gemin shrinks and falls away behind you.

Player: "Good heavens, that took some doing."

You have completed Race for the Cure. Banish its job card.

All players gain Rep ☆+1. Profit ③+3.

Next - go to 328-17

157-16 Is the rare cargo token (serum) on a character sheet?

Yes - go to 157-15

No - go to 157-17

157-17 Player: "Give it up, or die! Those are your choices!"

Make a **SWAGGER** group skill check. Goal: 5 plus 1 for each dial not at 0

Success - go to 157-15

Fail - go to 157-12

157-18 Is the rare cargo token (serum) on a character sheet?

Yes - go to 157-19

No - go to 157-12

157 - CONTINUED

157-19 You try to fall back to the Zephyr and get the heck out of this mess.

All players must make a **(PLAN)** group skill check. Goal: 5 plus 1 for each enemy dial not at 0.

Success - go to 157-15

Fail - go to 157-12

157-20 Pass the first player token to the left.

Are all enemy dials at 0?

Yes - go to 157-21

No - go to 157-24

157-21 Broken Dysmantlers litter the ship, and you sigh when you realize how much work it will be to clear it up.

Player: "Cook-E, can you take care of the Dysmantler bodies?"

Cook-E: "Me? I'm the cook!"

Player: "You're being given a new title. Chief of Dysmantler Disposal."

Cook-E: "Oh. Can I get me old job back after?"

Player: "That depends on how good of a job you do here."

All players gain Rep ☆+1. Supplies ☙+2. Gain 1 common cargo token ☙.

Choose 1:

Travel on the Scion Nebula mini-map - go to 157-22

Leave the nebula and return to the galactic star map - go to 157-23

157-22 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Scion Field location (332) on the mini-map.

Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Cloud Sphere location (334) on the mini-map.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the mini-map.

157-23 Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

157-24 Are 2 or more enemy dials higher than 0?

Yes - go to 157-25

No - go to 157-28

157-25 Player: "We need to end this, and now!"

Threat ⚡+1. All players must make a **(PLAN)** group skill check. Goal: 4 plus the threat.

Success - go to 157-26

Fail - go to 157-27

157-26 The Dysmantlers appear indecisive.

Player: "Now's our chance! All at once now! Attack!"

And just like that, the enemy breaks before this new push, and retreats from your ship.

All players gain Perk Token ☹+1.

Next - go to 157-21

157-27 You realize the Dysmantlers are regrouping.

Player: "Damn it, prepare for another attack!"

Risk Ⓢ+1

Begin a new round in the location book.

157-28 Player: "We need to end this, and now!"

All players must make a **(PLAN)** group skill check. Goal: 4 plus the threat.

Success - go to 157-26

Fail - go to 157-27

157-29 Pass the first player token to the left.

Are all enemy dials at 0?

Yes - go to 157-30

No - go to 157-32

157-30 Player: "We did it, Sena! We've eliminated the Krunk!"

Sena: "Excellent work. I have some good news as well. The Cebri IV mainframe has located the inhabitants. There have been some casualties, but most of them are barricaded in the upper levels. I'll let them know the station has been liberated."

Player: "Contact the Armada right after. Let's get our money!"

You have completed Investigate Cebri IV. Banish its job card.

In turn order, each player may resolve a crew service option from their character sheet.

Unfortunately, you've also been exposed! Gain job card 080, Toxic Avengers, and make it an active job.

All players gain Rep ☆+1. Profit ⚡+3.

Choose 1:

Travel on the Scion Nebula mini-map - go to 157-31

Leave the nebula and return to the galactic star map - go to 157-23

157-31 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Cebri IV location (331) on the mini-map. Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Cloud Sphere location (334) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: Investigate Cebri IV.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the mini-map.

157-32 Are 2 or more enemy dials higher than 0?

Yes - go to 157-33

No - go to 157-36

157-33 You try to assess the enemy's current situation.

Threat ⚡+1. All players must make a **(PLAN)** group skill check. Goal: 6 plus the threat.

Success - go to 157-34

Fail - go to 157-35

157-34 You can see the Krunk attack has stalled as they try to recalculate their next move.

Player: "Let's press the attack now, before they can regroup!"

Your gambit pays off, and you systematically push the Krunk forces back to the outpost's hangar.

Sena: "The Krunk ship is taking off! Did they steal the neurotoxin?"

You look over at the sealed canister clutched by a blown-off robot arm.

Player: "Helix no, Sena. Not under our watch!"

All players gain Rep ☆+1.

Next - go to 157-30

157-35 The enemy seems to be regrouping.

If Action 03 is not locked, Threat ⚡+1.

Begin a new round in the location book.

157-36 You try to assess the enemy's current situation.

All players must make a **(PLAN)** group skill check. Goal: 5 plus the threat.

Success - go to 157-34

Fail - go to 157-35

157-37 An explosion rocks the construction site and it begins to tilt sideways. The artificial gravity equilibrator struggles to recalibrate, and everything goes topsy-turvy!

You watch as the autocops slide off the edge of the platform. One tries to use its boot jets, but is smashed by a falling girder!

Player: "This place is coming apart! Back to the ship!"

All players must make an **AGILITY** group skill check. Goal: 4

Success - go to 157-38

Fail - go to 157-39

157-38 Grabbing onto each other, you somehow navigate the sheer pandemonium of the collapsing structure and its wild gravity changes! You make it back to the Zephyr and quickly scramble inside.

Player: "Sena, open the airlock coupling!"

Sena: "The airlock coupling is already open."

Player: "Then why are we still attached?"

Sena: "Possibly a malfunction?"

The first player must choose a player to fix the broken coupling.

The chosen player must make a **REPAIR** skill check.

0-5 - go to 157-39

6+ - go to 157-44

157-39 Back on the ship, things look grim.

Player: "We're being sucked into the rift, and the coupling won't release! We're going to have to shoot it!"

You blast it with slag guns and it finally releases, but the gravitational pull of the worm hole is threatening to drag you in as the partially constructed Gigazon shipping hub is ripped to pieces.

Risk +1.

Spend 3 power, if able.

We spent 3 power - go to 157-40

We don't have 3 power to spare - go to 157-42

157-40 Behind you, the last bits of the doomed shipping hub disappear into the sickly green murk of the abyssal rift.

Player: "Well, let's get to a safe distance and set up the Pirate Signal. Then we can get on our way."

Patch: "MEEP MOOP!"

Player: "Yes, you can be in the video this time, Patch."

Patch: "MOOP MOOP!"

Player: "No, you will not have a speaking part."

You have completed Eminent Domain. Banish its job card.

Return special device card 062, Pirate Signal, to the Ship Weapons & Devices section of the card catalog.

All players gain Rep +1.

Profit +3.

Remove all game pieces from the location book and close it.

Next - go to 157-41

157-41 Captain Blackbeak Muldoon appears on the holofeed.

Blackbeak: "Well, swabbies, did ye stake my claim?"

Player: "Affirmative! We even recorded a little pirate-themed skit, sort of a riff on modern galactic family sitcoms, but with pirates, as a form of irony."

Blackbeak looks confused, and you feel the sting of creative anxiety.

Blackbeak: "Well, what's wrong with just a normal pirate message?"

Player: "They lack the emotional impact to actually engage the audience. You gotta keep up with the short attention spans of the typical viewer

these days."

Blackbeak: "Fair point! Carry on!"

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

157-42 The thrusters whine and the ship shudders under the strain, and then everything goes bizarrely silent as you begin tumbling through a psychedelic kaleidoscope of color.

Player: "Ddddon't fffight ittt!"

Lacking thruster power, but desperate to avoid being pulled into an alternate universe, you steer the Zephyr sideways and watch as the colors swirl and spiral like liquid taffy.

Then suddenly, you're free, adrift in space.

Hull -1.

Draw 2 tokens from the bag and apply their effects.

Remove all game pieces from the location book and close it.

Place the Zephyr on any Anomaly location on the galactic star map.

Next - go to 157-43

157-43 Captain Blackbeak Muldoon appears on the holofeed.

Blackbeak: "Well, swabbies, did ye stake me claim?"

Player: "It's complicated. When we got there, Gigazon was already in the process of constructing a shipping hub!"

Blackbeak: "Arrgh, they beat me to it!"

Player: "Not exactly! See, we kind of destroyed their shipping hub before they finished."

Blackbeak: "Aye, now yer talking my language. Did ye set up the pirate signal?"

Player: "Unfortunately, no."

Captain Blackbeak Muldoon decides to pay you partial payment for destroying the Gigazon hub.

You have completed Eminent Domain, mostly. Banish its job card.

Gain 1 science project. Profit +2.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

157-44 Behind you, the last bits of the doomed shipping hub disappear into the sickly green murk of the abyssal rift.

Player: "Well, let's get to a safe distance and set up the Pirate Signal. Then we can get on our way."

Patch: "MEEP MOOP!"

Player: "Yes, you can be in the video this time, Patch."

Patch: "MOOP MOOP!"

"No, you will not have a speaking part."

You have completed Eminent Domain. Banish its job card.

The player who made the hasty repairs gains Improve +1, as well as the nickname 'Quickerfixer'.

Return special device card 062, Pirate Signal, to the Ship Weapons & Devices section of the card catalog.

All players gain Rep +1. Profit +3.

Remove all game pieces from the location book and close it.

Next - go to 157-41

157-45 Pass the first player token to the left.

Are all enemy dials at 0?

Yes - go to 157-46

No - go to 157-47

158-159

157-46 You stand amid the bodies of your enemies that lie strewn about.

Player: "Patch, body disposal seems like your field. Uh, take care of this mess, yeah? Everybody else watch your step!"

You disengage from the now-quiet Void Syndicate ship, and hightail it away.

All players gain Rep ☆+1.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

157-47 Are 2 or more enemy dials higher than 0?

Yes - go to 157-48

No - go to 157-51

157-48 **Player:** "We need to end this, and now!"

Threat ⚡+1. All players must make a **PLAN** group ⚙ skill check ⚙. Goal: 3 plus the threat ⚡.

Success - go to 157-49

Fail - go to 157-50

157-49 It's clear the enemy is losing its will to fight.

Player: "Now's our chance! All at once now! Attack!"

And just like that, the enemy breaks before this new push, and retreats back to their ship.

All players gain Perk Token ⚡+1.

Next - go to 157-46

157-50 You observe activity at the enemy positions and realize they are regrouping.

Player: "Damn it, prepare for another attack!"

Risk Ⓢ+1

Begin a new round in the location book.

157-51 **Player:** "We need to end this and now!"

All players must make a **PLAN** group ⚙ skill check ⚙. Goal: 2 plus the threat ⚡.

Success - go to 157-49

Fail - go to 157-50

157-52 Pass the first player token to the left.

Is Dial D at 0?

Yes - go to 157-53

No - go to 157-55

157-53 **Player:** "They won't be mining anything for a long while"

You have completed Marauding Krunk D. Return its job card to the Jobs section of the card catalog.

All players gain Rep ☆+1. Profit ⚡+3.

Next - go to 157-54

157-54 **Player:** "Okay, let's get out of here."

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

157-55 Is Action 06 locked?

Yes - go to 157-56

No - go to 157-59

157-56 The ground bucks beneath your feet and you're slammed against the tunnel ceiling by a violent explosion. Stunned, you stagger to your feet, then realize a ball of flame and debris is barreling down the tunnel toward you!

Player: "Run!"

All players must make an **AGILITY** group ⚙ skill check ⚙. Goal: 4

Success - go to 157-57

Fail - go to 157-58

157-57 You sprint up the cargo ramp into the Zephyr.

Player: "Engage thrusters! We gotta get off this rock before it implodes!"

Sena: "Already on it!"

The comforting rumble of thrusters signals takeoff.

You have completed Marauding Krunk D. Return its job card to the Jobs section of the card catalog.

All players gain Rep ☆+1. Profit ⚡+3.

Next - go to 157-54

157-58 You make it back to the Zephyr, covered in blood and dust and dragging your wounded comrades.

Player: "Engage thrusters! We gotta get off this rock before it implodes!"

Sena: "Already on it!"

The comforting rumble of thrusters signals takeoff.

You have completed Marauding Krunk D. Return its job card to the Jobs section of the card catalog.

All players gain Rep ☆+1. Profit ⚡+3.

Each player who failed their part of the group ⚙ skill check gains an Injured card (011).

Next - go to 157-54

157-59 Are any enemy dials higher than 0?

Yes - go to 157-60

No - go to 157-63

157-60 Risk Ⓢ+1 for each dial except D that is higher than 0.

Is Action 03 locked?

Yes - go to 157-61

No - go to 157-62

157-61 **Player:** "Our work isn't done yet! Get ready!"

Unlock Action 03.

Begin a new round in the location book.

157-62 Krunk attack from the shadows of a side tunnel.

Each player must discard 1 perk token ⚡, if able, or gain an Injured card (011) if not.

Begin a new round in the location book.

157-63 With the Krunk out of the way, you make your way to the massive mining extractor and blast it until it's a wrecked heap of slag.

You have completed Marauding Krunk D. Return its job card to the Jobs section of the card catalog.

All players gain Rep ☆+1. Profit ⚡+3.

Next - go to 157-54

157-64 Pass the first player token to the left.

Are all enemy dials at 0?

Yes - go to 157-65

No - go to 157-67

157-65 You stand surrounded by the bodies of your enemies, smoke wafting up from the barrels of your guns.

All players gain Rep ☆+1.

Next - go to 157-66

157-66 **Player:** "Okay, let's get out of here."

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

157-67 Are there are 2 or more enemy dials that are higher than 0?

Yes - go to 157-68

No - go to 157-71

157-68 Player: "We gotta push them back!"

Risk ④+1.

All players must make a **(PLAN)** group skill check ⑥. Goal: 2 plus the threat ⑥.

Success - go to 157-69

Fail - go to 157-70

157-69 You can see the enemy is losing its will to fight.

Player: "All at once now! Attack!"

And just like that, the enemies retreat. You can't even shame them into fighting, so you shout obscenities at their backs as they flee.

All players gain Rep ☆+1.

Next - go to 157-66

157-70 The enemy seems to be regrouping.

Begin a new round in the location book.

157-71 All players must make a **(PLAN)** group skill check ⑥. Goal: 2 plus the threat ⑥.

Success - go to 157-69

Fail - go to 157-70

158

Choose your current context:

Cave of Worms - go to 158-1

Takeover - go to 158-2

Gemin Gunfight - go to 158-5

Rewriting History - go to 158-6

Marauding Krunk A - go to 158-7

None/Other - go to 158-8

158-1 Dweezle's crew aren't expecting your level of aggression and frankly, you surprise even yourself.

New catchphrase: From hell's heart I stab at thee! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower Dial A by 4 or lower Dial B, C, or D to 0.

158-2 What started as a good old-fashioned gunfight has now become a brawl. This is the stuff that makes your job tolerable. You look for Kaldoro, and see him there with a Vorzap blade, buzzing as he strikes.

Do you attack Kaldoro, or one of his lackeys?

Kaldoro - go to 158-3

Lackey - go to 158-4

158-3 You go after Kaldoro, landing blow after blow, but he's fast and armored and oh, how that vorzap blade sears as it cuts!

Rep ☆+1.

Dismiss a readied item, if able.

Lower Dial A by 6.

158-4 You strike a lackey square in the face and they drop like a wet sponge.

New catchphrase: Gong bong! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Perk Token ④+1.

Lower Dial B, C or D to 0.

158-5 You manage to land a satisfying punch right in the Phidia merc leader's face, and they make a confused expression like they just heard a joke they don't understand.

Gain an Inspired card (015).

Lower an enemy dial by 6.

158-6 The fighting music builds to a satisfying crescendo as you artfully blast a Void Syndicate and imagine the surprised expression behind their sinister-looking helmet.

Gain an Inspired card (015). Lower an enemy dial by 6.

158-7 A Krunk commander stands and gestures to its subordinates.

Krunk Commander: "Regroup, you lug-nuts! Protect the—"

You blast its jaw off with a metallic clang and a shower of sparks.

Gain an Inspired card (015). Lower Dial A, B, or C by 6.

158-8 A punch in the face or a kick in the groin has a way of making a fight seem much more personal. It leaves a lasting impression too, and you really hope these enemies appreciate your effort. Being thoughtful takes time and requires an attention to detail, but the results are so worth it.

Gain an Inspired card (015). Lower an enemy dial by 6.

159

Choose your current context:

Cave of Worms - go to 159-1

Takeover - go to 159-4

Gemin Gunfight - go to 159-7

Rewriting History - go to 159-10

Marauding Krunk A - go to 159-13

None/Other - go to 159-17

159-1 You crouch low and creep along the edge of the loading dock, using shipping crates and charging stations as cover.

Make a **(SNEAK)** skill check ⑥.

0-5 - go to 159-2

6+ - go to 159-3

159-2 You sneak from cover to cover until you have a narrow shot at Dweezle, but just as you pull the trigger, you're struck on the side by one of his crew who has snuck up on you like a ninja!

Gain an Injured card (011).

Lower an enemy dial by 2. Lock Action 03.

159-3 You sneak from cover to cover until you have a narrow shot at Dweezle's exposed flank. He's caught by surprise when you open fire.

Rep ☆+1.

Lower an enemy dial by 5. Lock Action 03.

159-4 In the chaos and confusion of the gunfight, you slip away unnoticed and make an attempt to outflank the Forex.

Make a **(SNEAK)** skill check ⑥.

0-5 - go to 159-5

6+ - go to 159-6

159-5 You enter a polebot lounge to avoid attention, but as soon as the cowering patrons see your guns, they scream and make a run for the door, trampling you in their panic.

Gain an Injured card (011).

Lock Action 03.

159-6 You enter a polebot lounge to avoid attention, and keeping low, you hurry past the windows to the back entrance, which deposits you in an alleyway behind the Forex. You've outflanked them!

Rep ☆+1.

Lower an enemy dial by 5. Lock Action 03.

160-161

159-7 You scramble to the forest edge in hopes of creeping behind Cheppa's goons, who've taken up positions behind a temporary concrete barrier.

Make a **(SNEAK)** skill check .

0-5 - go to 159-8

6+ - go to 159-9

159-8 You sneak from cover to cover until you have a narrow shot at an unprotected target. You get one shot off before it's returned tenfold, so you hunker down. But then a grenade lands next to you, so you have to scurry through a hail of enemy fire to avoid the blast.

Threat +1.

Lower an enemy dial by 2. Lock Action 03.

159-9 You stick to the shadows until you're in good position to take a shot at one of Cheppa's goons, catching them off guard.

Perk Token +1.

Lower an enemy dial by 5. Lock Action 03.

159-10 You stick to the shadows at the edge of the docking platform, and try to sneak up on your foe.

Make a **(SNEAK)** skill check .

0-5 - go to 159-11

6+ - go to 159-12

159-11 You sneak from cover to cover until you have a narrow shot at an unprotected enemy. You get one shot off before it's returned tenfold, and you're forced to hunker down, pinned. Then a grenade lands next to you and you have to scurry through a hail of enemy fire to avoid the blast!

Threat +1.

Lower an enemy dial by 2. Lock Action 03.

159-12 You stick to the shadows until you're in good position to take a shot at one of the Void Syndicate operatives, catching them off guard.

Perk Token +1.

Lower an enemy dial by 5. Lock Action 03.

159-13 Patch: "MEEP MOOP!"

You remember Patch's words to you before you disembarked from the ship.

Player: "Thank you, Patch. I don't know where you got acid bombs from, but I promise to put this one to good use."

Patch: "MOOP MOOP!"

Now, gunfire all about you, you spot an opening in the enemy's defenses over to your far left. You break from cover and sprint toward the mining rig you spy there, aiming to plant your bomb at its base supports.

Make an **(AGILITY)** skill check .

0-3 - go to 159-14

4-5 - go to 159-15

6+ - go to 159-16

159-14 Acid bomb primed, you charge forward, your strides like that of the noble Centauri elk. The wind rushes across your face and you feel the exhilaration of adrenaline. That's when you step in a nubbin hole and fall hard on your head.

Player: "My beautiful face!"

The acid bomb flies from your hand and, for no reason but stupid luck, lands almost near the target. Sadly, the corrosive explosion peppers you with searing flecks of acid.

Player: "My beautiful face again!"

Gain an Injured card (011). Gain the nickname 'Trippin'.

Lower the dial that matches the blip on this action by 5. If you lower it to 0, remove its matching blip and lock Action 03.

159-15 Under a hail of fire, you plant the bomb at the base of the rig, then hightail it out of there.

Gain a Stress card (012).

Lower the dial that matches the blip on this action by 8. If you lower it to 0, remove its matching blip and lock Action 03.

159-16 With singular determination, you dodge and juke your way to the base of a mining rig, where you swiftly plant the bomb. You run pellmell back to your comrades, fearful but elated.

You are lifted off your feet as the rig explodes behind you, heat basting your back, and you are thrown forward, laughing all the while.

New catchphrase: Guns don't kill people — I do! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1.

Lower the dial that matches the blip on this action to 0. Remove its matching blip and lock Action 03.

159-17 The enemy doesn't notice you, so you decide to try and outflank them.

Make a **(SNEAK)** skill check .

0-5 - go to 159-18

6+ - go to 159-19

159-18 You sneak from cover to cover until you have a narrow shot at an unprotected foe. You get one shot off before it's returned tenfold, and you're forced to hunker down, pinned. They take this opportunity to try to outflank you!

Gain a Stress card (012).

Lower an enemy dial by 2. Place Small Blip E on Action 07. Lock Action 03.

159-19 You sneak from cover to cover until you have a narrow shot at an unprotected foe. They are caught by surprise when you open fire.

Rep +1. Lower an enemy dial by 5. Lock Action 03.

160

Choose your current context:

Cave of Worms - go to 160-1

Takeover - go to 160-2

Gemin Gunfight - go to 160-3

Rewriting History - go to 160-4

Marauding Krunk A - go to 160-5

None/Other - go to 160-6

160-1 You have a chance to catch Dweezle in the open, but you spot a couple of his crew trying to set up a heavy slagger on a tripod. You concentrate on their position and soon their secret weapon is just a pile of trash.

Gain an Inspired card (015).

Either lower Dial A by 4, or lower any other dial to 0.

160-2 You stand in the middle of the street and unleash your fury on the Forex! You go right after Kaldoro, but his lackeys keep getting in your way!

Gain an Inspired card (015).

If Dials B, C, and D are all at 0, lower Dial A by 6. Otherwise, lower Dial B, C or D to 0.

160-3 You pop out of cover and, in a brilliant display of ammo and idiocy, you manage to be effective!

You cackle with glee as Cheppa's hired goons go down in a mist of blood.

New catchphrase: Ham salad! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Perk Token +1.

Lower an enemy dial by 7.

160-4 You pop out of cover and, in a brilliant display of ammo and idiocy, you manage to be effective!

You cackle with glee as you blast holes in the Void Syndicate thugs.

New catchphrase: High five! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Perk Token +1. Lower an enemy dial by 7.

160-5 Your focus is razor-sharp today, and you unload on the Krunk, methodically stalking the battlefield, handing out headshots like candy. It would all be rather morbid if these weren't just dumb Krunk robots.

Improve +1. Choose an enemy dial. If you chose A, B, or C, lower it to O. If you chose D or E, lower it by 5.

160-6 You have ammo for days and you're not afraid to use it.

Player: "Oh, you want some of this? Oh, you too?"

Each time an enemy tries to pop up for a shot, you shower them with trash talk and hyperbolts. Later, the crew asks if you might need therapy.

Player: "Well, not anymore!"

Gain an Inspired card (O15). Lower an enemy dial by 6.

161

Choose your current context:

Cave of Worms - go to 161-1

Takeover - go to 161-4

Gemin Gunfight - go to 161-7

Rewriting History - go to 161-10

Marauding Krunk A - go to 161-13

None/Other - go to 161-17

161-1 It's time to get clever.

Make a **PLAN** skill check .

0-5 - go to 161-2

6+ - go to 161-3

161-2 You hop in a hoverlift loaded with crates, and attempt to ram it into Dweezle and his goons. Unfortunately, you really don't know how to drive one of these things and you have to bail out just before it crashes.

Gain an Injured card (O11).

Lower all enemy dials by 1. Lock Action O5.

161-3 You hop in a hover lift loaded with cargo and laugh like a maniac as you drive it right into the enemy position, channeling all of your road rage into a single glorious collision.

Gain the nickname 'Traffic Jammer'.

Lower all enemy dials by 3. Lock Action O5.

161-4 It's time to get clever.

Perk Token +1. Make a **PLAN** skill check .

0-4 - go to 161-5

5+ - go to 161-6

161-5 In all the chaos of the gunfight, you notice the windows of a nearby casino have been blasted out, and the staff and patrons have fled, leaving their winnings behind!

You run in and start collecting botcoins off of a Sokum table, but a bot dealer with a sawed-off chugger is not about to let you get away with it.

Bot Dealer: "Stop, intruder!"

Gain an Injured card (O11). Lock Action O5.

161-6 In all the chaos of the gunfight, you notice the windows of a nearby casino have been blasted out and the staff and patrons have fled, leaving

their winnings behind!

You run in and collect botcoins off of a Sokum table, then dash away before the bot dealer has a chance to blast you with its sawed-off chugger.

Bot Dealer: "Those winnings do not belong to you! You are hereby banned from this establishment!"

Profit +1. Lock Action O5.

161-7 You spot a bright red barrel near the enemy position. It has a label on the side with a bright yellow flame and the word 'Tropolium'.

Make a **PLAN** skill check .

0-5 - go to 161-8

6+ - go to 161-9

161-8 Taking careful aim, you blast the barrel hoping the resulting explosion will send your foe packing, but all your shot does is puncture the barrel. Fluid pours out of the hole and creates a stream that quickly meanders to your position before finally igniting.

Dismiss a readied item or sidekick.

Lower all enemy dials by 1. Lock Action O5.

161-9 Taking careful aim, you blast the barrel, and smile at the satisfying explosion that showers the enemy in flames.

Improve +1. Gain the nickname 'Firestarter'.

Lower all enemy dials by 3. Lock Action O5.

161-10 Player: "This is it! Time to razzle-dazzle!"

Perk Token +1. Make a **PLAN** skill check .

0-4 - go to 161-11

5+ - go to 161-12

161-11 Above the Syndicate's firing position, you spot a bundle of tubes and conduits that pump various chemicals to the docking bays. Taking careful aim, you blast the bundle, hoping to flush out your enemy. Instead, you only manage to pierce a single hose that goes haywire. At first, it sprays the enemy position, but then, as if it seeks revenge on you, the spray moves and and you're forced to flee your primo spot.

Dismiss a readied card, if able.

Lower all enemy dials by 1. Lock Action O5.

161-12 Above the Syndicate's firing position, you spot a bundle of tubes and conduits that pump various chemicals to the docking bays. Taking careful aim, you blast the bundle, severing one of the thicker tubes. It swings back and forth above the enemy, hosing them down with hydronic fluid!

Improve +1. Gain the nickname 'Hoser'.

Lower all enemy dials by 3. Lock Action O5.

161-13 Keeping a low profile, you attempt to dash from cover to cover until you can get into the Krunk encampment to plant a bomb.

Make a **PLAN** skill check .

0-5 - go to 161-14

6-7 - go to 161-15

8+ - go to 161-16

161-14 You're able to dive behind the bit of cover closest to the Krunk, but they spot you!

Krunk: "Intruder at 2.3!"

Suddenly you're pinned down by gunfire. In a last ditch effort, you pop out of cover long enough to pitch the bomb at one of the rigs. It's a great throw, but you get shot in the process.

Gain an Injured card (O11).

Lower the dial that matches the blip on this action by 5. If you lower it to 0, remove its matching blip and lock Action O5.

162-163

161-15 You hide behind a Krunk supply crate, then get an idea. Grabbing the metal lid and using it like a big shield, you move to the base of the rig and hastily set the bomb before your makeshift shield can be blasted into nothing. Gain a Stress card (012).

Lower the dial that matches the blip on this action by 8. If you lower it to 0, remove its matching blip and lock Action 05.

161-16 You duck behind a Krunk wheeled rover, then get an idea. You hop inside and grab the key fob from behind the sun visor. You start the vehicle and drive, aiming directly for the mining rig closest to you! You dive from the vehicle just before it hits, a triumphant cry on your lips.

You watch proudly as the rig's supports snap, and the entire thing begins to collapse into a twisted mess.

New catchphrase: I got more where that came from! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the dial that matches the blip on this action to 0. Remove its matching blip and lock Action 05.

161-17 It's time to get clever.

Perk Token ☹️+1. Make a **PLAN** skill check 🎲.

0-4 - go to 161-18

5+ - go to 161-19

161-18 You notice the enemy is crouched behind a stack of boxes bearing the Fabulous Flakes logo. They're vitamin-fortified, but not exactly the best protection against gunfire. A well-placed shot could really ruin your foe's breakfast plans.

You aim for the cheery mascot on the bottommost box and pull the trigger. Your aim is true and the mascot's cartoon face disappears, showering the enemy with delicious, sugary flakes. It's not that effective.

Dismiss a readied card, if able.

Lower all enemy dials by 1. Lock Action 05.

161-19 You notice the enemy is crouched behind a stack of boxes bearing the Fabulous Flakes logo. They're vitamin-fortified, but not exactly the best protection against gunfire. A well-placed shot could really ruin your foe's breakfast plans.

You aim for the cheery mascot on the bottommost box and pull the trigger. Your aim is true and the bottom box explodes in a cloud of molten bran flakes. The boxes teeter, then the entire stack comes tumbling down on the enemy position.

Improve 🎲+1. Gain the nickname 'Part of This Complete Breakfast'.

Lower all enemy dials by 3. Lock Action 05.

162

Choose your current context:

Cave of Worms - go to 162-1

Takeover - go to 162-6

Marauding Krunk A - go to 162-7

None/Other - go to 162-10

162-1 Is there a blip on Action 07?

Yes - go to 162-2

No - go to 162-5

162-2 Player: "Security bot! Behind us!"

You turn around and face the bot, trying hard to not be on the receiving end of its strike baton.

Make a **FIGHT** skill check 🎲 🌟.

0-5 - go to 162-3

6+ - go to 162-4

162-3 You grab the bat before it has a chance to stun you with its baton.

Security Bot: "You are under arrest!"

You smack it in the head.

Security Bot: "Anything you say can be used against you in the court of galactic law."

You kick its leg and it buckles.

Security Bot: "You have the right to an attorney."

You blast it in the face and it finally shuts up.

Gain a Stress card (012).

Return the blip on Action 07 to the supply.

162-4 Security Bot: "You are under arr—"

The bot doesn't get a chance to finish its warning. You blast it in the face and it clatters to the floor in a heap.

Remove all Stress cards (012) from your draw and discard piles. You may ready any items or sidekicks in your draw and discard piles. Then, reshuffle. Return the blip on Action 07 to the supply.

162-5 Remove all Stress cards (012) from your draw and discard piles.

You may ready any items or sidekicks in your draw and discard piles. Then, reshuffle. Lock Action 07.

162-6 All's quiet to the read, so you take a moment to get your bearings.

Remove all Stress cards (012) from your draw and discard piles. You may ready any items or sidekicks in your draw and discard piles. Then, reshuffle. Lock Action 07.

162-7 You spot a drone attempting to buzz up on your fellow crew mates. You have to shoot it down!

Make an **AIM** skill check 🎯.

0-3 - go to 162-8

4+ - go to 162-9

162-8 Your shot misses the drone, right before it lights up one of your crew.

Choose another player to gain an Injured card (011).

Remove all Stress cards (012) from your discard pile. You may ready any items or sidekicks in your discard pile.

Lock Action 07.

162-9 You easily shoot a drone out of the sky.

Rep ☆+1.

Remove all Stress cards (012) from your discard pile. You may ready any items or sidekicks in your discard pile.

Lock Action 07.

162-10 Is there a blip on Action 07?

Yes - go to 162-11

No - go to 162-14

162-11 You catch an enemy trying to sneak up on your six, and soon you're fighting for your life.

Perk Token ☹️+1. Make a **FIGHT** skill check 🎲 🌟.

0-5 - go to 162-12

6+ - go to 162-13

162-12 You grab the surprised infiltrator and both of you tumble to the ground exchanging blows, but the impact of the fall stuns you and your vision narrows. Struggling under the weight of your assailant, you muster every bit of strength you have left, pushing them up and away. Finally they raise up a vibblade held high in one hand, but before they can bring it down on you, a hyperbolt rips through their head and they slump over dead.

Gain a Stress card (012). Return the blip on Action 07 to the supply.

162-13 *An enemy infiltrator comes at you from the shadows, but drops to the ground in a heap. Smoke drifts up from the hole you put in their chest.*

Remove all Stress cards (012) from your draw and discard piles. You may ready any items or sidekicks in your draw and discard piles. Then, reshuffle.

Return the blip on Action 07 to the supply.

Lock Action 07.

162-14 *All is quiet, so you take a moment to get your bearings.*

Remove all Stress cards (012) from your discard pile. You may ready any items or sidekicks in your discard pile.

Lock Action 07.

163

Choose your current context:

Cave of Worms - go to 163-1

Takeover - go to 163-10

Gemin Gunfight - go to 163-19

Rewriting History - go to 163-27

Marauding Krunk A - go to 163-36

None/Other - go to 163-43

163-1 Pass the first player token to the left.

Are all enemy dials at 0?

Yes - go to 163-2

No - go to 163-5

163-2 *You can't stand around gloating, as starport security is converging on your location.*

All players gain Rep ☆+1.

Next - go to 163-3

163-3 *Player: "Make sure that worm is secured. That's the most valuable worm in the galaxy!"*

You finish your pre-flight checks, and soon Paradise Moon and Tybalt are in your rear-view mirror.

Patch: "MEEP MOOP."

Player: "Don't worry, Patch, we'll be back. And next time, we can stay a little longer."

You have completed Cave of Worms. Banish its job card.

All players gain an item card (020). Profit ♣+4.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 163-4

Stay to resolve another waypoint ring at this location - go to 313-2

163-4 Close the location book.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

163-5 *Player: "They're cowering. Maybe we can drive them off?"*

Threat ⚡+1. All players must make a **SWAGGER** group ⚡ skill check ⚡

⚡ Goal: 6 plus the number of dials higher than 0

Success - go to 163-6

Fail - go to 163-7

163-6 *You can see the enemy is losing its will to fight.*

Player: "You can't have the worm, Dweezle! Shall we call Mama Fang and tell her you failed?"

And just like that, Dweezle and his crew give up and retreat.

All players gain Rep ☆+1.

Next - go to 163-3

163-7 *They enemy seems to be regrouping.*

Is there a blip on Action 07?

Yes - go to 163-8

No - go to 163-9

163-8 *They were there one minute, but now they're gone!*

The player highest in turn order who has a readied sidekick must banish a readied sidekick.

Begin a new round in the location book.

163-9 *You hear movement behind you.*

Place any small blip from the supply on Action 07.

Begin a new round in the location book.

163-10 Pass the first player token to the left.

Is Dial A at 0?

Yes - go to 163-11

No - go to 163-14

163-11 *You stand surrounded by the destruction and debris of a good ol' gunfight. Kaldoro lays on the ground, sparks and smoke wafting up from the holes in his cyber body.*

Next - go to 163-12

163-12 *You look around at all the death and destruction with grim satisfaction. You taught the Forex a valuable lesson today, though you doubt they're smart enough to realize that.*

You have completed Takeover. Banish its job card.

All players gain Rep ☆+1. Profit ♣+3.

The Trinards put you up in a luxury suite for a night. All players may remove all Stress cards (012) from their draw and discard piles. They may also ready any items or sidekicks in their draw and discard piles. Then, all players reshuffle.

If you haven't already, check the Forex box in the wanted by section of the ship log.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 163-13

Stay to resolve another waypoint ring at this location - go to 313-2

163-13 Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

163-14 Is Action 01 locked?

Yes - go to 163-15

No - go to 163-16

163-15 *Kaldoro and the lackeys with fight still in them charge at you, looking to get in close where the cyborg will have an advantage!*

Threat ⚡+1. Move the lock token from Action 01 to Action 04.

Begin a new round in the location book.

163-16 *Player: "Get eyes on them! Let's see if we can end this."*

Threat ⚡+1.

All players must make a **SWAGGER** group ⚡ skill check ⚡. Goal: the current threat ⚡

Success - go to 163-17

Fail - go to 163-18

163-17 *You can see the Forex is losing its stomach for the fight.*

Player: "All at once now! Attack!"

And just like that, the Forex retreat like whipped dogs.

Set all enemy dials to 0.

Next - go to 163-12

163-18 Player: "Here they come. Everybody get ready!"

Begin a new round in the location book.

163-19 Pass the first player token to the left.

Are all enemy dials at 0?

Yes - go to 163-20

No - go to 163-22

163-20 You stand surrounded by the bodies of Cheppa Nok's goons.

Player: "We should go before this gets worse."

Supplies +2. All players gain Rep +1.

Next - go to 163-21

163-21 Player: "Let's get back and decide our next play."

Remove all game pieces from the location book and close it.

Next - go to 328-17

163-22 Are at least 2 enemy dials higher than 0?

Yes - go to 163-23

No - go to 163-26

163-23 Player: "Let's see if we can end this stupid fight."

Threat +1.

All players must make a **SWAGGER** group skill check . Goal: 6+.

Success - go to 163-24

Fail - go to 163-25

163-24 You can see Cheppa's goons are losing their will to fight.

Player: "Save your ammo! Let's beat 'em to death with our bare hands!"

And just like that, they retreat.

Player: "That's right! Tell Cheppa nobody messes with the Zephyr crew!"

All players gain Rep +1.

Next - go to 163-21

163-25 The enemy seems to be regrouping for an assault, but you retreat into the Zephyr and fire up the engines for a hasty take-off.

Each player who failed their part of the group skill check gains an Injured card (011).

Risk +1.

Next - go to 163-21

163-26 "Let's see if we can end this stupid fight."

All players must make a **SWAGGER** group skill check . Goal: 1 plus the threat .

Success - go to 163-24

Fail - go to 163-25

163-27 Pass the first player token to the left.

Are any enemy dials higher than 0?

Yes - go to 163-28

No - go to 163-35

163-28 The Syndicate pauses, collecting themselves behind the safety of cover.

Are 2 or more enemy dials higher than 0?

Yes - go to 163-29

No - go to 163-34

163-29 Player: "They're looking rough. Let's see if we can't encourage them to take their toys and go home."

Threat +1.

All players must make a **SWAGGER** group skill check . Goal: 6

Success - go to 163-30

Fail - go to 163-33

163-30 You can see the Void Syndicate is losing its will to fight.

Player: "All at once now! Attack!"

And just like that, they retreat. You can't even shame them into fighting you, so you shout obscenities at their backs as they flee so they know you know they're total cluckens.

All players gain Rep +1.

Next - go to 163-31

163-31 Player: "Okay, we've got a job to do."

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 163-32

Stay to resolve another waypoint ring at this location - go to 325-2

163-32 You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

163-33 The enemy seems to be regrouping for an assault, but you retreat into the Zephyr and fire up the engines for a hasty take-off.

Each player who failed their part of the group skill check gains an Injured card (011).

Risk +1.

Check a box in the docking violation section of the ship log.

Next - go to 163-31

163-34 Player: "They're looking rough. Let's see if we can't encourage them to take their toys and go home."

All players must make a **SWAGGER** group skill check . Goal: 1 plus the threat .

Success - go to 163-30

Fail - go to 163-33

163-35 You stand surrounded by Syndicate bodies.

Player: "Not bad for a day's work."

Supplies +2.

All players gain Rep +1.

Next - go to 163-31

163-36 Pass the first player token to the left.

Are Dials D and E both at 0?

Yes - go to 163-37

No - go to 163-38

163-37 Player: "Nice, we junked some Krunk. Let's get back to the ship!"

Everyone heads back, delighted to be leaving the Krunk mining operation in shambles!

You have completed Marauding Krunk A. Return its job card to the Jobs section of the card catalog.

All players gain Rep +1. Profit +3.

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 163-32

Stay to resolve another waypoint ring in this system - go to Uncharted Planet-2.

163-38 Player: "Looks like the Krunk still have some fight in them!"

Choose 1:

Continue fighting - go to 163-39

Disengage - go to 163-42

163-39 For each of Dials A, B, or C that is higher than 0, roll the chance die, and total the results. If the total is equal to or greater than the threat ⚡+1.

Is Action 07 locked?

Yes - go to 163-40

No - go to 163-41

163-40 *The Krunk are unable to find a gap in your defenses.*

Unlock Action 07.

Begin a new round in the location book.

163-41 *The Krunk maneuver quickly to take advantage of gaps in your defenses.*

Risk ⚡+1.

The first player must dismiss a readied sidekick, if able, or gain an Injured card (011) if not.

Begin a new round in the location book.

163-42 *You decide to abandon the job and head back to the Zephyr. The Krunk, possibly relieved, do not pursue. It's not your finest hour, but there's no point getting yourselves killed.*

You have failed to complete Marauding Krunk A. Return its job card to the Jobs section of the card catalog.

Threat ⚡+1.

Move the galactic struggle dial one space toward war.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 163-32

Stay to resolve another waypoint ring in this system - go to Uncharted Planet-2.

163-43 Pass the first player token to the left.

Are any enemy dials higher than 0?

Yes - go to 163-44

No - go to 163-52

163-44 Are there are 2 or more enemy dials that are higher than 0?

Yes - go to 163-45

No - go to 163-51

163-45 *Player: "Get eyes on them! Let's see if we can end this."*

Threat ⚡+1.

All players must make a **SWAGGER** group ⚡ skill check ⚡. Goal: 1 plus the threat ⚡

Success - go to 163-46

Fail - go to 163-48

163-46 *You can see the enemy is losing its will to fight.*

Player: "All at once now! Attack!"

And just like that, the enemies retreat. You cant even shame them into fighting you, so you shout obscenities at their backs as they flee, so they know you know they're total cluckens.

All players gain Rep ☆+1.

Next - go to 163-47

163-47 *Player: "It's time to get going."*

Remove all game pieces from the location book and close it.

You may gain Risk ☆+1 to work the ship. Then, travel on the galactic star map.

163-48 *They enemy seems to be regrouping.*

Is there a blip on Action 07?

Yes - go to 163-49

No - go to 163-50

163-49 *You didn't see it coming, and the results are tragic!*

The player highest in turn order who has a readied sidekick must banish a readied sidekick.

Begin a new round in the location book.

163-50 Begin a new round in the location book.

163-51 *Player: "Get eyes on them! Let's see if we can end this."*

All players must make a **SWAGGER** group ⚡ skill check ⚡. Goal: the current threat ⚡

Success - go to 163-46

Fail - go to 163-48

163-52 *You stand surrounded by the bodies of your enemies, smoke wafting up from the barrels of your guns.*

Player: "Watch your step. Lots of fluids all over the floor."

All players gain Rep ☆+1.

Next - go to 163-47

164

Choose your current context:

Trapped on Sepka - go to 164-1

None/Other - go to 164-8

164-1 *You wait an eternity in the line at the Orecorp Enforcement Bureau until finally it's your turn.*

Player: "I'm here about the miners needing rescue?"

Bureaucracy Bot: "Let me look it up. Ah, I am sorry. The person who posted this job did not realize it would require a lithrotech device. I will delete it."

Player: "But I do have a lithrotech device!"

Bureaucracy Bot: "Is that so? One moment please."

The bot rolls out of sight and returns with a tall Tydorian dressed in a suit.

Dako: "Hello, I'm Dako, with Orecorp. Can you please show me your device?"

Player: "No, it's part of my ship."

Dako: "Come now! Lithrotech is lost technology!"

Is A-3 circled in the ship log database?

Yes - go to 164-2

No - go to 164-7

164-2 *Player: "Well, we just used lithrotech to pinpoint the location of those trapped miners."*

Dako: "Psh. We did the same with our scans."

Player: "But our scanner also detects the movements of the lithropods and their network of pathways."

Dako: "Ah, now that is something. What do you say to this? We'll pay you good profit for that scanner, and I'll throw in an upgrade of your choice from our ship services. The sooner we get that device into R&D, the sooner we can resume mining operations!"

Player: "R&D? What about the trapped miners?"

Dako: "Eh, we'll find more."

Choose one:

Accept the offer - go to 164-3

Decline the offer - go to 164-4

164-3 *Player: "Fine, you've got a deal."*

You have completed Trapped on Sepka. Banish its job card. Profit ⚡+2.

Resolve a Ship Service option, excluding Hold Upgrade, from the ship log.

Move the galactic struggle dial one space toward war.

Lock Action 02.

164-4 Player: *Eh, it's a generous offer, but we're gonna pass."*

Dako: *"That's unfortunate. You're standing in the way of progress, you know. Careful you don't get run over."*

Player: *"Not likely when we have this sweet lithrotech and you don't."*

You leave the enforcement bureau as the Tydorian seethes, feeling like you have a target on your back.

You have failed to complete Trapped on Sepka. Banish its job card.

Move the galactic struggle dial one space toward war.

Gain an Inspired card (015).

Was any player given the nickname 'Radar'?

Yes - go to 164-5

No - go to 164-6

164-5 Player: *"Sena, tell the others Orecorp has no intention of rescuing the miners. If we wanna help, that spinbot may be our only chance."*

Make Action 05 required . If no player is at Action 05, move there.

164-6 Player: *"Sena, looks like we're on our own on this one. Orecorp has no interest in the rescue—they just wanted our tech."*

If no player is at Action 05, move there.

164-7 Player: *"We have the tech built into our ship."*

Dako: *"Tell you what, we'll pay you for that scanner, and I'll throw in an upgrade of your choice from our ship services. The sooner we get that device into R&D, the sooner we can resume mining operations."*

Player: *"R&D? What about the miners?"*

Dako: *"Expendable!"*

Player: *"That's a more enthusiastic response than I would have expected. Let me check with my team, first."*

All players must collectively decide on a course of action. The first player breaks ties.

Accept the offer, ending the job now - go to 164-3

Decline the offer, leaving the job open - go to 164-4

164-8 The Port Authority has public access terminals where you can browse jobs that were either out of their jurisdiction or that they just didn't have the manpower to keep up with. This is where bottom-feeders like you come in.

Is job card 097, Takeover, currently in the Job section of the card catalog?

Yes - go to 164-9

No - go to 164-10

164-9 You find a job that sounds too good to be true coming from this dump. The posting reads:

"Attention Spacers! The galaxy's favorite vacation spot, Paradise Moon, is being overrun by the toxic influence of the Forex! Tourism revenue is way down! Due to the urgency of the situation, the Trinards are offering good pay to anyone willing to clean up the riff-raff, as well as transportation compensation where warranted."

Gain job card 097, Takeover.

Gain special device card 068, Foldspace Capacitor.

164-10 Is job card 072, The Scarab of Alon, currently in the Job section of the card catalog?

Yes - go to 164-11

No - go to 164-12

164-11 You see a job title that sounds interesting. The posting reads:

"Urgent! A Gigazon delivery ship carrying a valuable package has issued a distress call. Anybody who ensures the safety of the package will be compensated handsomely by Gigazon. Praise Belkos!"

Gain job card 072, The Scarab of Alon.

164-12 As expected, the the only jobs available offer high danger and low probability of success.

Gain a random job card 106, Marauding Krunk C/D.

165

Is B-2 circled in the ship log database?

Yes - go to 165-1

No - go to 165-7

165-1 After perusing the local bounties, you duck into a robot repair shop called The Fusebox to escape the rain.

The proprietor has its eyelamps set to an angry eyebrows setting.

"Hey, you here to buy something, or did you just wanna drip all over my floor?"

"I might be in the market for some parts."

You peer at a row of deactivated bots slouching in recliners while receiving a recharge. You recognize one from the bounty list: Sharp-E98, wanted for manslaughter.

Choose 1:

Apprehend the robot yourself - go to 165-2

Alert the authorities - go to 165-6

165-2 You quietly pull your weapon and begin to turn.

The bot suddenly springs to life. It wasn't deactivated at all! It charges you with a large, spinning drill arm, while the proprietor reaches under the counter for something.

Make a **FIGHT** skill check .

0-5 - go to 165-3

6-7 - go to 165-4

8+ - go to 165-5

165-3 You cower from the deadly drill arm, but the bot grabs you by the throat with its free hand and throws you to the ground. You grab your weapon and scramble to your feet, but Sharp-E98 has already dashed out the door. You hear the faint whir of a plasma charge building up and you have just enough time to duck a blast from the proprietor that blows a sizable hole in the wall, showering you in molten debris. You take off, but the fugitive is nowhere to be seen in the rainy streets.

Gain an Injured card (011).

165-4 The fugitive pins you against the wall with its drill arm while the proprietor powers up a sawed-off plasma gun. You pivot, putting your foe between you and the proprietor. The plasma blast hits the bot square in the back, knocking both of you through the display window in a shower of sparks and broken glass.

You grab what's left of the wanted bot by one arm and drag it back to the Enforcement Bureau.

Rep +1.

If you are a Certified Bounty Hunter, the Enforcement Bureau rewards you with Profit +1. If you are not a Certified Bounty Hunter, gain Supplies +3 instead. Then check the Certified Bounty Hunter box on your character sheet.

165-5 You sidestep the drill and pull the bot off balance while blasting the proprietor before they can fire first. Sharp-E98 spins back to face you, but calmly blast off the drill arm, then lower your weapon and blast off a leg.

Player: *"The next shot will be to your head."*

Sharp-E98: *"There is no need. I will come quietly."*

Rep +1. Supplies +2.

If you are a Certified Bounty Hunter, the Enforcement Bureau rewards you with Profit +1. If you are not a Certified Bounty Hunter, gain Supplies +1 instead. Then check the Certified Bounty Hunter box on your character sheet.

165-6 The proprietor sneers as you walk out. You sneak a glance back through the rain and see the bot flip the window sign to Closed. You notify the authorities of Sharp-E's location. They toss you a bone and promise more if it leads to an arrest, but you never hear from them again.

Perk Token +1. Supplies +2.

165-7 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

165-8

165-22

165-8 You check out the wanted screen, but there's nothing available. You notice a local news bulletin. Something about another deadly lithropod attack on Sepka. An old Muze watching with you offers their unsolicited opinion.

Muze: "OreCorp don't give a vurt's butt about those miners. Profit is all that matters to them. Tobara won't stand for this. Just wait and see, the uprising is coming."

Player: "Tobara?"

Muze: "You aren't from around here, are you? Tobara's a former miner. Now she's gone underground, leads the resistance. OreCorp's got a price on her head."

Player: "A price you say?"

Choose one:

Track down Tobara - go to 165-9

Forget the whole thing - go to 165-21

165-9 Finding Tobara won't be easy, but you know just where to start.

Choose one:

Bribe tavern patrons for info - go to 165-10

Befriend local miners - go to 165-17

Rely on your intuition - go to 165-20

165-10 You visit the local bars, posing as an operative for SmeltWorks, Inc., considered one of OreCorp's biggest competitors. You end up paying for a lot of fizz, but you're able to uncover the whereabouts of Tobara's hideout.

Supplies -1.

Next - go to 165-11

165-11 You manage to secure an invite to Tobara's gang, and meet your contact at a seemingly abandoned bot repair shop. Rain leaks in through cracks in the roof, covering the floor in water. There you get a chance to meet the leader herself. She's a seven-foot-tall Muze covered in thick brown fur, lovingly nicknamed Mama Bear.

Tobara: "Welcome to the resistance! We're striving to improve working conditions for all miners, no matter who they work for, or who stands in our way."

She enthusiastically pats you on the shoulder.

Tobara: "We could use more people like you!"

Choose 1:

Take Tobara down - go to 165-12

Join the resistance - go to 165-16

165-12 Player: "Listen up, Tobara! On behalf of the Galactic Authority and OreCorp, I'm placing you under arrest. Everyone else, remain calm and do not interfere!"

Make a **SWAGGER** skill check .

0-5 - go to 165-13

6-7 - go to 165-14

8+ - go to 165-15

165-13 You are disappointed when no one follows your instructions, and even more disappointed when they knock the gun from your hand and begin hurting you. When you make it back to the ship, Patch is alarmed by your appearance.

Patch: "MEEP MOOP!"

Player: "I know, I know, help me out will you?"

Patch: "MOOP!"

Player: "Well I got mauled by a bear."

Dismiss all readied sidekicks. Gain an Injured card (011).

165-14 Tobara responds by throwing an engine block at you. When you dive out of the way, her crew pounces on you.

Tobara: "Murgen, gather your cubs. and get off Beros! I left instructions in our special place. I'll meet at the rendezvous soon."

Luckily, Tobara's resistance follow a code of honor better than yours, and leave you alive but trussed up in the shop. You are found later by the rest of the crew who track your commlink. You don't get the bounty for Tobara, but OreCorp is pleased that your meddling put the resistance on the run, and they pay a small reward.

Gain a Stress card (012).

Profit +1.

Move the galactic struggle dial one space toward war.

165-15 No one listens to you, but you weren't expecting them to. As they spring into action, you leap onto a table and reach down with a shock rod, electrocuting the floor. Some flee, but you manage to capture Tobara and a couple other members of her cell.

Profit +2.

Gain a Stress card (012).

Move the galactic struggle dial one space toward war.

165-16 Being woven from the same cloth as the workers of the Beros System, you find yourself sufficiently drawn to their cause. You join the resistance and promise to help out as you can.

Perk Token +1. Improve +1.

Circle B-2 in the ship log database.

165-17 You frequent some of the local bars, posing as an operative for SmeltWorks, Inc., considered one of OreCorp's biggest competitors.

Player: "The way they're treating you guys is terrible. SmeltWorks would never treat their beings this way. Have you tried organizing to demand safer work conditions?"

Are you a Tremok or Muze?

Yes - go to 165-11

No - go to 165-18

165-18 You try to ingratiate yourself to the locals.

Perk Token +1. Make a **COMMUNICATE** skill check .

0-6 - go to 165-19

7+ - go to 165-11

165-19 Your inquiries quickly raise suspicions, and before you know it, you've been pulled into a back alley by a grumpy-looking Muze.

Muze: "Tobara don't like people poking around! M-99 here is going to hold you down while we punch you in the tum a bunch."

A heavy bot holds you in its iron grip as a group of angry miners surround you.

Banish a readied sidekick card (050 only) or gain an Injured card (012).

166-168

165-20 You decide to track down Tobara the old-fashioned way, and attempt to hack into Orecorp's database for leads, covering your digital trail as best you can. You're able to identify a Orecorp employee secretly involved in the resistance and track them to Tobara's HQ, but you aren't sure if you were noticed.

Make a **(HUNT)** skill check  .

0-6 - go to 165-19

7+ - go to 165-11

165-21 Not desiring to get embroiled in messy, local politics, you shrug the information off and head back to the ship.

Perk Token  +1.

Move the galactic struggle dial one space toward war.

165-22 You check out the wanted screen, but there's nothing available. You ask around at some local watering holes, but it would seem your ship now has a bad reputation with the local working class. You head back empty-handed, unhappy faces scowling at you.

Risk  +1.

166

You decide to have some fun and aim to misbehave.

Drive up the price of trade goods - go to 166-1

Create a diversion for theft - go to 166-5

166-1 You plan to sneak into one of the receiving centers of Port Avulun and unleash a virus into its systems to create a log jam that will disrupt processing for weeks, but the place is fairly secure.

Make a **(SNEAK)** skill check  .

0-5 - go to 166-2

6+ - go to 166-3

166-2 You've been spotted by a security drone!

Energy bolts whip past as you run for it. You feel the burn of a couple of shots grazing your shoulder and torso, but you make it back to the ship. You just hope you weren't followed.

Threat  +1.

Gain an Injured card (011).

Lock Action 03. Players remaining at this action cannot select the 'Sabotage' option.

166-3 You stash your stolen jet bike and melt a hole in the security fence using acid spray. Now inside the perimeter, you can see the office windows of the massive processing center as you sneak between stacks of shipping containers. One window is open.

You climb through the window, and make your way to an office cubicle. Time to hack!

Make a **(TECHNICAL)** skill check  .

0-5 - go to 166-2

6+ - go to 166-4

166-4 You unleash a virus that will be easy to detect, but keep the system in flux for a good while as every minor alteration to the program will need to be manually tracked down and rectified. You giggle to yourself, imagining the shock and frustration of the system administrators. Nothing is getting through here for a while.

Logistics may swap out any cargo tokens  in the ship hold for rare cargo tokens . If there are no cargo tokens on the ship hold, gain 1 rare cargo token  instead.

Gain an Inspired card (015).

166-5 The first thing you'll need is a uniform in order to blend in with the workers.

Buy a uniform (requires 1 supplies ) - go to 166-6

Beat someone up and steal a uniform - go to 166-10

166-6 Finding a uniform is easy, and you quickly get dressed.

Supplies  -1.

Next - go to 166-7

166-7 You're able to walk nonchalantly into the secure warehouse, passing several clusters of security and dock workers. You tap your datapad to see what time it is. If your fellow crew member has done their job, you'll be in the clear.

Choose another player to assist with your threat.

The chosen player must make a **(PLAN)** skill check  .

0-5 - go to 166-8

6+ - go to 166-9

166-8 The diversion never happens. You walk nonchalantly out of the facility and head back to the Zephyr empty-handed, grumbling about some crew members not being reliable.

Threat  +1. Gain a Discord card (016).

Lock Action 03. Players remaining at this action cannot select the 'Sabotage' option.

166-9 The ground rumbles from a nearby explosion. People run to see what all the commotion is about, and discover a raging fuel fire at the depot. All hands are quickly rushed away to contain the fire, so you load up a hovercart with a shiny new weapon system for the Zephyr.

The chosen player gains Rep  +1.

The player who chose this action may choose an undamaged level 1 ship weapon to upgrade for free. If they cannot, gain a Torpedo card (067) instead, and immediately arm it.

166-10 You size up workers, looking for someone you think you can take, and who's the right size and fairly alone. When you think you have the best target, you pounce!

Make a **(FIGHT)** skill check  .

0-5 - go to 166-11

6+ - go to 166-12

166-11 You jump a dock worker who looks to be about your size, but he proves to be a better scrapper than you. You eventually knock him over the head, but not before he roughs you up a bit. The uniform fits loosely, confirming your suspicion that you're not as big as you think you are.

Gain an Injured card (011).

Next - go to 166-7

166-12 You jump a dock worker roughly your size. He proves to be quite a scrapper, but you eventually knock him over the head. His uniform smells like sweat and fried Nambo curds.

Improve  +1.

Next - go to 166-7

167

You follow your street senses into the dives, gyrads, and freepers, where the locals don't trust outsiders easily. Because of so many off-world areas, the whole city feels transient. You fit right in.

Is B-1 circled in the ship log database?

Yes - go to 167-1

No - go to 167-6

167-1 You hear a lot of complaints about the shady corporate monopoly called Orecorp. With this much ill will, you're betting someone would pay for internal data regarding the secret operation Orecorp has going on Riktos, if you can acquire some hard evidence. You'll have to get inside Orecorp HQ to access their mainframe.

Make a **(SNEAK)** skill check .

0-5 - go to 167-2

6+ - go to 167-3

167-2 Orecorp employs high-tech security, far more advanced than what you've seen on the Vids. As you're climbing over the perimeter fence, alarms sound, you're bathed in spotlights, and rover units bark and rapidly approach. When you jump off the fence to abort, your gear gets snagged on the razor wire.

Threat +1.

If you have a Boot Jets or Jump Pack item card readied, or if you have the **(TELEPORT)** prompt, you escape without further misfortune. Otherwise, if you have more than 1 readied item card, choose 1 and return it to the card catalog.

Lock Action 03. Players remaining at this action cannot select the 'Spy' option.

167-3 You make it inside the compound. Keeping to the shadows, you find an access terminal and patch into it with your datapad.

Perk Token +1. Make a **(TECHNICAL)** skill check .

0-6 - go to 167-4

7+ - go to 167-5

167-4 The screen on your datapad goes dark. Then alarms sound, and you're bathed in spotlight, followed by the sound of a barking rover unit.

Player: "Easy, boy! Good boy!"

The bot makes a chew toy out of your leg as you scramble back over the security fence. To make matters worse, your gear gets stuck on the razor wire.

Threat +1.

If you have a Boot Jets or Jump Pack item card readied, or if you have the **(TELEPORT)** prompt, you escape without further misfortune. Otherwise, gain an Injured card (011), and if you have more than 1 readied item card, choose 1 and return it to the card catalog.

Lock Action 03. Players remaining at this action cannot select the 'Spy' option.

167-5 Your datapad lights up with full access to Orecorp's mainframe. You poke around until you find the access point titled 'Project Hollow Core'. Once inside, you confirm this is the data for the top secret project in Riktos. You download the files and sell them to your contact in the resistance.

Rep +1. Profit .

Lock Action 03. Players remaining at this action cannot select the 'Spy' option.

167-6 You decide to sneak into the headquarters of Igneos, one of the mining powers of the city. If you can patch into their mainframe and steal a bunch of data, then you could sell it to Orecorp, who you suspect isn't above paying for a little competitive advantage.

Make a **(SNEAK)** skill check .

0-5 - go to 167-7

6+ - go to 167-8

167-7 Igneos employs a complex network of laser beam deterrents that can slice right through bone. Before long, alarms sound, and you're bathed in spotlight. You manage to get grazed by a few beams in your escape.

Threat +1.

Return a readied item card to the card catalog.

Lock Action 03. Players remaining at this action cannot select the 'Spy' option.

167-8 You make it inside the compound. Keeping to the shadows, you find an access terminal and patch into it using your datapad.

Perk Token +1. Make a **(TECHNICAL)** skill check .

0-6 - go to 167-9

7+ - go to 167-10

167-9 The screen on your datapad goes dark. Then alarms go off, followed by the sound of a barking rover unit. Suddenly, you are bathed in spotlight.

Player: "Easy boy! Ow!"

The rover unit tries to make a chew toy out of your leg, but when you reach the laser maze, it meets an untimely end as you pull it into one of the deadly beams.

If you have a Boot Jets or Jump Pack item card readied, or if you have the **(TELEPORT)** prompt, you escape without further misfortune. Otherwise, gain an Injured card (011), and if you have more than 1 readied item card, choose 1 and return it to the card catalog.

Threat +1.

Lock Action 03. Players remaining at this action cannot select the 'Spy' option.

167-10 The screen on your datapad lights up with full access to Igneos' mainframe. You poke around until you find a cache of corporate secrets, internal operations, and new technologies. You download the files and sell them to a contact at Orecorp, then you rush back to the Zephyr for a shower.

New catchphrase: I have the power! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

You may gain up to 2 risk  to gain an equal number of profit .

Move the galactic struggle dial one space toward war.

Lock Action 03. Players remaining at this action cannot select the 'Spy' option.

168

While sitting in a speakeasy, a glossy spinbot saunters by with a small entourage. She turns heads, and even though it's a low-key establishment, you can tell she's revered.

Player: "Who's that?"

The barkeep nods.

Barkeep: "Spinbot D'anika."

Is A-2 circled in the ship log database?

Yes - go to 168-1

No - go to 168-6

168-1 You have a cup of synthoil sent over to D'anika's table, and she calls you over. You explain how you stumbled upon her show. D'anika mentions that she could use somebody from off-world to help pressure local authorities into securing better working conditions for the miners. She offers to pay you to agitate.

Accept the offer - go to 168-2

Decline and look for another opportunity - go to 168-6

168-2 Player: "Yeah, I'm interested. What do I need to do?"

Perk Token +1. Make a **(COMMUNICATE)** skill check .

0-5 - go to 168-3

6-7 - go to 168-4

8+ - go to 168-5

169-170

168-3 You head out and attempt to rouse a crowd of workers outside a canteen. Your attempt gains the notice of local security forces, and later you return to the ship having been brutalized. You were able to get away without being arrested, so at least that's something.

Gain an Injured card (011). Dismiss a readied item. Lock Action 03. Players remaining at this action cannot select the 'Foment' option.

168-4 You head out and attempt to rouse a crowd of workers outside a canteen. Later, you return to the Zephyr tired and bruised. You receive a message from D'anka directing you to turn on a news feed. You pull up a screen and see yourself leading a crowd of angry miners. That is way more attention than you wanted, but your apprehension is dispelled by the chime of money appearing in your personal bank account.

Supplies +3. Gain a Stress card (012).

Move the galactic struggle dial one space toward war.

If you haven't already, check the Galactic Authority box in the wanted by section of the ship log. This incident is now under investigation. Lock Action 03. Players remaining at this action cannot select the 'Foment' option.

168-5 You head out and attempt to rouse a crowd of workers outside a canteen. The local miners are completely outclassed by the high-tech, well-armed Orecorps security forces, so you teach them how to work as a team to isolate the Orecorps security bots and steal their gear, ensuring that at least some of the miners will be better armed.

Improve +1. Profit +1.

Move the galactic struggle dial one space toward war.

Lock Action 03. Players remaining at this action cannot select the 'Foment' option.

168-6 You overhear a few rebellious tradesmen discussing the weapons advantage Orecorp holds in the city. Later, you catch one of them alone, a human by the name of Merth.

You ask a few discrete questions, and he explains that anyone who could smuggle in some guns would be paid well for it. He even offers to help modify your ship for such a thing.

If you haven't already, check the Smuggling Hold box in the ship upgrade section of the ship log, and slot its token into the Logistics board.

If you already have a Smuggling Hold, gain 1 illegal cargo token instead.

169

In order to deal in illegal goods, you must convince the local underworld that you are trustworthy.

Make a **(SWAGGER)** skill check .

0-4 - go to 169-1

5+ - go to 169-2

169-1 The contact you meet remains suspicious, and won't accept any illegal goods you have. But he does offer to sell to you.

Threat +1.

You may gain 2 risk . If you do, roll the chance die and gain a number of illegal cargo tokens equal to the number rolled.

169-2 You meet a Yammian smuggler with a hoses rebreather and flare goggles. They have a patch on their flight jumper that depicts a mining drill, a sign of the resistance. You give them a knowing nod.

Yammian: "You here for biz?"

Choose 1:

Buy illegal cargo - go to 169-3

Sell illegal cargo - go to 169-4

169-3 Player: "Always! What do you have to sell?"

You may gain up to 3 risk to gain an equal number of illegal cargo tokens .

169-4 Player: "If you're buying, I'm selling."

What is the current state of the galactic struggle?

Peace - go to 169-5

Unease - go to 169-5

War - go to 169-6

169-5 You may return any number of illegal cargo tokens from the ship hold to the supply. Profit +1 for each.

169-6 You may return any number of illegal cargo tokens from the ship hold to the supply. Profit +1 for each.

If you returned at least 1 illegal cargo token , Profit +1.

170

Choose your current context:

Bombs Away - go to 170-1

Catalyst - go to 170-10

Gunrunning A - go to 170-21

None/Other - go to 170-29

170-1 Before you is Whisper Alley, a congested, four-mile-long gauntlet of lawlessness and debauchery, connecting the factory districts to the stacks of corporate hovels.

Some say you can buy anything in Whisper Alley, and the implications of that are chilling.

It's a dangerous thoroughfare, and attitude is everything as you mingle with degenerates like yourselves from all corners of the galaxy.

Make a **(SWAGGER)** skill check .

0-5 - go to 170-2

6-7 - go to 170-8

8+ - go to 170-9

170-2 You're dragged into a narrow alleyway by a small Muze in a big, homemade mech suit.

Muze: "Give up the goods, or I bust your face!"

Player: "What if my face is the goods?"

Choose 1:

- Return a readied item card to the card catalog.
- Gain an Injured card (011).
- Supplies -2.

Next - go to 170-3

170-3 The sign above the door says 'Thrifty Fifty's Robot Repairs and Maintenance'. Inside, the place is a cluttered mess of junk bots and older model machines and electronica. A big bug stands behind the counter, eyeing you with its multifaceted eye orbs.

Bug: "Whaddya want?"

Is A-2 circled in the ship log database?

Yes - go to 170-4

No - go to 170-5

170-4 Player: "Spinbot D'anka sent me!"

The bug sizes you up suspiciously, then presses a buzzer with one appendage.

Bug: "It's unlocked, you can go back."

In the back room, you meet Fifty, a scrawny older model maintenance bot, hunched over a work table. You explain your job.

Fifty: "Count me in! I have negative algorithms I am still coping with

that date back to my time with Orecorp. My databanks have all kinds of clearance codes."

You've gained the transport clearance codes. Circle B-3 in the ship log database. Gain sidekick card 055, Fifty.

170-5 Player: "I'm looking for a robot named Fifty."

Bug: "You're standing right by them!"

Next to you on a heap of junk is a scrawny maintenance bot with a massive slag blast hole in its midsection.

Bug: "If you can fix 'em, you can keep 'em. Just don't bring them back here. This is my business now, ya got that?"

Make a **REPAIR** skill check  .

0-5 - go to 170-6

6+ - go to 170-7

170-6 You're unable to fix Fifty's body as the damage is too extensive. You remove their head and return to the Zephyr to download its data and find the proper transfer clearance codes.

Risk +1. You've gained the transport clearance codes! Circle B-3 in the ship log database.

170-7 You take Fifty back to the Zephyr, where you're able to fix them up and power them on.

Fifty: "Woah, where am I?"

You explain the situation and your job.

Fifty: "Count me in! They're the ones that shot me and now I have all kinds of negative algorithms.

You've gained the transport clearance codes. Circle B-3 in the ship log database. Gain sidekick card 055, Fifty.

170-8 You stop at a Nid street vendor.

Player: "I'm looking for a maintenance bot named Fifty. You hear of them?"

Nid: "You gonna buy something?"

Player: "Um, whaddya got?"

Nid: "Eggs."

Player: "Okay, I'll take one of those."

The vendor hands you an egg and points across the street.

Player: "Thank you!"

The egg tastes horrible, so you swallow it down as quickly as you can, much to the shock of the vendor.

Nid: "Why the helix did you do that? I sell fertility aids!"

Gain a Stress card (012).

Next - go to 170-3

170-9 You ask a vendor about the maintenance bot, Fifty, and they direct you down a narrow alleyway, where you're jumped by three street freepers all jacked up on Joost!

Street Freeper: "Give us everything!"

Player: "Even my clothes?"

Street Freeper: "Everything!"

Player: "Even my fist?"

After beating them senseless, you take their gear and grab the leader by one of its eyestalks.

Player: "Where can I find Fifty?"

Draw 3 random item cards (020) from the card catalog. Gain 1 of them and return the others to the card catalog.

New catchphrase: I'd buy that for a dollar! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Next - go to 170-3

170-10 You toss the black box in your pack and head out for Whisper Alley.

A rangy group of freepers eye you menacingly as you join the throngs of spinward jetsam crowding into the dangerous thoroughfare.

Make a **SWAGGER** skill check  .

0-5 - go to 170-11

6-7 - go to 170-19

8+ - go to 170-20

170-11 Looking for Gonzor's, the speakeasy where your contact hangs out, you're directed to a narrow passage between two towering stack hovels. As you navigate the squalor, you start to worry.

Player: "This just doesn't look right to me."

Cook-E: "Me neither, matey! Let's head back."

But it's too late. You're accosted by a desperate mob of stacksquatters. They're willing to bargain, but for a price.

Threat +1

You must choose 1:

- Return a readied item card (020 only) to the card catalog.
- Banish a readied sidekick card (050 only).
- Supplies -2.
- Risk +2.

Next - go to 170-12

170-12 You descend the stone steps leading down to an unmarked door, and rap on it softly. A window slides open and an eye stalk slithers out to gawk at you.

Door Keeper: "No weapons!"

You must dismiss any readied Weapon item cards.

Next - go to 170-13

170-13 You're surprised to see how busy it is inside the underground speakeasy. The noise from hundreds of conversations in hundreds of languages blend together to provide a sense of privacy. You make your way to the bar where a worm with V-goggles is serving up drinks.

Order a Sciongria Swirl - go to 170-14

Order a Mar Martini - go to 170-14

Order a Tydorian Mule - go to 170-17

170-14 The worm stares at you blankly.

Bartender: "Really?"

Player: "Yep, although I'm not exactly sure how you're going to mix that without any appendages."

Bartender: "Watch and learn."

They mix your drink in their mouth, swishing and swishing, ice rattling against their teeth, then spit it into a glass and nudge it toward you.

Player: "I think it's time I quit drinking, cold-zerkey."

Cook-E: "Ahoy! It's her!"

Cook-E spots Spinbot D'anika, and begins making his way to her. But you have other problems as twin Golemar bouncers appear on either side of you. They drag you out the door and up the stairs. One holds you, while the other cracks their knuckles repeatedly.

Golemar: "You ain't welcome in this fine establishment."

Player: "All I ask is not in the face!"

Risk +1.

Gain a Stress card (012).

Next - go to 170-15

170-15 Cook-E: "Thar's me matey!"

Cook-E and D'anika arrive just in time.

D'anika: "Back off, you two! Unhand them, and get back to your duties!"

You're soon back in Gonzor's at D'anika's booth.

D'anika: "Your buddy here says you have something for me?"

Next - go to 170-16

170-16 You bring out the black box and set it on the table with a thud. Spinbot D'anika chuckles to herself.

D'anika: "Well done! Though I suggest you leave Port Avulun as soon as you can. This place is going to get... interesting."

Player: "You don't have to tell us twice."

You settle back and sip at your drink.

D'anika: "Apprently I do. Get going. Now!"

You have completed Catalyst. Banish its job card.

Rep ★+1. Profit ₪+2.

170-17 The worm stares at you blankly.

Bartender: "You sure about that? You don't look Tydorian to me."

Player: "I'm not! I'm just curious how you're going to mix that without any appendages."

Bartender: "Watch and learn."

They mix your drink in their mouth, swishing and swishing, ice rattling against their teeth. Then spit it into a glass and nudge it toward you.

Player: "I think it's time I quit drinking, cold-zerkey."

But you have other problems as twin Golemar bouncers appear on either side of you. They drag you to a booth in the back where the shiny Spinbot D'anika sits with her entourage.

Cook-E: "It's her! The spinbot!"

Player: "Keep your screws on Cook-E, let me do the talking."

Perk Token ☹️+1.

Next - go to 170-18

170-18 You take seats at the booth, and D'anika jumps right to business.

D'anika: "You have something for me?"

Next - go to 170-16

170-19 You talk to a Slitharian street artist who's willing to give you the location of the speakeasy, for a price.

Supplies ☹️-2. If you do not have enough supplies ☹️, roll the chance die once for each missing supplies ☹️, and gain risk ⚠️ equal to the result.

Next - go to 170-12

170-20 You're followed by a gaggle of stacksquat urchins, and it's cramping your style.

Player: "Cook-E, stop feeding them, we have business to attend to."

Cook-E: "Oh, but this is business, matey!"

Player: "We need to find that speakeasy!"

Cook-E: "Ha! Well, it be right over there! These rugrats know the way." The urchins lead you directly to your destination.

Next - go to 170-12

170-21 Before you is Whisper Alley, a congested, four-mile-long gauntlet of lawlessness and debauchery, connecting the factory districts to the stacks of corporate hovels. You ask around about Spinbot D'anika, but the thing about Whisper Alley is some people just don't like nosy off-worlders poking around. You make your way deep into the grungy maze of vipo parlors, and skeezshacks, following questionable leads earned by talking up the alley scags and freepers, and always for a price.

Make a **HUNT** skill check 🎲👁️.

0-6 - go to 170-22

7+ - go to 170-26

170-22 You're at a black market bionics stall, pretending to be interested in the wares, when you're zapped from behind by a shock rod and lose consciousness.

Threat 🎲+1.

Gain an Injured card (011).

Next - go to 170-23

170-23 You wake up clamped to a chair in the middle of an abandoned warehouse. A heavily modified biotech bot scans you with its glowing green eye slits. Spinbot D'anika is there too. For a bot, she's an absolute vision, her mechanical body adorned with high-gloss enamel and costly tritanium accents. She's flanked by an entourage of sycophants and bruisers.

D'anika: "Are they clean?"

Biotech Bot: "Technically no, they are filthy, but they are not jacked. You are safe."

D'anika steps forward as the biotech scanner leaves.

D'anika: "Spacer, spacer. I hear you were asking every freeper in the city about me."

Player: "I wanted an autograph. Oh, I also smuggled a bunch of arms past Checkpoint Alpha, but seeing how you treat your guests, I might have to find myself a new buyer."

Make a **SWAGGER** skill check 🎲👁️.

0-5 - go to 170-24

6+ - go to 170-25

170-24 D'anika: "So a two-bit spindrifter just shows up on my turf, out of the blue, looking to sell a shipment of arms? In the middle of an arms embargo? Good luck finding a new buyer, 'cause I smell tundrak doodie." Spinbot D'anika has one of her lackeys toss you out. You return to the Zephyr with nothing to show for your troubles.

Risk ⚠️+1.

Gain the nickname 'Probably a Cop'.

170-25 D'anika: "So where are all these arms? All I see is a two-bit spindrifter."

Player: "Right, because marching through Whisper Alley with a bunch of guns would be a smart move, right? I'm on the Zephyr. Come meet us at our docking well and we'll make the trade."

Rep ★+1. Perk Token ☹️+1.

Lock Action 04.

170-26 You feel a blade at your throat. A greasy Tydorian with bad breath whispers in your ear.

Tydorian: "What's the code word?"

"Resist" - go to 170-27

"Belkos" - go to 170-28

"Rise Up" - go to 170-28

"Password123" - go to 170-28

"Sludgehammer" - go to 170-27

"D'anika" - go to 170-28

170-27 You wake up clamped to a chair in the middle of an abandoned warehouse. A heavily modified biotech bot scans you with its glowing green eye slits. Spinbot D'anika is there too. For a bot, she's an absolute vision, her mechanical body adorned with high-gloss enamel and costly tritanium accents. She's flanked by an entourage of sycophants and bruisers.

D'anika: "Are they clean?"

Biotech Bot: "Technically no, they are filthy, but they are not jacked. You are safe."

D'anka steps forward as the biotech scanner leaves.

D'anka: "Well, spacer? You my hero, delivering the goods?"

Player: "If by goods, you mean extremely illegal arms cargo, then yes, I'm your Harkkonberry."

You make arrangements to deliver the goods back at the docking well.

Rep ☆+1. Perk Token ☺+1.

Lock Action 04.

170-28 You realize that must not be the correct code word when you're zapped from behind by a shock rod and lose consciousness.

Threat ⚡+1. Gain an Injured card (011).

Next - go to 170-23

170-29 Before you is Whisper Alley, a congested, four-mile-long gauntlet of lawlessness and debauchery, connecting the factory districts to the stacks of corporate hovels.

Some say you can buy anything in Whisper Alley, and the implications of that are chilling. As you make your way down the narrow thoroughfare, you realize you're being followed by some small time local gangers. They aren't even trying to hide their interest in you.

Make a **(SWAGGER)** skill check 🎲🎲.

0-5 - go to 170-30

6-7 - go to 170-31

8+ - go to 170-38

170-30 The punk gang drags you down a side street and take your data. You emerge some time later, bloodied and limping, but alive. You snag a T-shirt from an unaware vendor and wipe your face as you limp back to the ship. Later you look at the shirt. 'I Survived Whisper Alley', it says, and shows a cartoon of a tourist being pummeled by thugs.

Gain an Injured card (011).

Dismiss all readied items and sidekicks.

Lock Action 04.

170-31 You nonchalantly stop at a street vendor, but they abruptly close up shop. When the Viblade comes at your throat, you grab the scaly wrist of its user. The chameleon face of the ganger registers shock just before you slam it into the corner of the market stall and they crumple to the ground unmoving. You spin around reflexively, but their friends are already gone.

Rep ☆+1. Supplies 📦+1.

Gain an item card (020).

Next - go to 170-32

170-32 Is B-3 circled in the ship log database?

Yes - go to 170-33

No - go to 170-36

170-33 A nearby Igno beggar opens his coat.

Igno: "Psst, need eyeballs? I got a wide selection."

A variety of eyeballs in small vials dangle from the coat lining. The beggar offers to sell you what he calls a Pirate Eye.

Choose 1:

Buy a Pirate Eye for 1 supplies 📦 - go to 170-34

Ew, no - go to 170-35

170-34 **Player:** "When in Theodorbus, do as the Theodorbans do. That's what they say, right?"

Igno: "Who says that? Nobody says that."

Player: "The Theodorbans sure do. Gimme that eye!"

Supplies 📦-1.

Circle F-2 in the ship log database.

170-35 **Player:** "No, not today. Thanks."

170-36 A nearby Tremok beggar pulls on your shirt.

Tremok: "Psst, need information? Data? Transport codes?"

Choose 1:

Buy transport codes for 1 supplies 📦 - go to 170-37

Decline - go to 170-35

170-37 **Player:** "Got something that'll get me into Riktos?"

Tremok: "I sure do."

Supplies 📦-1.

Circle B-3 in the ship log database.

170-38 You nonchalantly stop at a street vendor, but they abruptly close up shop. When the Viblade comes at your throat, you grab the scaly wrist of its user. The chameleon face of the ganger registers shock just before you slam it into the corner of the market stall and they crumple to the ground unmoving. A tentacle writhes toward your leg, but you slice through it with your new Viblade and you hear a scream. A blast slug cracks into the wall near your shoulder, but it's the last time that person will shoot anything. They slump to the ground another victim of your new weapon.

New catchphrase: I'm actualizing my success! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Supplies 📦+2.

Gain item card 029, Jailbroke Viblade.

Next - go to 170-32

171

Choose your current context:

Trapped on Sepka - go to 171-1

None/Other - go to 171-17

171-1 You stroll into Moonshiners, a busy watering hole on the Gray Bay that caters to miners, laborers, and space haulers dropping in while dirtside.

Is this action required !!!?

Yes - go to 171-2

No - go to 171-6

171-2 You make your way to the back, where shady groups huddle to hatch schemes. You fit right in. There you see a flashy spinbot at a back booth with an entourage of capable-looking operatives. You realize it must be Spinbot D'anka.

You approach, but two of the operatives stand in your way. No problem. Dealing with this kind takes a certain flare.

All players at this action must make a **(SWAGGER)** group 🎲 skill check 🎲.

🎲 Goal: 6

Success - go to 171-3

Fail - go to 171-5

171-3 You raise your voice just enough to be heard over the din.

Player: "We're here to talk to D'anka about an important matter regarding lithrotech."

D'anka's sensitive audio receptors pick up on the exchange.

D'anka: "Let them speak!"

You smile smugly.

All players at this action gain Rep ☆+1.

Next - go to 171-4

171-4 *The operatives depart.*

Player: "We have an old ship. It's not much to look at, but it's got the tech needed to track the lithropods and help those miners."

D'anika: "How do I know you're not working for Orecorp?"

Player: "We turned them down."

D'anika: "And how'd that go?"

Player: "They threatened us."

D'anika: "You're going to need our help. This is Boz. He knows his way around Sepka, and more importantly, he knows how to operate a bore tunneler. If you can keep eyes on the lithropods and coordinate an approach, we can free those people."

Boz: "Hi, I'm Boz. Nice to meet you! A few of my friends are trapped on that moon. If you're serious about getting them out, I'll drive the tunneler. Just keep those lithropods off my back!"

Gain job card 090, Rescue on Sepka. Have Navigation make it an active job, and place its waypoint ring under the Zephyr on the Beros System location (327) on the galactic star map.

Circle I-2 in the ship log database.

171-5 *Player: "Hey, watch it!"*

Having your arm twisted behind your back is never pleasant, but struggling only makes it worse. The operatives manhandle you toward the door but are stopped short by a whistle from D'anika.

D'anika: "Bring them back. I'm curious what they have to say."

Each player at this action gains a Stress card (012).

Next - go to 171-4

171-6 Is Action 02 locked?

Yes - go to 171-7

No - go to 171-14

171-7 Are you wanted by Forex?

Yes - go to 171-8

No - go to 171-11

171-8 A motley group of loud-mouthed Forex enter the tavern like they own the place. Their leader, a wiry Human with unnaturally white hair and skin, spots you.

Forex Leader: "Hey, you're part of that Zephyr crew! Looks like you're going to get an EX-treme beating tonight!"

All players at this location must make a **(FIGHT)** group skill check.

Goal: 5

Success - go to 171-9

Fail - go to 171-10

171-9 As you're throttling the neck of the ghostly, white Human, he tries to bargain.

Forex Leader: "I... have the... codes!"

Intrigued, you loosen your grip.

Forex Leader: "I have the codes to Plundervault. I'll give 'em to you, just don't kill me."

Circle H-2 in the ship log database.

All players at this action gain Rep ☆+1 and an item card (020).

171-10 It's humiliating to get your butts kicked by Forex, but you manage to survive with just a few fractures, abrasions, hematomas, and lacerations.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

171-11 You huddle up at one of the shady tables in the back to raise your glasses to a job well done.

Player: "I just wish Sena wasn't so mad at us for selling her lithrotech to Orecorp. I mean business is business, right?"

A hush falls over the nearby table where a group of grubby miners cast glances your way.

Miner: "You sold Lithrotech to Orecorp, then have the nerve to come in here bragging about it? I have a brother up there!"

All players at this action must make a **(FIGHT)** group skill check.

Goal: 5

Success - go to 171-12

Fail - go to 171-13

171-12 You hold your own against the miners, and even pull some punches. You see where they're coming from, but it's too late to do anything about it. The Orecorp techs will be by the Zephyr in the morning to remove the Lithrotech scanning module. The deal is done!

Risk Ⓢ+1.

All players at this action gain Rep ☆+1.

171-13 You get trampled by the horned miner, and as word spreads, the scene at Moonshiners becomes even more unfriendly, forcing you to head back to the Zephyr to wait for the Orecorp techs to come by to remove the Lithrotech scanning module.

Threat Ⓢ+1.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

171-14 You huddle up at one of the shady tables in the back to plan your next move on behalf of the miners on Sepka.

Player: "Once we land on Sepka, we'll scan for lithropod trails. Then we'll use the Zephyr's old Dig Rite 3000 excavator to get the miners out. Let's come up with a plan."

All players at this action must make a **(PLAN)** group skill check.

Goal: 6

Success - go to 171-15

Fail - go to 171-16

171-15 *Player: "Okay, so that settles it! We use the Dig Rite 3000 to get those miners out and collect the reward!"*

A nearby table with a half-dozen miners bursts out laughing at this, including an aging Tremok.

Boz: "You can't get those miners out with a Dig Rite. It'd take you a month. Besides, the lithropods would have you long before then."

Player: "Do you have any suggestions?"

Boz: "The name's Boz. I know how to run a Tunneler, if you can keep the lithropods off my back."

All players at this action gain Rep ☆+1.

Gain job card 090, Rescue on Sepka. Have Navigation make it an active job, and place its waypoint ring under the Zephyr on the Beros System location (327) on the galactic star map.

Circle I-2 in the ship log database.

Lock this action.

171-16 *Player: "Okay, so that settles it! We use the Dig Rite 3000 to get those miners out and collect the reward!"*

A nearby table with a half-dozen miners bursts out laughing at this, including an aging Tremok.

Boz: "You can't get those miners out with a Dig Rite. It'd take you a month. Besides, the lithropods would have you long before then."

Player: "Got any suggestions?"

Boz: "I'd just use one of the mining tunnelers they have up there. Not the

easiest thing to drive, but it'll get the job done. Your biggest problem are the lithropods. They'll make dust out of ya."

Player: "We got that covered."

They look shocked and begin whispering amongst themselves, casting concerned glances your way, and you hear the term 'lithrotech' muttered frequently.

Threat ★+1.

Gain job card 090, Rescue on Sepka. Have Navigation make it an active job, and place its waypoint ring under the Zephyr on the Beros System location (327) on the galactic star map.

171-17 *Moonshiners is a popular tavern that caters to miners, laborers, and space haulers stopping in while dirtside. The mix can get rowdy, but it's just the run-of-the-mill loudmouths blowing off steam.*

Tonight is karaoke night, and you have just the right amount of liquid courage to fancy yourselves undiscovered pop stars.

All players at this action make a **(SWAGGER)** group skill check 🎲 🎲.

Goal: 6

Success - go to 171-18

Fail - go to 171-21

171-18 Are you wanted by the Dragonwing?

Yes - go to 171-19

No - go to 171-20

171-19 *You stumble onto the stage as "Last Night in Romulo" starts playing. Your performance falters when you see a squadron of Dragonwing pilots on shore leave walk through the door, but they enjoy themselves so much, they forget all about past rivalries.*

All at this action gain Rep ★+1.

Erase the checked box for the Dragonwing in the wanted by section of the ship log. You are no longer wanted by them.

Circle C-1 in the ship log database.

Lock Action 05.

171-20 *You stumble onto the stage as "Last Night in Romulo" starts playing. Almost from the start, the entire place joins in and soon you're arm in arm with complete strangers, swaying back and forth and shout-singing your favorite choruses.*

All players at this action gain Rep ★+1.

Each player who passed their part of the group skill check gains a sidekick card (050).

Lock Action 05.

171-21 Are you wanted by the Dragonwing?

Yes - go to 171-22

No - go to 171-23

171-22 *You stumble onto the stage as "Last Night in Romulo" starts playing. Your performance falters when a squadron of Dragonwing pilots on shore leave walks through the door. They spot you immediately and soon you're slamming your faces against their fists.*

All players at this action gain Rep ★+1 and an Injured card (011).

Lock Action 05.

171-23 *Your off-tone performance offends all present, including a squadron of Dragonwing pilots on shore leave. You break one guy's hand with one of your faces. That'll teach him!*

All players at this action gain Rep ★+1 and an Injured card (011).

Check the Dragonwing box in the wanted by section of the ship log.

Lock Action 05.

172

The Dealmakers are shrewd sellers who control all sanctioned trade on Beros. The Dealmaker you meet with is a bug-like Phidia with an annoying obsession with numbers.

Only certain cargo tokens 🧩 are available for purchase. You may purchase any number of cargo tokens 🧩, but not arms, hazardous, or illegal cargo.

To purchase cargo tokens 🧩, spend the supplies 🧰 listed on the token, then have Logistics place it in the ship hold.

173

The Dealmakers are the unofficial trade lords of Port Avulun. The Dealmaker you meet with is a tall, thin robot with numerous mechanical eyes of varying sizes and zoom capabilities.

What is the current state of the galactic struggle?

Peace - go to 173-1

Unease - go to 173-1

War - go to 173-5

173-1 *You offer up your cargo.*

Choose any number of cargo tokens 🧩 from the ship hold to sell. Rare cargo is in demand. You cannot sell illegal cargo here.

Make a **(COMMUNICATE)** skill check 🎲 🧐.

Add 1 to your total for each cargo token 🧩 being sold, and an additional +1 for each rare cargo being sold.

0-8 - go to 173-2

9-10 - go to 173-3

11+ - go to 173-4

173-2 *It isn't until later that you realize you've been swindled.*

Return the chosen cargo tokens 🧩 to the supply. Profit 🧾+1.

If you would like to buy cargo now go to 172. Otherwise, return to play.

173-3 *You negotiate a deal that feels fair.*

Return the chosen cargo tokens 🧩 to the supply. Profit 🧾+2.

If you would like to buy cargo now go to 172. Otherwise, return to play.

173-4 *You secure a hefty profit on a trade, you smooth-tongued devil, you.*

Return the chosen cargo tokens 🧩 to the supply. Profit 🧾+3.

If you would like to buy cargo now go to 172. Otherwise, return to play.

173-5 *You offer up your cargo.*

Choose any number of cargo tokens 🧩 from the ship hold to sell. Rare and arms cargo are in demand. You cannot sell illegal cargo here.

Make a **(COMMUNICATE)** skill check 🎲 🧐.

Add 1 to your total for each cargo token 🧩 being sold, and an additional +1 for each rare and arms cargo being sold.

0-8 - go to 173-2

9-11 - go to 173-3

12+ - go to 173-4

Choose your current context:

- Trapped on Sepka - go to 174-1
- Bombs Away - go to 174-6
- Catalyst - go to 174-12
- Gunrunning A - go to 174-14
- None/Other - go to 174-24

174-1 Pass the first player token to the left.

Is Rescue on Sepka an active job?

- Yes - go to 174-2
- No - go to 174-5

174-2 Player: "Okay, that completes our pre-flight. Putting in the coordinates for Sepka."

Sena: "We'll need additional power to increase the scanner output. You might want to juice the reactor."

Entering the docking well, you see an Orecorp exec with a squad of armed security enforcers.

Player: "What do these guys want?"

Sena: "Here to steal my lithrotech, I'm sure."

Player: "Well good luck to them. Let's get out of here."

The lift-off sprays the Orecorp crew with dirty water from the landing pad.

Risk Ⓢ+1. If you haven't already, check the Orecorp box in the wanted by section of the ship log.

Choose 1:

- Remain in the Beres System - go to 174-3
- Leave the Beres System - go to 174-4

174-3 Player: "We still have some miners to rescue."

Remove all game pieces from the location book and turn to page 9.

Move the Zephyr standee from the galactic star map to the Port Avulun location (338) on the mini-map. Place the waypoint ring for Rescue on Sepka on the Mining Colony location (337) on the mini-map.

If A-2 is circled in the ship log database, lock Action 01.

If A-3 is circled in the ship log database, lock Action 02.

If B-1 is circled in the ship log database, lock Action 03.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Rescue on Sepka*.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the mini-map.

174-4 Player: "Well, I guess we're done here. Let's leave the system."

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

174-5 The Orecorp techs arrive at the hangar.

Player: "Sena, lower the cargo ramp. They're here for the lithrotech gear."

Sena: "No."

Player: "Whaddya mean, no?"

Sena: "These are my systems! I should have a say in what goes and what stays and my scanners are part of how I see the universe. I'm keeping them."

Player: "Sena, open the cargo ramp. They already paid! We owe them."

You hear the sound of the thrusters warming up.

Player: "Sena, what are you doing?"

You watch helplessly as the ship lifts off and the Orecorp techs stand confused on the landing pad below.

Risk Ⓢ+1. If you haven't already, check the Orecorp box in the wanted by

section of the ship log.

Choose 1:

- We want to resolve another waypoint ring in this system - go to 335-8
- Leave the Beres System - go to 174-4

174-6 You gather back at the Zephyr and begin prepping for takeoff.

Pass the first player token to the left.

Is Action 03 locked?

- Yes - go to 174-7
- No - go to 174-11

174-7 Sena: "Orecorp Security is on its way to the port. Did somebody get sloppy out there?"

Player: "Sometimes you have to break something before you can fix it, Sena!"

Sena: "Well we better hurry and get off this planet or we'll never have another chance."

All players must make a **PLAN** group Ⓢ skill check Ⓢ. Goal: 6

Success - go to 174-8

Fail - go to 174-10

174-8 You quickly get the ship prepped and make a hasty liftoff before the Orecorp goons arrive.

Check a box in the docking violation section of the ship log.

Next - go to 174-9

174-9 Player: "Set course for Riktos. Hopefully these clearance codes work."

Remove all game pieces from the location book and turn to page 9.

Move the Zephyr standee from the galactic star map to the Port Avulun location (338) on the mini-map.

Place the waypoint ring for Bombs Away on the Hollow Core location (336) on the mini-map.

If A-2 is circled in the ship log database, lock Action 01.

If A-3 is circled in the ship log database, lock Action 02.

If B-1 is circled in the ship log database, lock Action 03.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Bombs Away*.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the mini-map.

174-10 Player: "Set course for Riktos. Hopefully these clearance codes work."

Sena: "Cooling system is still showing an error message!"

Player: "We need to leave now, Sena. We'll have to address it on the fly."

As the ship begins to lift off, Orecorp security agents enter the docking pit. The ship is rocked by blasts as you lift off into the slate-gray sky.

Draw 2 tokens from the bag and apply their effects.

Remove all game pieces from the location book and turn to page 9.

Move the Zephyr standee from the galactic star map to the Port Avulun location (338) on the mini-map.

Place the waypoint ring for Bombs Away on the Hollow Core location (336) on the mini-map.

If A-2 is circled in the ship log database, lock Action 01.

If A-3 is circled in the ship log database, lock Action 02.

If B-1 is circled in the ship log database, lock Action 03.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Bombs Away*.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the mini-map.

174-11 You quickly get the ship prepped and lift off from Port Avulun.

Next - go to 174-9

174-12 Player: "Sena, we're skipping prep and launching straight away!"

Sena: "But some of the crew are still on shore leave."

Player: "Let's call 'em back and tell them to hurry! I have a feeling something's about to go down."

Each player must roll the chance die. If the result is less than the number of sidekicks that player has readied, gain Risk ④+1.

Pass the first player token to the left.

Next - go to 174-13

174-13 Player: "Okay, everybody's on. Let's go!"

Port Avulun Control: "PHG-04, this is Port Avulun Control. You are not authorized for lift-off at this time."

You mute the bot as the thruster turbines wind up for launch. Then the entire docking well lurches with the impact of a massive blast, followed by emergency sirens!

Player: "Initiate lift-off!"

As the Zephyr emerges from the docking well, you see a blast in the heart of the factory district!—a fiery orange ball of destruction designed to decimate the local industry. And yet, it's not. It's as if the blast itself is frozen in time. Surrounding the frozen blast is a shimmering translucent stasis bubble that is slowly expanding before your eyes!

Player: "Full thrust! We don't want to get stuck in that field!"

You tune into a newsfeed to find out what happened.

Hologames Announcer: "...naming itself the Siren's Call has claimed responsibility for the blast and claims they will not reverse the effects unless their demands are met within the next twenty-four hours. The group's broadcasted list of five demands consists of..."

Check a box in the docking violation section of the ship log.

Move the galactic struggle dial one space toward war.

Choose 1:

- We want to resolve another waypoint ring in this system - go to 335-8
- Leave the Beres System - go to 174-4

174-14 You arrive back at the docking well, and prep the Zephyr for takeoff.

Player: "Is that a snat I just saw?"

Sena: "Affirmative! This place is crawling with them. Please tell me we're about to leave."

The first player gains a Snats card (017).

Pass the first player token to the left.

Is Action 04 locked?

- Yes - go to 174-15
- No - go to 174-20

174-15 Spinbot D'anika and her armed entourage enter the docking well through the industrial corridors. They bring an empty skimmer with them.

D'anika: "My spacers! Let's make a deal!"

Choose 1:

- "It's a flat rate. No negotiation." - go to 174-16
- "The price has gone up." - go to 174-17

174-16 Player: "Two per container. That's our only offer. Take it, or leave it."

D'anika: "Well, spacers, I guess a deal's a deal. Let's load up!"

You sigh in relief as D'anika's bodyguards load the arms crates onto their skimmer and cover it with a tarp.

D'anika: "Nice doing business with you. I suggest you leave Port Avulun. It could get ugly here real soon."

You've completed Gunrunning A. Banish its job card.

Return all arms cargo token ⑧ from the ship hold to the supply. Profit ②+2 for each.

All players gain Rep ☆+1.

Move the galactic struggle dial one space toward war.

Choose 1:

- We want to resolve another waypoint ring in this system - go to 335-8
- Leave the Beres System - go to 174-4

174-17 Player: "The price has gone up. How about a surcharge of one up front, plus two per container?"

You see D'anika's bodyguards tighten their grips on their weapons and you're certain something's about to go down. The spinbot herself is inscrutable.

All players must make a **(SWAGGER)** group ⑧ skill check ④+1. Goal: 6

Success - go to 174-18

Fail - go to 174-19

174-18 D'anika: "Well, spacers, you have yourself a deal. I'll sweeten the pot, but just this time. Let's load up!"

You sigh in relief as D'anika's bodyguards load the arms onto their skimmer and cover it with a tarp.

D'anika: "Nice doing business with you. I suggest you leave Port Avulun. It could get ugly here real soon."

You have completed Gunrunning A. Banish its job card.

Profit ②+1.

Return all arms cargo tokens ⑧ from the ship hold to the supply. Profit ②+2 for each.

All players gain Rep ☆+1.

Move the galactic struggle dial one space toward war.

Choose 1:

- We want to resolve another waypoint ring in this system - go to 335-8
- Leave the Beres System - go to 174-4

174-19 D'anika: "You can't just hike up the prices like that! A deal's a deal. That's the spacer's code!"

Player: "Spacer's code? Oh yeah, the code! What were we thinking?"

D'anika: "We're good then?"

Player: "Fine. I mean, we live by that code after all."

D'anika's bodyguards load the arms onto their skimmer and cover it with a tarp while the spinbot fixes her gaze on you.

D'anika: "I won't forget how you tried to jack up the price at the last minute. I suggest you leave Port Avulun. It could get ugly here real soon."

You have completed Gunrunning A. Banish its job card.

Return all arms cargo tokens ⑧ from the ship hold to the supply. Profit ②+2 for each.

All players gain Rep ☆+1.

Threat ④+1.

Move the galactic struggle dial one space toward war.

Choose 1:

- We want to resolve another waypoint ring in this system - go to 335-8
- Leave the Beres System - go to 174-4

174-20 Spinbot D'anika and her armed entourage enter the docking well through one of the industrial corridors. You soon find out why they brought a skimmer with them.

D'anika: "I'm going to offer you one up front, plus one more per arms container delivered. What do you say, babies? That's a solid offer!"

Accept the offer - go to 174-21

Decline the offer - go to 174-22

174-21 You decide some money is better than none.

Player: "Looks like you won't be getting that new voice modulator, Patch."

175-178

Patch: "MEEP MOOP!"

D'anika's bodyguards load the arms onto their skimmer and cover it with a tarp.
D'anika: "Nice doing business with you. I suggest you leave Port Avulun. It could get ugly here real soon."

Player: "Enjoy them! You can bet we're gonna tell Cheppa Nok never to sell to you again!"

You have completed Gunrunning A. Banish its job card.

Profit +1. Return all arms cargo tokens from the ship hold to the supply.

Profit +1 for each. All players gain Rep +1.

Move the galactic struggle dial one space toward war.

Choose 1:

We want to resolve another waypoint ring in this system - go to 335-8

Leave the Beros System - go to 174-4

174-22 Player: "No deal. We have bills to pay."

D'anika's bodyguards tighten their grips on their weapons and you're certain something's about to go down. The spinbot herself is inscrutable.

All players must make a **SWAGGER** group skill check . Goal: 6

Success - go to 174-16

Fail - go to 174-23

174-23 Guns are suddenly aimed in all directions. Everybody has somebody pointing a gun at their head and the situation becomes tense.

D'anika: "You raggedy spacers need to know something about us. See, one way or the other, we always get what we want. Time to reconsider."

Threat +1.

All players gain a Stress card (012).

Next - go to 174-21

174-24 Sena: "You're back! We leaving? The cold bleakness of space is happier than this place."

Player: "Yeah, we're taking off. Warm up the engines and we'll do the pre-flight."

Pass the first player token to the left.

Choose 1:

Remain in the Beros System - go to 174-25

Leave the Beros System - go to 174-4

174-25 Player: "We still have business to take care of here in Beros. Let's not leave the system just yet."

Remove all game pieces from the location book and turn to page 9.

Move the Zephyr standee from the galactic star map to the Port Avulun location (338) on the mini-map.

If A-2 is circled in the ship log database, lock Action 01.

If A-3 is circled in the ship log database, lock Action 02.

If B-1 is circled in the ship log database, lock Action 03.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

175

Choose your current context:

Mar Mar Patrol - go to 175-1

Rubal Round End Captured - go to 175-2

The Volcannon - go to 175-2

Rescue on Sepka - go to 175-3

The Scarab of Alon - go to 175-4

Doppelgangers - go to 175-5

None/Other - go to 175-6

175-1 You call out for the captured spacer and stand atop a pile of Krunk bodies for a better vantage. Your voice and your guns echo as you shoot down the Krunk blocking your rescue.

New catchphrase: I'm suddenly confident! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower all enemy dials by 3.

175-2 The Gar are closing in all around, but you save your ammo until they're close enough, then unleash your counterattack! Your high-tech weapons scare the brutes, despite their having you outnumbered.

You notice a fellow crew member eyeing you quizzically.

Player: "My new catchphrase. Yes? No?"

New catchphrase: I'm very confused right now! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower an enemy dial by 6.

175-3 The lithropods are slow-moving targets, offering you a chance to catch several with a single, perfectly-timed attack. Your voice echoes through the tunnels as you blast a string of lithropods bearing down on the escaping miners.

New catchphrase: Kah-ching! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower all enemy dials by 3.

175-4 In the tight confines of the chamber of shards, your passion for old action films really pays off! You rip into the tomb guardians and dazzle your teammates with your impressive gun fu.

New catchphrase: Kiss my asteroid! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower up to 2 enemy dials by 3 each.

175-5 There is chaos as familiar faces now press in with sinister intent. But you keep things simple and call to the others.

Player: "Shoot anyone with gold eyes!"

Lower all enemy dials by 3.

175-6 The enemy is closing in all around, but you save your ammo until they're in close, then unleash your counterattack! You notice a fellow crew member eyeing you quizzically.

Player: "New catchphrase. Good, no?"

New catchphrase: Like and subscribe! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower all enemy dials by 6.

176

Choose your current context:

Doppelgangers - go to 176-1

None/Other - go to 176-5

176-1 You attempt to help your peers.

Perk Token +1. Make a **TECHNICAL** skill check .

0-6 - go to 176-2

7 - go to 176-3

8+ - go to 176-4

176-2 Perk Token +1.

Choose a player on Actions 01-06. You may choose yourself.

The chosen player may remove a status card from their draw or discard pile, then reshuffle.

Lock Action 03.

176-3 Improve +1.

Choose up to 2 players on Actions 01-06. You may choose yourself.

Each chosen player may remove a status card from their draw or discard pile, then reshuffle.

Lock Action 03.

176-4 Improve +1.

Choose up to 3 players on Actions 01-06. You may choose yourself.

Each chosen player may remove a status card from their draw or discard pile, then reshuffle.

Lock Action 03.

176-5 *You try to render aid to your fellow crew mates, thinking maybe they'll save you some coffee for a change.*

Perk Token +1. Make a **TECHNICAL** skill check  .

0-6 - go to 176-6

7 - go to 176-7

8+ - go to 176-8

176-6 *Player: "I got bandages!"*

Choose a player. The chosen player may remove a status card from their draw or discard pile, then reshuffle.

Lock Action 03.

176-7 *Player: "I got pills and bandages!"*

Improve +1.

Choose up to 2 players. Each chosen player may remove a status card from their draw or discard pile, then reshuffle.

Lock Action 03.

176-8 *Player: "I have stim capsules and bandages!"*

Improve +1.

Choose up to 3 players. Each chosen player may remove a status card from their draw or discard pile, then reshuffle.

Lock Action 03.

177

Choose your current context:

Rescue on Sepka - go to 177-1

The Scarab of Alon - go to 177-2

Doppelgangers - go to 177-3

None/Other - go to 177-4

177-1 *One of the miners calls for aid with the wounded, and you call back.*

Player: "Get in the middle! We'll cover you!"

You form a ring and make a stand, protecting the miners from the mindless threat of the lithropods that float toward you from all directions.

Improve +1. Lower an enemy dial to 0.

177-2 *You stand back-to-back with your crew mates and go crazy on the bugs!*

Player: "Dearly beloved, we are gathered here to get through this thing called 'death'!"

Lower an enemy dial to 0. Gain an Inspired card (015).

177-3 *Back-to-back with your peers, you make a stand. Someone calls out that they need to reload, and you reflexively shift to cover their firing lane. The timing pays off and several Doppelgangers are shot down.*

New catchphrase: Mommy's baby did a good job! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower an enemy dial by 6.

177-4 *Back-to-back, you make a stand, burning through ammo! When someone calls out they need to reload, you reflexively shift to cover their firing lane. The teamwork pays off and the enemy pays dearly for trying to exploit the opening.*

New catchphrase: Never bet against the kid! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower an enemy dial by 6.

178

Choose your current context:

Mar Mar Patrol - go to 178-1

Rubal Round End Captured - go to 178-5

The Volcannon - go to 178-9

Rescue on Sepka - go to 178-13

The Scarab of Alon - go to 178-17

Doppelgangers - go to 178-21

178-1 *Player: "That's it! I've got a plan!"*

Perk Token +1. Make a **PLAN** skill check  .

0-6 - go to 178-2

7 - go to 178-3

8+ - go to 178-4

178-2 *You grab the limp body of a Krunk and use it like a shield. Then you charge into the thick of the Krunk forces, hoping to grab your crew mate. Instead, you get shot all to heck! As an added bonus, you get captured as well!*

Player: "Oh no, my beautiful plan."

An astonished Krunk warrior looks at you.

Krunk: "You mean you did that deliberately?"

Lower all enemy dials by 1.

Move to Action 07.

178-3 *A grenade rolls at your feet and you have no time to think, so you kick it as hard as you can. It lands among the Krunk who threw it!*

Krunk: "That looks like one of ours. Probably safe."

It explodes, sending Krunk parts flying in all directions!

Improve +1.

Lower all enemy dials by 2.

Remove a standee from Action 07.

178-4 *You pretend to surrender.*

Player: "Okay! You got me! I hereby surrender! I've had a belly full of all this fighting!"

Krunk: "Hands up, biological! Turn around!"

You act quick, grabbing the Krunk gun and using it to take out the entire squad.

Krunk: "I... detect... deception."

Rep +1. Gain an item card (020).

Remove all standees from Action 07. Lock Action 05.

178-5 *Player: "Ooh! Idea time! It's idea time!"*

Make a **TECHNICAL** skill check  .

0-5 - go to 178-6

6 - go to 178-7

7+ - go to 178-8

178-6 *Player: "Sena, I got a crazy idea, but I'm going to need your holocore!"*

You dodge a spear as you rush up the ramp into the Zephyr.

Sena: "My parts are my parts, your parts are your parts!"

Player: "What does that even mean?"

You hunker down under the Operations console and begin removing the holocore, when you're suddenly shocked senseless by a power surge.

Sena: "Did I do that?"

Gain a Stress card (012).

Lock Action 05.

178-7 Player: "Sena, I got a crazy idea, but I'm going to need your holocore!"

You dodge a spear as you rush up the ramp into the Zephyr.

Sena: "Not again!"

Player: "I'll give it back, I promise!"

Sena: "That's what you said last time!"

You hunker down under the Operations console and remove the holocore module. Then you make a hasty patch to a couple of power packs, wrap it up in duct tape, and head back out into the fray, where you're greeted by confused crew mates.

Then it works. A giant thirty-foot-tall Phidian appears above the holocore contraption and begins enacting a scene from your favorite horror movie, Floundran Slaughter Clowns. As the Phidian actor screams and blood and gore begin spraying from her writhing body, some of the Gar break and flee in terror. Others just gape, unsure of what they're seeing.

Lower all dials by 3.

Lock Action 05.

178-8 Player: "Sena, I got a crazy idea, but I'm going to need your holocore!"

You dodge a spear as you rush up the ramp into the Zephyr.

Sena: "Not again!"

Player: "I'll give it back, I promise!"

Sena: "That's what you said last time!"

You hunker down under the Operations console and remove the holocore module. Then you make a hasty patch to a couple of power packs, wrap it up in duct tape, and head back out into the fray, where you're greeted by confused crew mates.

Then it works. A giant thirty-foot-tall Phidian appears above the holocore contraption and begins enacting a scene from your favorite horror movie, Floundran Slaughter Clowns. As the Phidian actor screams and blood and gore begin spraying from her writhing body, some of the Gar break and flee in terror. Others just gape, unsure of what they're seeing.

Lower all dials by 3.

All player gain Perk Token  +1.

Lock Action 05.

178-9 Player: "Ooh! Idea time! It's idea time!"

Make a **TECHNICAL** skill check  .

0-5 - go to 178-10

6 - go to 178-11

7+ - go to 178-12

178-10 Player: "Sena, I got a crazy idea, but I'm going to need your holocore!"

You dodge a spear as you rush up the ramp into the Zephyr.

Sena: "Absolutely not! I didn't get us in this mess, so leave my parts out of it!"

Player: "I'll give it back, I promise!"

You hunker down under the Operations console and begin removing the holocore when you're suddenly shocked senseless by a power surge.

Gain a Stress card (012).

Lock Action 05.

178-11 Player: "Sena, I got a crazy idea, but I'm going to need your holocore!"

You dodge a spear as you rush up the ramp into the Zephyr.

Sena: "Absolutely not! I didn't get us in this mess, so leave my parts out of it!"

Player: "I'll give it back, I promise!"

You hunker down under the Operations console and remove the holocore module. Then you make a hasty patch to a couple of power packs, wrap it up in duct tape, and head back out into the fray where you're greeted by angry crew mates.

Then it works. A giant, thirty-foot-tall Human woman appears above the holocore contraption and begins notifying you all of this weekend's incredible holiday sale at Cargomart. The unexplainable sight frightens some of the superstitious Gar away, and confuses others.

Lower all enemy dials by 3.

Lock Action 05.

178-12 Player: "Sena, I got a crazy idea, but I'm going to need your holocore!"

You dodge a spear as you rush up the ramp into the Zephyr.

Sena: "Absolutely not! I didn't get us in this mess, so leave my parts out of it!"

Player: "I'll give it back, I promise!"

You hunker down under the Operations console and remove the holocore module. Then you make a hasty patch to a couple of power packs, wrap it up in duct tape, and head back out into the fray where you're greeted by angry crew mates.

Then it works. A giant, thirty-foot-tall Human woman appears above the holocore contraption and begins notifying you all of this weekend's incredible holiday sale at Cargomart. The unexplainable sight frightens some of the superstitious Gar away, and confuses others.

Lower all enemy dials by 3.

All players gain Perk Token  +1.

Lock Action 05.

178-13 Player: "Okay, I've got an idea!"

Remove all standard blue shield tokens  from the bag.

Make a **TECHNICAL** skill check . Add 1 to your total for each shield token  removed.

0-4 - go to 178-14

5 - go to 178-15

6+ - go to 178-16

178-14 Player: "Hold them off for me!"

You sprint up the cargo ramp to the bridge of the Zephyr.

Player: "Sena, if the lithropods are giving off V-particles as a byproduct, that would suggest they're theoretically weak against large amounts of that very same particle."

Sena: "We could set off a controlled pulse using the shield generator. That should generate a massive amount of V-particles. That's actually brilliant!"

Player: "Brilliant? You don't say."

For each enemy dial above 0, roll the chance die and lower that dial by the result.

178-15 Player: "Hold them off for me!"

You sprint up the cargo ramp to the bridge of the Zephyr.

Player: "Sena, if the lithropods are giving off V-particles as a byproduct, that would suggest they're theoretically weak against large amounts of that very same particle."

Sena: "We could set off a controlled pulse using the shield generator. That

should generate a massive amount of V-particles. That's actually brilliant!"

Player: "Brilliant? You don't say."

Lower all enemy dials by 2.

Lock Action 05.

178-16 *Player: "Hold them off for me! I'm doing a thing!"*

You sprint up the cargo ramp to the bridge of the Zephyr.

Player: "Sena, if the lithropods are giving off V-particles as a byproduct, that would suggest they're theoretically weak against large amounts of that very same particle."

Sena: "We could set off a controlled pulse using the shield generator. That should generate a massive amount of V-particles. That's actually brilliant!"

Player: "Brilliant? You don't say."

Lower all enemy dials by 4.

Gain the nickname 'Brilliant'.

Lock Action 05.

178-17 *Player: "Okay, I've got an idea!"*

Make a **PLAN** skill check  .

0-5 - go to 178-18

6-7 - go to 178-19

8+ - go to 178-20

178-18 *Player: "Hand me that scarab! I got an idea!"*

Your teammate looks at you like you're nuts, but in the swirling melee, there's no time to think and so they attempt to pass it to you. It should be a simple hand-off but the bug guardians are laser-focused on the scarab. As you reach for it, they grab you, and your plan fizzles.

Threat +1.

Lock Action 05. Unlock and move to Action 07.

178-19 *Player: "Hand me that scarab! I got an idea!"*

Your crew mate looks at you like you're nuts, but in the swirling melee, there's no time to think and so they pass it to you.

You grab the scarab and slam it into the central depression. The bugs freeze, and everyone gets a chance to land a few blows before they turn to dust.

Player: "Get ready!"

You grab the scarab and the bug guardians reappear, forming out of dust. The fight is back on.

Lower all enemy dials by 2.

Remove all standees from Action 07.

Lock Action 05.

178-20 *Player: "Hand me that scarab! I got an idea!"*

Your crew mate looks at you like you're nuts, but in the swirling melee, there's no time to think and so they pass it to you.

You grab the scarab and slam it into the central depression. The bugs freeze, and everyone gets a chance to land a few blows before they turn to dust.

Player: "Get ready!"

You grab the scarab and the bug guardians reappear, forming out of dust. The fight is back on, but you're prepared.

Rep +1. All players gain Perk Token +1.

Lower all enemy dials by 2.

Remove all standees from Action 07. Lock Action 05.

178-21 *Player: "Okay, I've got an idea!"*

Perk Token +1. Make a **TECHNICAL** skill check  .

0-4 - go to 178-22

5-6 - go to 178-23

7+ - go to 178-24

178-22 *You get the idea that retaking the bridge single-handed should be no problem. Turns out you were wrong. Your wild shooting scores some hits, but one of the creatures grabs you by the jaw and looks deep into your eyes.*

Everything gets warm and droopy.

Lower all enemy dials by 1.

Move to Action 07. Lock Action 05.

178-23 *Noticing that the Doppelgängers are trying to lock eyes with your crew mates, you get an idea. You dash to the airlock where your space suits are hanging up and grab a helmet with a blast visor. Dropping the visor, it is almost too dark to see, but you know your ship well enough to charge the bridge, blasting as you go. It is disconcerting to see creatures that look like your friends being gunned down, but you press the onslaught.*

Improve +1.

Lower all enemy dials by 3.

Lock Action 05.

178-24 *Noticing that the Doppelgängers are trying to lock eyes with your crew mates, you get an idea. You dash away from your friends, only to arrive back on the bridge wearing dark sunglasses and a darker intent.*

You blast away at the hijackers, enjoying the sound of empty shell casings hitting the floor, which is amazing since none of your weapons actually use shells.

New catchphrase: Oh I got this! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower all enemy dials by 4.

Rep +1.

Lock Action 05.

179

Choose your current context:

Mar Mar Patrol - go to 179-1

Rubal Round End Captured - go to 179-5

The Volcannon - go to 179-5

Rescue on Sepka - go to 179-9

The Scarab of Alon - go to 179-16

Doppelgangers - go to 179-23

None/Other - go to 179-27

179-1 *You look around, desperate to find a way out.*

Make a **HUNT** skill check  .

0-5 - go to 179-2

6 - go to 179-3

7 - go to 179-4

179-2 *You dive into some nearby craters that could provide cover for a tactical escape. But you discover a squad of Krunk crouching there already.*

Krunk: "Hey! This is our crater!"

They quickly grab you!

Threat +1.

Unlock and move to Action 07.

179-3 *You spot a route across the battlefield that will allow you to make use of several deep craters for cover. Unfortunately there's barbed wire blocking your escape route!*

Removing the wire takes time and a few choice words. You finally clear a path and signal for the others.

Perk Token +1.

Lock Action 06.

179-4 You spot an escape route that will allow you to make an organized, tactical withdrawal, and maybe even make the enemy pay if they try to pursue. You spread the word and prepare to make your move.

Gain an Inspired card (015), then reshuffle.

All players at Action 07 gain Perk Token +1.

Lock Action 06.

179-5 You look around, desperate to find a way out.

Make a **PLAN** skill check .

0-5 - go to 179-6

6 - go to 179-7

7+ - go to 179-8

179-6 Looking for an escape, you get too close to the Gar mob. One enterprising Gar lassos you with a crude rope that wraps around your ankle.

Threat +1. Unlock and move to Action 07.

179-7 You manage to scare off a gaggle of Gar, and spot a potential escape route.

Perk Token +1. Lock Action 06.

179-8 Startled by the gunfire, a gargack goes bonkers, kicking and bucking. You spot an opportunity to make an escape.

Gain an Inspired card (015), then reshuffle.

All players at Action 07 gain Perk Token +1.

Lock Action 06.

179-9 Player: "We need a way out!"

Make a **HUNT** skill check .

0-3 - go to 179-10

4-5 - go to 179-11

6+ - go to 179-14

179-10 There's too many of the floating jellyfish creatures. You have to find a way to get those miners out before you're completely enveloped. You spot a possible escape route and concentrate your fire in that direction, but you soon find yourself cut off from the others and surrounded by lithropods.

Threat +1.

Unlock and move to Action 07.

179-11 You spot an escape route that might work, if everybody hustles and you stick close.

Choose 1, keeping in mind that any players at Action 07 are vulnerable:

Take the iffy escape - go to 179-12

Keep fighting - go to 179-13

179-12 Surrounded by lithropods, you make a poorly executed escape, shooting your way through as best you can, but the sheer numbers of the creatures take their toll.

Threat +1.

Each player at Action 07 gains an Injured card (011) and must banish a readied item or sidekick card (020 or 050 only). Then, remove all standees from Action 07. Lock Action 06.

179-13 You can't justify the risk, and instead lay down covering fire for the others.

All players at Action 07 gain Perk Token +1.

179-14 You spot an area where the lithropods seem less dense. It might be a longer path, but it looks a heck of a lot safer than where you are now.

Choose 1, keeping in mind that any players at Action 07 are vulnerable:

Take the path of least resistance - go to 179-15

Keep fighting - go to 179-13

179-15 Player: "Hurry up! This way, I'll cover you!"

Like a well-choreographed, synchronized swim team armed with guns, you take turns covering each other as you escape. The enemy swarm thins out, then disappears back into the rock, suddenly losing interest in phasing you out.

Each player at Action 07 gains a Stress card (012). Then, remove all standees from Action 07. Lock Action 06.

179-16 Player: "I'm gonna get us out of here!"

Make a **HUNT** skill check .

0-5 - go to 179-17

6-7 - go to 179-18

8+ - go to 179-21

179-17 While the battle rages, you're focused on getting out of here, but you fail to notice the dusty bug guardian coming at you with its pincer claws!

Unlock and move to Action 07.

179-18 You spot a potential escape route! Sure, it might lead to your deaths, but it just might be the break you need!

Choose 1, keeping in mind that any players at Action 07 are vulnerable:

Take the risky retreat - go to 179-19

Keep fighting - go to 179-20

179-19 You make a desperate and disorderly escape through the newly discovered tunnel. The bug guardians dog your heels, but you finally emerge and hurry toward the Zephyr.

Threat +1.

Each player at Action 07 gains an Injured card (011) and must banish a readied item or sidekick card (020 or 050 only). Then, remove all standees from Action 07. Lock Action 06.

179-20 You can't justify the risk. You dig in and prepare to fight.

All players at Action 07 gain Perk Token +1.

179-21 You spot another tunnel leading out of the chamber. It could be an escape route, and it offers some much needed cover!

Choose 1, keeping in mind that any players at Action 07 are vulnerable:

Take the protected escape - go to 179-22

Keep fighting - go to 179-20

179-22 Working together, you fight your way to the newly discovered tunnel exit. The bug guardians pursue, but you finally emerge and hurry toward the Zephyr.

Each player at Action 07 gains an Injured card (011). Then, remove all standees from Action 07. Lock Action 06.

179-23 You don't know what the Doppelgängers want with the Zephyr, but you need to stop the ship before it's too late!

Perk Token +1. Make a **TECHNICAL** skill check .

0-5 - go to 179-24

6-7 - go to 179-25

8+ - go to 179-26

179-24 The remote console in Logistics just might let you retake the ship, so you sneak down to the cargo hold and are happy to find it unoccupied. You just have to figure out how to use the remote console to transfer control of all critical ship functions.

After some time, you feel the temperature in the ship seems to be rising. Like, really fast. You must have reprogrammed the thermostat by accident. Wait, don't Doppelgängers love heat?

Life Support -1.

Gain a Stress card (012).

179-25 *The remote console in Logistics just might let you retake the ship, so you sneak down to the cargo hold and are happy to discover your sidekicks bound and gagged. They can't help with the console, but you free and arm them.*

Perk Token +1. Flip all face-down sidekicks face up. Lock Action 06.

179-26 *The remote console in Logistics just might let you retake the ship, so you sneak down to the cargo hold and are happy to discover your sidekicks bound and gagged. You free and arm them, and even better, discover one of them knows how to transfer control of all critical ship functions to the remote console.*

Perk Token +1. Gain the nickname 'Remote Employee'.

Flip all face-down sidekicks face up. Lock Action 06.

179-27 *Player: "I'm gonna get us out of here!"*

Perk Token +1. Make a **HUNT** skill check .

0-5 - go to 179-28

6-7 - go to 179-29

8+ - go to 179-32

179-28 *You think you spot a safe escape route, but it turns out to be a trap!*

Threat +1. Unlock and move to Action 07.

179-29 *You spot a potential escape route! Sure, it might lead to your deaths, but it just might be the break you need!*

Choose 1, keeping in mind that any players at Action 07 are vulnerable:

Take the risky retreat - go to 179-30

Keep fighting - go to 179-31

179-30 *You decide to take the escape route, trying your best to cover your six as you go.*

Threat +1.

Each player at Action 07 gains an Injured card (011) and must banish a readied item or sidekick card (020 or 050 only). Then, remove all standees from Action 07. Lock Action 06.

179-31 *You decide the escape route is too risky.*

All players at Action 07 gain Perk Token +1.

179-32 *You spot an escape route that will allow you to make a well-organized, tactical withdrawal, and maybe even make the enemy pay if they try to pursue. You spread the word and leave it to the team to decide.*

Choose 1, keeping in mind that any players at Action 07 are vulnerable:

Make an orderly retreat - go to 179-33

Keep fighting - go to 179-31

179-33 *You decide to take the protected escape route.*

Risk +1.

Each player at Action 07 gains an Injured card (011). Then, remove all standees from Action 07. Lock Action 06.

180

Choose your current context:

Mar Mar Patrol - go to 180-1

Rubal Round End Captured - go to 180-4

The Volcannon - go to 180-4

Rescue on Sepka - go to 180-7

The Scarab of Alon - go to 180-10

Doppelgangers - go to 180-13

None/Other - go to 180-16

180-1 *The Krunk grab hold of you with an iron grip. You need to break loose and get back to the Zephyr.*

All players at Action 07 must make a **STRENGTH** group skill check . Goal: 6

Pass - go to 180-2

Fail - go to 180-3

180-2 *Someone creates a diversion, and you manage to free yourselves and fight your way back to the others.*

Lower all enemy dials by 1.

Each participant gains a Stress card (012).

180-3 *You manage to break free, but you're pretty beat up, and you're dragging a few severed Krunk arms that refuse to let go!*

Threat +1.

Each participant must either banish a readied item or sidekick card (020 or 050 only) or gain an Injured card (011).

180-4 *The Gar have you and are dragging you back to their hive. You need to break loose and return to the defense of the Zephyr.*

All players at Action 07 must make a **STRENGTH** group skill check . Goal: 6

Success - go to 180-5

Fail - go to 180-6

180-5 *Something feral comes over you and you lash out at the Gar like a wild animal! They are startled by your sudden frenzy, and you manage to free yourselves and fight your way back to the others.*

Lower an enemy dial by 3.

180-6 *Something feral comes over you and you panic, throwing gear and shouting nonsense at your captors. They are startled by your sudden frenzy, and you manage to free yourselves and fight your way back to the others.*

Threat +1.

Each participant must either banish a readied item or sidekick card (020 or 050 only) or gain an Injured card (011).

180-7 *You're pinned down and separated from the others in a sea of lithropods! You must pick a direction and shoot your way out now, before you are phased out of existence.*

All players at Action 07 must make an **AIM** group skill check . Goal: 6

Success - go to 180-8

Fail - go to 180-9

180-8 *Lithropod guts splatter and quickly phase into the surrounding stone as you burn through ammo, shooting your way back to the others.*

Lower all enemy dials by 1.

Each participant gains a Stress card (012).

180-9 *You manage to make it back to the others, but not without near brushes with the deadly lithropod tendrils!*

Threat +1.

Each participant must banish a readied 020 item or 050 sidekick, if able.

180-10 *The tomb guardians have you in their pincers, pulling you in and grabbing you with their many appendages. You need to break loose or you'll die here, on some uncharted planet, no grave or statue or anything cool like that.*

All players at Action 07 must make a **STRENGTH** group skill check . Goal: 6

Success - go to 180-11

Fail - go to 180-12

180-11 *A lucky elbow in the thorax and you manage to free yourselves and fight your way back to the others.*

Lower all enemy dials by 1.

Each participant gains a Stress card (012).

180-12 *You struggle to break free, but the tomb guardians have you held firmly in their pincers.*

Threat ⚠+1.

Each participant must dismiss all readied cards.

Each player who failed their part of the group ⚔ skill check must leave their standee at Action 07. Each player who passed removes their standee as normal.

180-13 *The creatures giggle as they stare deep into your eyes...*

All players at Action 07 must make a **(STRENGTH)** group ⚔ skill check 🌐

🎯 Goal: 6

Success - go to 180-14

Fail - go to 180-15

180-14 *You resist and, tearing your face away, kick at the Doppelgänger that restrains you. The others break free as well, but just to be sure, you slap everyone in the face an excessive number of times.*

Lower all enemy dials by 1.

180-15 *Those eyes...*

Such lovely golden swirls...

All players at Action 07 gain a Stress card (012)

Each player who failed their part of the group ⚔ skill check must leave their standee at Action 07.

180-16 *The enemy has you in its clutches. You need to break loose and return to your team.*

All players at Action 07 must make a **(STRENGTH)** group ⚔ skill check 🖐

🎯 Goal: 6

Success - go to 180-17

Fail - go to 180-18

180-17 *You manage to free yourselves and fight your way back to the others.*

Lower all enemy dials by 1.

Each participant gains a Stress card (012).

Lock Action 07.

180-18 *You struggle, but fail to break free.*

Threat ⚠+1.

Each participant leaves their standee at Action 07.

181

Choose your current context:

Mar Mar Patrol - go to 181-1

Rubal Round End Captured - go to 181-6

The Volcannon - go to 181-11

Rescue on Sepka - go to 181-16

The Scarab of Alon - go to 181-22

Doppelgangers - go to 181-28

None/Other - go to 181-35

181-1 Pass the first player token to the left.

Is Action 06 locked?

Yes - go to 181-2

No - go to 181-3

181-2 Player: *"Okay, saddle up! We have our people, so let's leave this rock to the Krunk!"*

You climb back aboard the Zephyr and strap yourselves in for a hasty burn. The Zephyr lifts off, leaving the Krunk victorious on the rocky surface below.

Krunk: *"Ninety-one percent of biologicals are cowardly blood sacks!"*

All players gain Rep ☆+1.

Move the galactic struggle dial one space toward war.

Remove all game pieces from the location book and close it.

You may gain Risk ⚠+1 to work the ship. Then, travel on the galactic star map.

181-3 How many enemy dials are at 0?

0-1 - go to 181-4

2+ - go to 181-5

181-4 *There's a whole platoon of Krunk between you and the Zephyr!*

Player: *"They're not gonna make it easy on us! Kill 'em all and let the recycling plant sort them out!"*

Threat ⚠+1.

Lock Action 07.

Begin a new round in the location book.

181-5 Player: *"They're falling back! Now's our chance!"*

With guns blazing, you blast your way back to the ship!

Next - go to 181-2

181-6 Pass the first player token to the left.

Is Action 06 locked?

Yes - go to 181-7

No - go to 181-8

181-7 Player: *"Okay, let's do a head count! Is everybody onboard?"*

The crew sounds off.

Cook-E: *"Arrr, it's good to see everyone back!"*

Sena: *"All vital signs accounted for."*

Player: *"Let's get off this dust ball!"*

The Zephyr lifts off in a cloud of powdery orange that leaves the remaining Gar coughing and gagging.

All players gain Rep ☆+1.

Remove all game pieces from the location book and close it.

Next - go to 328-17

181-8 How many enemy dials are at 0?

0-1 - go to 181-9

2+ - go to 181-10

181-9 *There's a whole lotta Gar between you and the Zephyr!*

Player: *"Why are you making this so hard? It's like they don't trust sneaky infiltrators!"*

Threat ⚠+1.

Lock Action 07.

Begin a new round in the location book.

181-10 *One of the biggest, meanest Gar you've ever seen decides he doesn't want to fight anymore and turns to trudge back to the hive. It sets off a wave of apathy, and many of the other Gar follow suit.*

Player: *"This might be our best chance! Let's get everyone and bug out!"*

Next - go to 181-7

181-11 Pass the first player token to the left.

Is Action 06 locked?

Yes - go to 181-12

No - go to 181-13

181-12 *Player: "Okay, let's blow those charges and get off this dust ball!"*
You detonate the explosives and cheer as you watch the distant Volcannon collapse in on itself. The distant destruction shakes the remaining Gar, and they rush back to deal with this new calamity.

You have completed The Volcannon. Banish its job card.

Banish job card 096, The Volcannon.

All players gain Rep ☆+1.

Profit ♣+3.

Remove all game pieces from the location book and close it.

Next - go to 328-17

181-13 How many enemy dials are at 0?

0-1 - go to 181-14

2+ - go to 181-15

181-14 *There's a whole lotta Gar between you and the Zephyr!*

Player: "Why are they making this so hard? We just wanna blow up some of their stuff!"

Threat ♣+1.

Lock Action 07.

Begin a new round in the location book.

181-15 *You can sense the Gar are losing their will to fight.*

Player: "All at once now! Attack!"

And just like that, the Gar retreat.

Player: "What a bunch of cluckens!"

Next - go to 181-12

181-16 Pass the first player token to the left.

Is Action 06 locked?

Yes - go to 181-17

No - go to 181-19

181-17 *You manage to get the miners to the safe zone, a lofty observation tower that the lithropods tend to ignore.*

Player: "Patch, we need you up here, stat!"

Patch: "MEEP MOOP!"

Player: "Oh. Sorry, I didn't see you standing there."

Patch: "MOOP MOOP!"

Player: "You've been here the whole time? I'm sorry, I really didn't know."

Patch: "MOOP!"

Player: "We do value you, Patch. And right now we'd value your medical expertise."

Next - go to 181-18

181-18 *Ajack approaches you with his helmet in his hands and thanks you for saving the lives of everyone present.*

Player: "It's just another day for us, saving the galaxy one job at a time."

You have completed Rescue on Sepka. Banish its job card.

All players gain Rep ☆+1.

Profit ♣+3.

Remove all game pieces from the location book.

Choose 1:

We want to resolve another waypoint ring in this system - go to 335-8

Travel on the galactic star map - go to 335-6

181-19 How many enemy dials are at 0?

0-2 - go to 181-20

3+ - go to 181-21

181-20 *The lithropods have you surrounded, blocking your escape!*

Player: "These things just don't stop coming! We've got to do better or none of us are going to survive!"

Threat ♣+1.

Lock Action 07.

Begin a new round in the location book.

181-21 *Player: "They're phasing away! C'mon, let's get everyone to safety!"*

It would seem you've blasted enough lithropods to scare the rest away!

Next - go to 181-17

181-22 Pass the first player token to the left

Is Action 06 locked?

Yes - go to 181-23

No - go to 181-25

181-23 *You make it back to the Zephyr with the Scarab of Alon in hand. As you begin to lift off, you see the remaining tomb guardians take flight, shooting at you with their weird organic-looking guns.*

Player: "Those things can fly?"

The Zephyr is rattled as it takes a few hits before the thrusters quickly take you of range.

Draw 2 tokens from the bag and apply their effects.

Next - go to 181-24

181-24 *As soon as you leave orbit, you're hailed by the Gigazon freighter.*

Player: "Good timing! I see you've made repairs."

A different Gigazon employee appears, sporting a bandage around their left arm.

Employee: "We got here as fast as we could, and praise Belkos, our scanners show you have recovered the Scarab of Alon!"

Player: "Yeah we have! Took out a few of those bugs too, and I don't mean like on a date."

Employee: "Weird you would clarify that. But thanks for your hard work!"

You have completed The Scarab of Alon. Banish its job card.

Move the galactic struggle dial one space toward war.

All players gain Rep ☆+1.

Profit ♣+3.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

181-25 How many enemy dials are at 0?

0-2 - go to 181-26

3+ - go to 181-27

181-26 *The tomb guardians have you surrounded, blocking your escape!*

Player: "This fight ain't over yet!"

Threat ♣+1.

Lock Action 07.

Begin a new round in the location book. Any players still at Action 07 remain there instead of choosing new actions.

181-27 *There aren't enough tomb guardians left to block your escape*

Player: "Let's go for it!"

You pass the scarab back and forth, tucking it under your arms like a football as you run headlong down the tunnel. Behind you, aluminum spikes pierce only air as you flee the structure.

Next - go to 181-23

181-28 Pass the first player token to the left.

Are all enemy dials at 0?

Yes - go to 181-29

No - go to 181-30

181-29 You stand surrounded by the bodies of your enemies, smoke wafting up from the barrels of your guns and from the holes in the corpses.

Cook-E: "Arr, mateys. What blood-soaked horror!"

Player: "Thanks for all the help, Cook-E."

Cook-E: "Sarcasm? Hey, I'm a mess cook, not a fighter!"

Player: "Great! You can clean up this mess."

All players gain Rep ☆+1.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

181-30 Is Action 06 locked?

Yes - go to 181-31

No - go to 181-34

181-31 Are 2 or more enemy dials higher than 0?

Yes - go to 181-32

No - go to 181-33

181-32 You hear the angry howls of the remaining enemy as they regather and prepare to attack.

Threat Ⓢ+1. Begin a new round in the location book. Any players still at Action 07 remain there instead of choosing new actions.

181-33 The brutal effectiveness of your defense rattles the enemy, and you watch as the remaining Doppelgängers turn translucent and vanish.

Next - go to 181-29

181-34 Move the Zephyr standee along a space lane once toward the Beros System location (327) on the galactic star map. Do not go to the new location's entry.

Are there 2 or more enemy dials that are higher than 0?

Yes - go to 181-32

No - go to 181-29

181-35 Pass the first player token to the left.

Are all enemy dials at 0?

Yes - go to 181-36

No - go to 181-38

181-36 You stand surrounded by the bodies of your enemies, smoke wafting up from the barrels of your guns.

Player: "See, this is why we can't have nice things."

All players gain Rep ☆+1.

Next - go to 181-37

181-37 *Player: "Okay everyone, let's get out of here."*

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

181-38 Are 2 or more enemy dials higher than 0?

Yes - go to 181-39

No - go to 181-44

181-39 *Player: "We gotta push! The longer we let this go, the worse it will be for us!"*

Threat Ⓢ+1. All players not still at Action 07 must make a **PLAN** group Ⓢ skill check Ⓢ. Goal: 5

Success - go to 181-40

Fail - go to 181-41

181-40 You can see the enemy is losing its will to fight.

Player: "All at once now! Attack!"

And just like that, your foes break and retreat.

All players gain Rep ☆+1.

Next - go to 181-37

181-41 Your enemies seem to be regrouping.

Are any standees still at Action 07?

Yes - go to 181-42

No - go to 181-43

181-42 You hear one of your crew mates screaming as they struggle with the enemy!

The first player gains a Discord card (016).

Begin a new round in the location book. Any players still at Action 07 remain there instead of choosing new actions.

181-43 Lock Action 07.

Begin a new round in the location book.

181-44 *Player: "We gotta push! The longer we let this go, the worse it will be for us!"*

All players not still at Action 07 must make a **PLAN** group Ⓢ skill check Ⓢ. Goal: 5

Success - go to 181-40

Fail - go to 181-41

182

Choose your current context:

Thin Air - go to 182-1

Nexu Vision - go to 182-5

The Favor - go to 182-6

Dimensional Warfare - go to 182-10

None/Other - go to 182-19

182-1 As you're checking the moorings, a rubbery pugeon drifts up, propelled by gasses released from, well, its butt. The pugeon hands you a scroll before sputtering off to wherever it came from. You unfurl the scroll and read it aloud.

Player: "As is our custom, we request a member of your organization attend a gathering of the Windwards."

You catch a grav-loop that pulls you to the Windward compound. A Frey attendant greets you by name at the entrance. You take the attendant's arm, a polite gesture often extended to foreigners unaccustomed to the lack of gravity, and float into the spherical council chambers, where a half-dozen elder Windwards wait, floating.

Player: "'Sup?"

Frey: "Welcome, spacer. We find ourselves in need. Our beloved Grandmaster Nylia has vanished without a trace. We would handle the matter internally, but an additional complication has arisen. About the same time the grandmaster vanished, our telepathic abilities were also diminished, to the point that wielding them causes us great discomfort. We are often plagued with visions of a burning ring. This cannot be a coincidence. Will you and your ship aid us?"

Choose 1:

"Are you sure she didn't just go on vacation?" - go to 182-2

"Any leads?" - go to 182-3

"Is there anything you're not telling me?" - go to 182-4

182-2 Player: "It could happen, right? Maybe she met somebody special?"

Frey: "Imbecile! She's a three-hundred-year-old grandmaster! She's taken a vow to serve out her years in celibacy and reflection!"

Player: "Oh yuck."

Frey: "We see you're not right for the job."

Player: "No, please, we need this job! Hey, you don't need to live like a monk to find one who's gone missing. I mean how hard can it be?"

The Windwards call the guards, who throw you out, which in this gravity means you cartwheel through the air until you manage to grab onto a passing garbage scow.

Risk ⚠️+1. Gain a Stress card (012).

182-3 Frey: "Yes. Right before her disappearance, Grandmaster Nylia visited us. She spoke of a malignant vision that had infected her thoughts when she used her powers. We ignored her warnings, and now we suffer the same visions."

The Windward gestures toward an oval window beyond which you can see a tall structure.

Frey: "You should contact Master Nuji at the Baksi temple. We would inquire ourselves, but his sect does not trust us."

Perk Token 🧠+1.

182-4 Frey: "Impressive! Clearly, the right people are on the job. Right before her disappearance, Grandmaster Nylia visited us. She spoke of a malignant vision that had infected her thoughts when she used her powers. We ignored her warnings, and now we suffer the same visions."

The Windward gestures toward an oval window beyond which you can see a tall structure.

Frey: "You should contact Master Nuji at the Baksi temple. We would inquire ourselves, but his sect does not trust us."

Gain the nickname 'Gumshoe', replacing any nickname you currently have.

Rep ☆+1.

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

182-5 As you're checking the moorings, a rubbery pugeon drifts up, propelled by gasses released from, well, its butt. The pugeon hands you a scroll before sputtering off to wherever it came from. You unfurl the scroll and read it.

Player: "Looks like the Windwards want to talk. So be it."

You catch a grav-loop that pulls you to the Windward compound. A Frey attendant waves you toward the entrance. You float into the spherical council chambers, where a half-dozen elder Windwards wait, floating, looking down at you with expressions of distaste.

Player: "Windwards, you know why I'm here."

Frey: "And you know we know why you're here."

Player: "And I know you know what I am experiencing."

Frey: "We do know, and we know you know. But do you know you must open the forbidden vault and bring forth the Resonant Web? Only then will the coming evil be stopped."

Player: "Now I know."

Frey: "Then know we know the vault is in the Baksi Archipelago."

Player: "Then I know that's where I will go."

Frey: "We know. Want the key?"

Player: "No. I mean yes! Sorry."

The elder opens a small box and drops down an ornate rod with complex gears and gizmos.

Frey: "We know you know your actions here might save the entire galaxy, but

know now that we will fund this effort should we know you to succeed."

Player: "I know. Thank you."

Improve 🧠+1.

182-6 As you're checking the moorings, a rubbery pugeon drifts up, propelled by gasses released from, well, its butt. The pugeon hands you a scroll before sputtering off to wherever it came from. You unfurl the scroll and read it aloud.

Player: "As is our custom, we request a member of your organization attend a gathering of the Windwards."

You catch a grav-loop that pulls you to the Windward compound. A Frey attendant greets you by name at the entrance. You take the attendant's arm, a polite gesture often extended to foreigners unaccustomed to the lack of gravity, and float into the spherical council chambers, where a half-dozen elder Windwards wait, floating.

Frey: "Welcome, traveler. Please explain your desire for a hamu."

You must make a **COMMUNICATE** skill check 🧠 🌟. If you have the **TELEPATHIC** prompt, add 1 to your total.

0-6 - go to 182-7

7 - go to 182-8

8+ - go to 182-9

182-7 Player: "We need a hamu to repay a debt to a friend."

The elders exchange silent looks.

Frey: "Oddly enough, we've had strikingly similar requests on numerous occasions in the past. It's always some down-on-their-luck spacers in a ratty old ship named the Zephyr, and they always need a hamu to repay a favor."

Player: "Whoa, what?"

Frey: "Who is taking all of our hamu and what are they doing with them? These are precious creatures of great intelligence and empathy."

Player: "I'm sorry, I don't know anything. We just do the jobs we're given."

You feel your mind being invaded by an uninvited presence. Like a police search in your head, you feel it rooting around. You try to rebel against it, but to no avail. When the search is complete, you're left feeling exhausted and violated.

Threat 🧠+1. Gain a Stress card (012).

Make Action 2 required !!! If there are no standees on Action 2, move there.

If no player has a Hamu sidekick card (053), a player at Action 02 must choose the 'Recruit Sidekick' option.

182-8 Player: "We need a hamu to repay a debt to a friend."

The elders exchange silent looks.

Frey: "Oddly enough, we've had strikingly similar requests on numerous occasions in the past. It's always some down-on-their-luck spacers in a ratty old ship named the Zephyr, and they always need a hamu to repay a favor."

Player: "Whoa, what?"

Frey: "Who is taking all of our hamu and what are they doing with them? These are precious creatures of great intelligence and empathy."

Player: "Our acquaintance is Mrs. Gilbert, an assistant to Octoff, the loanshark we are indebted to. If we don't get her a hamu, we're in trouble. Our lives might be at risk."

You feel your mind being invaded by an uninvited presence. Like a police search in your head, you feel it rooting around. You try to rebel against it, but to no avail. When the search is complete, you're left feeling exhausted and violated.

Frey: "Very well, you can go about your business."

Improve 🧠+1.

If there are no standees on Action 02, move to Action 02.

If no player has a Hamu sidekick card (053), a player at Action 02 must choose the 'Recruit Sidekick' option.

182-9 *Player: "We owe someone a debt and they requested a hamu as payment."*

The elders exchange silent looks.

Frey: "Oddly enough, we've had strikingly similar requests on numerous occasions in the past. It's always some down-on-their-luck spacers in a ratty old ship named the Zephyr, and they always need a hamu to repay a favor."

Player: "Whoa, what?"

Frey: "Who is taking all of our hamu and what are they doing with them? These are precious creatures of great intelligence and empathy."

Player: "Our acquaintance is Mrs. Gilbert, an assistant to Octoff, the loanshark we are indebted to. We've heard she collects animals. It's admittedly weird, but our lives might depend on it."

The Windwards confer silently for a moment before speaking.

Frey: "Please do not condemn more of our animals to this evil purpose. Seek out Salar Tuka the fabricator, a local here. He can forge a famu for you."

Player: "What's that?"

Frey: "It's a faux hamu, bioengineered. Tell him the Windwards sent you and show him this."

The elder hands you a triangle coin.

Improve +1.

Make Action 6 required . If there are no standees on Action 6, move there.

182-10 *With the data cube in your pack, you leave the others and float from place to place, making your way as best you can in zero-G toward the Windward compound. As you're about to enter a bloway, you're confronted by a shadowy figure with a hood and a shiny black face mask. There's not a sentient being in the galaxy who has ever seen a holonews feed who wouldn't recognize that mask. Eskir Valek, the famed spectral assassin, holds out a gloved hand. His voice is a gravelly whisper.*

Eskir Valek: "Give me the cube or die."

Player: "Is there a third option?"

You kick off toward the bloway, but the assassin snags you around the ankle with a wrist cable. But he is too late, as the force of the bloway takes hold of you and launches you through its tunnel! You soar along with the jet blast of air, dragging Valek along with you.

Make a **(FIGHT)** skill check .

0-6 - go to 182-11

7+ - go to 182-16

182-11 *You're linked to your would-be killer by a cable that you are unable to sever. The two of you spin and tumble from one jet blast to the next until you're flung out of the bloway and into the middle of a busy thoroughfare. You smash through the windscreen of a public transit skiff. It hurts bunches, but the sound of screaming bystanders gets you back on your feet. The assassin is upon you faster than you realize, slashing at you with his vibromatic blade. You dodge, but he sweeps your legs out from under you, then lowers the humming blade to your chest.*

Frey: "Hold it right there!"

Frey authorities arrive in force with neural mindcasters at the ready. But Eskir Valek gives you one last look, then disappears in a wisp of white vapor.

Player: "You guys see that? Esker Valek, right?"

Threat +1.

Gain an Injured card (011).

Next - go to 182-12

182-12 *The Frey authorities tether you to them, then escort you safely to the Windward compound. You are brought to the Chamber of Voices, where you're greeted coldly by a ring of elders floating in a semicircle.*

Frey: "You brought us something, an artifact of sorts!"

Player: "It's a holocube belonging to the late Dr. Sigmund Varnus. We thought it could be of value to you since it's encrypted and only you can unlock it."

You toss the cube to the elder who catches it and studies it.

Frey: "It would appear to be his life's work in the field of dimensional warfare."

Player: "Valuable stuff, proven by my being attacked by an assassin on the way here. Wouldn't you agree?"

You must work a trade deal.

Make a **(COMMUNICATE)** skill check .

If you have the **(TELEPATHIC)** prompt, add 2 to your total.

0-6 - go to 182-13

7 - go to 182-14

8+ - go to 182-15

182-13 *Frey: "You're carrying a treatise on dimensional warfare! This is not something to be carried around in a simpleton's backpack. We will pay you your due and keep it safe."*

Player: "Simpleton? Kind of sounds like an insult!"

Frey: "Correct."

You have completed Dimensional Warfare. Banish its job card.

Profit +1.

All players gain Rep +1.

Move the galactic struggle dial one space toward peace.

182-14 *Frey: "I'm afraid the cube is worth nothing, since we alone can decipher it."*

Player: "No problem! I'm sure the Void Syndicate would want it anyway. I'll sell it to them."

The elder glowers down at you.

Frey: "Fine. We will give you compensation as reward for bringing us the cube."

You have completed Dimensional Warfare. Banish its job card.

Profit +2.

All players gain Rep +1.

Move the galactic struggle dial one space toward peace.

182-15 *Frey: "I'm afraid the cube is worth nothing, since we alone can decipher it."*

Player: "I can sense the fear you all direct toward this thing. Its secrets might be safe, but someone will figure out how to access it given enough time. They always do. I'm happy to entrust the cube to a council as wise as yours, but if you're going to dither over price, I'll go to people with larger purses. Like the Void Syndicate?"

The elder glowers down at you.

Frey: "Fine. We will make it worth your while to abandon the cube to our care."

You have completed Dimensional Warfare. Banish its job card.

Profit +3.

All players gain Rep +1.

Move the galactic struggle dial one space toward peace.

182-16 *You manage to snap the cable, but the two of you spin and tumble from one jet blast to the next until you're flung out of the bloway and into the middle of a busy thoroughfare. The two of you tumble across a road, but the lack of gravity keeps you from being injured. Bystanders scream as the assassin aims a K7 vaporizer at your face.*

Eskir Valek: "The cube! Hand it over, now!"

Behind Eskir Valek, you can see the Halas authorities heading to your position, so you try to think of a way to stall.

Choose 1:

"Who are you working for?" - go to 182-17

"Sweet outfit. Just for looks, or do you have some choice gear?" - go to 182-17

"Look! Cops!" - go to 182-18

182-17 Eskir Valek: "Idiot! Do you think your pathetic attempt at smalltalk will save you?"

Player: "A lot of people find me likable!"

He presses the muzzle against your head and laughs.

Eskir Valek: "I doubt that."

Player: "I have an ex who said we could still be friends!"

Valek primes the vaporizer, and you feel the warmth coming from it. That's when a police mindcaster bolt appears in the assassin's chest! He looks down at it in surprise, staggers to the side, then disappears in a puff of white vapor! Knowing Valek's reputation, you doubt the galaxy has seen the last of him.

Perk Token  +1.

Gain the nickname 'Lonelyheart'.

Next - go to 182-12

182-18 Valek laughs.

Eskir Valek: "That's the oldest trick in the book."

Player: "Only I know it's the oldest trick in the book, and knowing we both know that, I've merely stated the truth to confuse you! You've played right into my hands!"

Eskir Valek: "Having hands isn't gonna be a concern for you any longer!"

Valek primes the vaporizer, and you feel the warmth coming from it. That's when a police mindcaster bolt appears in the assassin's chest! He looks down at it in surprise, staggers to the side, then disappears in a puff of white vapor! The crowd cheers, and someone runs over to help you up. You wish you felt more jubilant, but knowing Valek's reputation, you doubt the galaxy has seen the last of him.

Perk Token  +1.

Gain a sidekick card (050).

Next - go to 182-12

182-19 As you're checking the moorings, a rubbery pugeon drifts up, propelled by gasses released from, well, its butt. The pugeon hands you a scroll before sputtering off to wherever it came from. You unfurl the scroll and read it aloud.

Player: "As is our custom, we request a member of your organization attend a gathering of the Windwards."

A glowing waypointer at the bottom of the summons shows you the way. You hand the scroll to.... no one. Everyone else has scampered off, leaving you stuck with the less glamorous task.

What is the current state of the galactic struggle?

Peace - go to 182-20

Unease - go to 182-20

War - go to 182-21

182-20 You catch a grav-loop that pulls you to the Windward compound. A Frey attendant greets you by name at the entrance. You take the attendant's arm, a polite gesture often extended to foreigners unaccustomed to the lack of gravity, and float into the spherical council chambers, where a half-dozen elder Windwards wait, floating.

Player: "Wow, do you guys do this for every visiting ship? That... seems like a lot of work."

Frey: "Spacer, forgive this usage of your time, but one of our laws, passed more than a millennia ago, requires we introduce ourselves personally to each visitor."

Player: "And you keep that law?"

Frey: "Changing it is illegal. We will proceed alphabetically."

An hour later you nod your head politely as yet another family tree is presented to you.

Perk Token  +1.

Lock Action 01.

182-21 You catch a grav-loop that pulls you to the Windward compound. A Frey attendant greets you by name at the entrance. You take the attendant's arm, a polite gesture often extended to foreigners unaccustomed to the lack of gravity, and float into the spherical council chambers, where a half-dozen elder Windwards wait, floating.

Player: "Wow, do you guys do this for every visiting ship? That... seems like a lot of work."

Frey: "Spacer, we must be brief. Throughout history, our people have relied on our precognitive abilities to thwart any would-be enemies. A new enemy has changed that."

Player: "The Krunk. Yeah, I get it. Robots don't have readable minds."

Frey: "Precisely! We have only just learned of some nearby Krunk activity. Take care of it for us, and you shall be rewarded."

Gain a random job card 106, Marauding Krunk C/D.

Lock Action 01.

183

Is D-3 circled in the ship log database?

Yes - go to 183-1

No - go to 183-7

183-1 You try to fit in with the crew by getting one of those trendy Frey capes, but soon you are accosted by a trio of bitter Frey citizens.

Frey: "You! Outsider! Take that cape off now!"

Player: "But I just bought it!"

Frey: "Only Gita wear that cape! You're not Gita!"

Choose 1:

"What can I do to make this right?" - go to 183-2

"I'm keeping the cape. It matches my duds!" - go to 183-3

183-2 Frey: "Impressive. You genuinely wish to do right by our cultural traditions?"

Player: "Sure I do."

Frey: "Tell you what, come with us to the temple and provide an object of value to you as offering to the Great Peq. That would honor the Gita tradition of non-violence."

Player: "Agreed. Say, what would you have done if I had reacted differently?"

Frey: "Probably would have beat the snot out of you. Now come!"

Return a readied card to the card catalog, then gain an Inspired card (015).

If you do not have a readied card, gain an Injured card (011) instead.

183-3 Frey: "Foreign trash!"

Make a **(FIGHT)** skill check .

0-4 - go to 183-4

5 - go to 183-5

6+ - go to 183-6

183-4 You drift back to the Zephyr and find the others hanging around in their capes.

Cook-E: "Sweet tiramisu, what happened to ye, matey?"

Player: "Local color."

Cook-E: "Well yer leakin' more fluids than me snot pot pie. Get any on me cape and I'm sendin' ye the dry cleanin' bill!"

Gain an Injured card (011).

183-5 One of the Frey reaches for your cape, and you grab their thin wrist, squeezing until they reel away in pain. It's enough to drive them off. Yeah, things are looking up now that you've got this cape.

Gain an Inspired card (015).

183-6 You whip the cape out of the way, revealing your weapons.

Player: "Like I said... I'm keeping the cape."

You hear the screech of a distant bird, and squint unblinking at the trio of Frey.

Frey: "Oh... that cape. Yes, our mistake. That cape's fine for you to wear!"

The trio hurries away.

Improve +1. Perk Token +1.

183-7 Frey: "Can I help you?"

Player: "I've seen some Frey floating about in some pretty sweet capes. Wanted to see what you have?"

Frey: "Well what kind are you in the market for? Something formal? After-dinner cape? Perhaps a cape for bumming around the house?"

Player: "Gosh, I'm new to this. I like that one over there! It's totally the look I'm going for."

Frey: "That's a Baksi initiate's cape, indicating one has taken a vow of celibacy."

Player: "Eh, the way my life's going right now, that's fine. I'll take it!"

Later, when you're back on the Zephyr, everyone is super impressed with your cape, and it becomes the latest fashion trend onboard the ship. Cook-E even starts wearing an old bedsheet.

Circle D-3 in the ship log database.

Gain an Inspired card (015).

184-3 One thing you've learned over the years is that almost everything has a price.

Player: "What if I sweeten the deal?"

Frey: "It doesn't work like that. The Windwards set a new city ordinance today. Anyone caught selling a hamu faces hefty fines."

Player: "So what if I paid enough to cover the fines? Then, if you don't get caught, you'll stand to profit even more! So how much?"

She tells you, and you gasp in disbelief.

Choose 1:

Pay 4 supplies or 1 profit - go to 184-4

We can't afford it - go to 184-5

184-4 **Player:** "Oh man, this is highway robbery!"

Frey: "It was your idea!"

You grudgingly meet the merchant later in a side alley and make the exchange.

Choose 1:

• Supplies -4

• Profit -1.

Perk Token +1.

Gain a Hamu card (053).

Remove the required token from Action 02. Lock Action 02. Any players remaining here cannot select the 'Recruit a Sidekick' option.

184-5 **Player:** "That's ridiculous! We can't afford that!"

Frey: "Well then catch a wild one yourself. Go hang out with the skyfishers."

Perk Token +1.

Move the required token from Action 02 to Action 05.

If there are no standees at Action 05, move to Action 05.

Any players remaining here cannot select the 'Recruit a Sidekick' option.

184-6 You must make a **SWAGGER** skill check .

0-6 - go to 184-7

7+ - go to 184-8

184-7 **Player:** "Listen, my ship's infested with snats. You either sell me a hamu, or I'm going to get unruly! You don't want me to get unruly."

Frey: "Luckily, I have a pet morak for just such occasions. Let me introduce you to Nipsy."

Player: "Moraks are good with snats?"

Frey: "They're good with unruly spacers."

You hear a low, throaty growl, and from the shadows of the suspension tent floats an angry looking beast that appears to be mostly teeth, claws, and foul temper. You return to the Zephyr without a hamu but with plenty of bites and scratches.

Gain an Injured card (011).

Any players remaining here cannot select the 'Recruit a Sidekick' option.

184-8 **Player:** "Listen, if I don't get this creep a hamu, she's gonna have me and my friends killed. Now I don't wanna cause a scene, but if my choice is between being killed or punching your face in, lady, your face better get a medical crew on standby."

Frey: "Easy! Easy now! The Windwards set a new city ordinance today.

Anyone caught selling a hamu faces hefty fines. But I hear you. Pay me a little extra to cover the risk on my end, and I'll do it."

Choose 1:

Pay 2 supplies - go to 184-9

We can't afford it - go to 184-5

184

Choose your current context:

The Favor - go to 184-1

None/Other - go to 184-12

184-1 Is there a required token on this action?

Yes - go to 184-2

No - go to 184-11

184-2 You hunt down a vendor selling small animals and inquire about purchasing a hamu. The young Frey vendor becomes agitated and waves her hands.

Frey: "No! I do not have any for sale!"

Player: "I've seen nature specials. Isn't that a hamu right there?"

Frey: "It's not for sale!"

Player: "There's a price tag on its cage!"

Frey: "Not for sale!"

Choose 1:

Negotiate - go to 184-3

Intimidate - go to 184-6

Flatter - go to 184-10

184-9 You meet the merchant later in a side alley and make the exchange.

Player: "Hey, thanks for this!"

Frey: "Thanks for being reasonable in the end. I'm fond of my face."

Perk Token  +1. Supplies  -2. Gain a Hamu card (053).

Remove the required token  from Action 02. Lock Action 02. Any players remaining here cannot select the 'Recruit a Sidekick' option.

184-10 Player: "Listen, I can see you're a shrewd businessperson. Give me a chance to convince you to sell me that hamu."

Frey: "You should know that I'm telepathic."

Player: "And a mighty good looking telepath, I must say."

Frey: "I know you're lying."

Player: "Oh, but you like watching me grovel like this. You hold all the power and that gets you excited, doesn't it?"

Frey: "What excites me is the idea of calling out to that cop over there."

Player: "Hey now..."

Frey: "Go hang out with the skyfishers if you want a hamu so bad. Catch your own."

Perk Token  +1.

Move the required token  from Action 02 to Action 05.

If there are no standees at Action 05, move to Action 05.

Any players remaining here cannot select the 'Recruit a Sidekick' option.

184-11 Hamu are intelligent, flying creatures with the limited ability to communicate with a wide spectrum of life energies. They're also pretty good at eating snats, though you suspect Mrs. Gilbert has other reasons for wanting one.

Gain a Hamu card (053). If card 053 is not available, gain a sidekick card (050) instead. Lock Action 02. Any players remaining here cannot select the 'Recruit a Sidekick' option.

184-12 Hamu are intelligent, flying creatures with the limited ability to communicate with a wide spectrum of life energies. They're also pretty good at eating snats, so you pick one up.

Gain a Hamu card (053). If card 053 is not available, gain a sidekick card (050) instead.

185

Choose your current context:

Thin Air - go to 185-1

Dimensional Warfare - go to 185-4

None/Other - go to 185-8

185-1 Deep in the heart of Halas is an enormous chamber where water from ships' moisture collectors is stored and used by the citizens. Over the centuries, the chamber's walls have calcified from the salt and minerals, giving the place a feel not unlike a natural cavern. Suspended in the air are numerous spherical water globules, some larger than a gronkosaur, others as small as a nib.

You notice some dark globules floating around too. They don't look like water at all, so you ask a Frey attendant about them.

Frey: "Darkwater. Reserved for the Baksi monks. Trust me, you do not want to experience the visions the monks are given."

Player: "Oh? Does Grandmaster Nyliia drink from this water?"

Frey: "Sure. I last saw her, oh, a few days ago."

Choose 1:

Drink the darkwater - go to 185-2

Do not drink - go to 185-3

185-2 You reach out to scoop up a little darkwater from one of the massive globules, but when your hand enters the liquid, you're grasped by an unseen force and pulled headlong into darkness!

Somewhere in the distance, a clear, female voice pleads with you for help, but all you can see is an image of a glyph carved into a stone floor. It appears as a circle. Around the edges, wavy shapes point inwards toward a diamond shape in the circle's center. You reach out to touch the glyph, but something grabs your hand and you're pulled out of the globule by the Frey attendant, now frantic with worry.

Frey: "What kind of fool are you?"

Player: "I heard a voice, feminine, begging for help. And I saw a glyph."

Frey: "What you saw in the darkwater is real. It has set you upon a path you now must follow."

Player: "How do I do that?"

Frey: "I have no doubt a dumbass like you will blindly stumble into it, wittingly or no."

Draw a glyph like the one described somewhere on your character sheet.

Perk Token  +1.

Gain a Stress card (012).

185-3 Back at the Zephyr, you tell everyone about the darkwater, and they express their disappointment in you not sampling it. Even Cook-E is disappointed.

Cook-E: "Ye call yerself a spacer? Where's yer sense o' adventure?"

You later discover somebody taped a sign on your back that says 'Clucken'.

Choose 1:

- Gain the nickname 'Clucken', replacing any nickname you currently have.
- Gain a Discord card (016).

185-4 Deep in the heart of Halas is an enormous chamber where water from ships' moisture collectors is stored and used by the citizens. Over the centuries, the chamber's walls have calcified from the salt and minerals, giving the place a feel not unlike a natural cavern. Suspended in the air are numerous spherical water globules, some larger than a gronkosaur, others as small as a nib.

You notice some dark globules floating around too. They don't look like water at all, so you ask a Frey attendant about them.

Frey: "Darkwater."

Then he points long fingers at his head and makes an explosion sound. Must be some kind of mind-altering liquid.

Choose 1:

Drink the darkwater - go to 185-5

Do not drink - go to 185-3

185-5 Player: "Well, I'll try any drink once."

You slurp a little darkwater into your mouth. It tastes just like normal water. You look back at the Frey, and he's shaking his head in disbelief.

That's when reality explodes all around you, shattering like glass, and suddenly you're surfing through space on one of the jagged shards. In the countless other shards, you see other realities playing out like reflections of movies. One by one, you see each shard turn black, now reflecting only darkness. In one shard, you see the image of the notorious assassin, Eskir Valek, and he sees you! The killer climbs out of his shard and begins riding it like you, edging closer and closer!

Perk Token  +1. Make a **STRENGTH** skill check .

0-4 - go to 185-6

5+ - go to 185-7

185-6 You feel a stinging slap on your face and you come to, the worried face of the Frey attendant staring down at you.

Frey: "You okay? Lost you there for a minute."

Player: "I had the most horrifying vision!"

Frey: "Yeah, that's because you're a dumbass."

He hands you a medkit to take with you, just in case.

Risk +1.

Gain a Stress card (012). Gain a MedKit card (023).

185-7 You scream at Valek as he surfs toward you, knives drawn, then you drop and slam your fist into his shard, shattering it. You catch a glimpse of your own reflection before landing the blow, and you look cool as heck! Valek shrieks as he falls into the void, and you awake with a clarity you've never felt before, yet haunted by the clarity of the vision.

Remove all status cards (even beneficial ones) from your draw and discard piles, then reshuffle.

Improve +1.

185-8 Deep in the heart of Halas is an enormous chamber where water from ships' moisture collectors is stored and used by the citizens. Over the centuries, the chamber's walls have calcified from the salt and minerals, giving the place a feel not unlike a natural cavern. Suspended in the air are numerous spherical water globules, some larger than a gronkosaur, others as small as a nib.

You notice some dark globules floating around too. They don't look like water at all, so you ask a Frey attendant about them.

Frey: "Darkwater."

Then he points long fingers at his eyes and makes a circular motion. Must be some kind of mind-altering liquid.

Choose 1:

Drink the darkwater - go to 185-9

Do not drink - go to 185-3

185-9 Player: "When in Theodorbus, do as the Theodorbans do."

You slurp a little darkwater into your mouth. It tastes just like normal water. You look back at the Frey, and he's shaking his head in disbelief.

Player: "I don't feel it. When does it kick in?"

Using a pencil, draw dark circles around your character's eyes. Like, punk-rock-raccoon-crying-mascara-running-quadruple-smokey-eye circles.

Improve +1.

186

Choose your current context:

Thin Air - go to 186-1

None/Other - go to 186-14

186-1 You attend the Halas skite races and are surprised that these rather docile people have such a raucous sport. You notice some Baksi monks blessing the riders, so you force your way over to them to ask about Nylia. You climb into a skite and lean over.

Player: "Pardon me, my Baksi friend, I have some questions to ask you."

Frey: "You are not redeemed until your task has concluded."

Player: "Redeemed?"

You're slammed into the seat as your skite is slingshotted along with the others.

Dismiss any readied sidekicks you may have. You're on your own.

Make a **(PILOT)** skill check .

0-5 - go to 186-2

6+ - go to 186-3

186-2 Right out of the gate, the other skite riders soar ahead, while you flounder, failing to find the wind. You furl and unfurl the sail, but to no avail. Then you remember the button that charges the sail, and the skite blasts forward at breakneck speed.

You zoom through the sky-city. Crowds of Frey line the route, heckling and throwing fruit at you as you whiz by.

You're kind of getting the hang of it! Or you are until two other racers swoop in, one on each side. They both slam into you, sending you spinning out of control! You awaken back on the Zephyr with Patch bandaging your wounds.

Patch: "MEEP MOOP!"

Player: "You had to reattach what now?"

Years after your crash, the Frey people still laugh and mimic the high-pitched sound of your fearful scream.

Gain an Injured card (011).

186-3 Right out of the gate, the other skite riders soar ahead, while you flounder, failing to find the wind. You furl and unfurl the sail, but to no avail. Then you remember the button that charges the sail, and the skite blasts forward at breakneck speed.

You zoom through the sky-city. Crowds of Frey line the route, heckling and throwing fruit at you as you whiz by. It's distracting, but you get into the spirit of the race and throttle up in response. Up ahead, you see the other racers entering a main thoroughfare, but you spot possible shortcuts.

Choose 1:

Follow the pack into the thoroughfare - go to 186-4

Take the shortcut into a narrow monorail tunnel - go to 186-11

186-4 You soar into the thoroughfare, closing on the riders at the tail end of the pack.

Choose 1:

Ram the other riders - go to 186-5

Try to speed past them - go to 186-8

186-5 As you come alongside the other riders, you attempt to sideswipe them. Reveal the top card of your draw pile and place it into your discard pile.

Did the revealed card have the skill icon?

Yes - go to 186-6

No - go to 186-7

186-6 The crowd goes wild as you leave behind a trail of destruction on your way to a third place finish. Heck, there's even a winner's purse for that placement! The monk approaches you.

Frey: "You are redeemed! Your crimes have been forgiven!"

Player: "What crimes?"

Frey: "This was a fight to the death for people who have broken our laws."

Player: "I didn't break any laws! I was just looking for information about Grandmaster Nylia's disappearance."

Frey: "Oh snap, you should have said something. We're not mind readers!"

Player: "You literally are!"

The monk explains that Nylia had recently proclaimed to the monks that she would soon no longer be grandmaster, and that they should find a replacement. He wonders if she hasn't gone off somewhere to die alone.

Rep +1. Profit +1.

186-7 One of the racers slams you into the wall, where your skite is ripped apart. You tumble through the air until you hit a frozen yogurt vendor. You awaken back on the Zephyr with Patch bandaging your wounds.

Patch: "MEEP MOOP!"

Player: "Aw, no. Really? Were you able to sew it back on?"

Gain the nickname 'Fro-Yo', replacing any nickname you currently have.

Gain an Injured card (011).

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

186-8 You hug the fuselage and blow your reserves to lurch forward, edging past the other riders, but you can feel your skite begin to shake and break apart!

Choose 1:

Hang on for dear life - go to 186-9

Jump off - go to 186-10

186-9 The crowd goes wild as you leave behind a trail of debris, riding your busted skite into a third-place finish. Heck, there's even a winner's purse for that placement! The monk approaches you.

Frey: "You are redeemed! Your crimes have been forgiven!"

Player: "What crimes?"

Frey: "This was a fight to the death for people who have broken our laws."

Player: "I didn't break any laws! I was just looking for information about Grandmaster Nyli'a's disappearance."

Frey: "Oh snap, you should have said something. We're not mind readers!"

Player: "You literally are!"

The monk explains that Nyli'a had recently proclaimed to the monks that she would soon no longer be grandmaster, and that they should find a replacement. He wonders if she hasn't gone off somewhere to die alone.

Rep ☆+1. Profit ♣+1.

186-10 You tumble out into the sky, passing the skyship of Halas. In the zero gravity, you are doomed to keep traveling in the same direction.

You tumble past a flock of nargulls that honk and flutter as you pass.

You tumble through clouds and schools of skyfin and prickly spiralbrush tufts. You tumble until you tire of screaming. You know full well that if your fall isn't broken, you will eventually pass from the safety of the gas torus's heart and die. But you eventually slam into a forested rock island inhabited by a lonely farmer.

Frey: "My prayers have been answered! The universe has gifted me with a companion!"

That night, you steal the farmer's skiff and zip back to Halas. When you make it back to the Zephyr, you find someone has already moved into your bunk.

Player: "What the helix is going on here? Where are my things?"

There is an awkward silence in which no one can make eye contact with you.

Risk Ⓢ+2.

Return a readied card to the card catalog.

186-11 A monorail races along on its track toward the tunnel. You have just a split second to beat it.

Reveal the top card of your draw pile and place it into your discard pile.

Did the revealed card have the ♣ skill icon?

Yes - go to 186-12

No - go to 186-13

186-12 You slip into the tunnels just before the monorail! With nobody in your way, you hunker down and hug the fuselage, giving it everything you got. You give a cry as you shoot from the opposite end of the tunnel, surprising the crowd with a stunning third-place finish. Heck, there's even a winner's purse for that placement! The monk approaches you.

Frey: "You are redeemed! Your crimes have been forgiven!"

Player: "What crimes?"

Frey: "This was a fight to the death for people who have broken our laws."

Player: "I didn't break any laws! I was just looking for information about

Grandmaster Nyli'a's disappearance."

Frey: "Oh snap, you should have said something. We're not mind readers!"

Player: "You literally are!"

The monk explains that Nyli'a had recently proclaimed to the monks that she would soon no longer be grandmaster, and that they should find a replacement. He wonders if she hasn't gone off somewhere to die alone.

New catchphrase: One more and I get a free sandwich! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Profit ♣+1.

186-13 The monorail slams into you, shattering your skite and splattering you like a big bug across its front. You awaken later on the Zephyr with Patch bandaging your wounds.

Patch: "MEEP MOOP!"

Player: "Reattached? Oh, please tell me it will work again!"

Gain the nickname 'Bugsplat', replacing any nickname you currently have.

Gain an Injured card (011).

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

186-14 You attend the Halas skite races and are surprised that these rather docile people have such a raucous sport. You find yourself cheering and jeering and generally making an asteroid of yourself. Your antics catch a lot of attention, and some young Frey, doubtlessly for their own amusement, pressure you into joining the competition. You're quickly harnessed into a sturdy-looking skite and given a brief overview of the controls.

The countdown begins and you notice all the competitors are eyeing you the way a logovore eyes a baby quax.

Dismiss any readied sidekicks you may have. You're on your own.

Make a **PILOT** skill check 🎯👁.

0-5 - go to 186-2

6+ - go to 186-15

186-15 Right out of the gate, the other skite riders soar ahead, while you flounder, failing to find the wind. You furl and unfurl the sail, but to no avail. Then you remember the button that charges the sail, and the skite blasts forward at breakneck speed.

You zoom through the sky-city. Crowds of Frey line the route, heckling and throwing fruit at you as you whiz by. It's distracting, but you get into the spirit of the race and throttle up in response. Up ahead, you see the other racers are entering a tunnel, but you spot possible shortcuts.

Choose 1:

Speed into the tunnel - go to 186-16

Take the starboard shortcut, an arched colonnade with light traffic - go to 186-19

186-16 You soar into the tunnel, closing in on the riders at the tail end of the pack. It's a tight fit, but in order to get ahead, you are forced to dangerously pass between two other skites.

Choose 1:

Slow down - go to 186-17

Speed up - go to 186-18

186-17 You slam on the windbrakes just as the other two make their move. They end up slamming into each other and losing control. One of them flips you a rude hand gesture as you zoom by, but as fun as that was, you've lost some time. You make it across the finish line in fifth place, which is better than anybody, especially you, had expected.

Improve 🎯+1. Supplies 🎯+1.

186-18 You hug the fuselage and blow your reserves to lurch forward just enough that the two other riders become tangled up in each other's rigs. You come out the other side like a bullet. You manage to cross the finish line in third place, which stuns the crowd and makes you a local celebrity! You also receive a monetary reward for your placement.

Profit +1. Gain an Inspired card (015).

186-19 The shortcut takes you through a floating outdoor dining area! You exit the other side with a wine-stained tablecloth stuck to your foot and broken glass jutting from your forearm, but your gamble seems to pay off! You've gained on the pack, but seeing you coming up from behind, they do their best to keep you from getting in.

Gain an Injured card (011).

Choose 1:

Force your way in - go to 186-20

Improvise - go to 186-21

186-20 You give out a triumphant cry as you brute-force your way through the pack. The resulting collisions send you and a half-dozen other riders crashing and spiraling out of control. You don't cross the finish line, but it's the most fun you've had while losing in some time.

New catchphrase: Praise Belkos! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1.

186-21 You edge your way past the closest rider and try to work your way in, but they aren't having it, so you yank the tablecloth free and toss it in the path of the others. They skid out of control, making a satisfying crash from behind. You manage to cross the finish line in third place, which stuns the crowd and makes you a local celebrity! You also receive a monetary reward for your placement.

Profit +1.

Gain an Inspired card (015).

187

Choose your current context:

The Favor - go to 187-1

None/Other - go to 187-10

187-1 Is there a required token on this action?

Yes - go to 187-2

No - go to 187-10

187-2 You talk to skyfishers at the dock until you meet Skand, a weathered fisher with an old fishing skite in bad need of repair. He offers to take you skyfishing for a hamu in exchange for repairs.

Skand: "I ran into a bit of bad luck with a mischievous hamu that annoyed my crew until they left me. I curse that evil creature and would be glad to see it gone from my skies!"

All players at this action must make a **REPAIR** group skill check .

Goal: 6

Success - go to 187-3

Fail - go to 187-7

187-3 You spend the day shoring up the old wooden masts and fittings, patching sails, mending ropes, and chipping paint. It's hard work, but oddly satisfying. The next morning, it's off to the skies to hunt Skand's accursed hamu.

All players at this action must make a **HUNT** group skill check .

Goal: 5

Success - go to 187-4

Fail - go to 187-6

187-4 After a couple of hours you spot a hamu!

Skand: "That's her alright! That's the wretched creature that ran off my crew! Everyone to your posts! Full sail!"

You exchange glances with each other because the hamu is as cute as all get out, but you do as the captain says. For an older rig, the ship still has some speed, and soon you have the hamu in your nets. Skand brings the skite about, heading back to Halas. Then he sets the wheel with a rope and floats menacingly toward your quarry, knife in one hand.

Player: "Whoa! Hold on, captain! We need this thing!"

You must stop Skand from killing the cursed hamu.

Choose a player at this action to reveal the top card of their draw pile, then place it into their discard pile.

If the revealed card did not have a skill icon, continue revealing cards until a skill icon is revealed.

If the total number of cards revealed is greater than the threat , gain Threat +1.

Next - go to 187-5

187-5 You wrestle the knife away from Skand and tie him up with rigging. Fortunately, you learned enough about sailing to safely navigate back to Halas.

The chosen player gains a Hamu sidekick card (053).

All players at this action gain Rep +1.

187-6 You sail the skies all day but do not spot any hamu, and you begin to wonder if Skand isn't simply off his rocker. Then a storm begins to bloom and you decide to head back, taking a circuitous route to avoid the worst of the weather. It's a silent trip back to Halas, and you arrive hours later than expected. The trip itself was a total bust.

All players at this action gain a Stress card (012).

187-7 You spend the day working on the ship, and the next morning you set out. After a couple of hours you spot a hamu!

Skand: "That's her alright! That's the wretched creature that ran off my crew! Everyone to your posts! Full sail!"

For an older rig, the ship still has some speed, and soon you have the hamu in your nets. But as Skand brings the skite about to head back, the mast snaps, collapsing in on the craft!

Skand: "It's the curse! Get that thing off my skite!"

You must choose as a team:

Gain Threat but keep the hamu - go to 187-8

Return empty-handed - go to 187-9

187-8 Player: "Skand, get a hold of yourself! Get on the comms and call for help, but the hamu stays with us!"

The old fisher scowls at you and mutters something about mutiny, but complies all the same. Hours later, you arrive back at Halas with your prize.

Threat +1.

The first participant in turn order gains a Hamu sidekick card (053).

All other players at this action gain Rep +1.

187-9 It's a silent trip back to Halas, and you arrive hours later than expected. The trip itself was a total bust.

All players at this action gain a Stress card (012).

187-10 You are invited to go skyfishing by some friendly Frey, and agree since it sounds fun. You meet them at the skydocks and board their sleek yacht. Soon you're soaring through the skies. The mist clinging to you sharpens your senses and you help the Frey crew search for their quarry.

All players at this action make a **HUNT** group skill check . Goal: 6

Success - go to 187-11

Fail - go to 187-15

187-11 You eventually spot a flock of skyfin numbering in the hundreds, and the chase is on! The Frey captain calls for you to take your places working the nets and spear casters. That's when things get wild. Skyfin are as big as Tremok, but they are agile and can turn on a dime. The entire flock changes direction and heads straight at the yacht.

Choose 1:

Work the nets - go to 187-12

Wield the spear casters - go to 187-13

It's grenade time! - go to 187-14

187-12 You work together to quickly arrange the net so that it spans the gap between two of the masts like a volleyball court. When the skyfin hit, the crew whoops with delight. By the end of the day, you've caught hundreds of skyfin and made friends with the Frey crew. They even give you a bunch of skyfin that Cook-E claims will feed you for months.

Cook-E: "It ain't me brown gravy o'er noodles, but I suppose it'll be okay."

Profit +1. Supplies +2.

187-13 The captain calls out to you.

Frey: "Aim it just right, and you can get two-for-one! First one to do it gets a prize!"

All players at this action gain Rep +1

Profit +1.

187-14 The flock heads right for you, and like practiced professionals, you cast aside your spears in unison and pull out the grenades! The skyfin are so tightly grouped they don't stand a chance as you toss grenades into their midst.

Then you, the yacht, and the entire crew, are pelted by a hailstorm of blood, guts, and mutilated skyfin parts until everything is drenched in gore.

It is a silent ride back to Halas.

Risk +1. Supplies +3.

187-15 You eventually spot a flock of skyfin numbering in the hundreds, and the chase is on! The Frey captain calls for you to take your places working the nets and spear casters. That's when things go sour. Skyfin are as big as Tremok, but they are agile and can turn on a dime. The entire flock changes direction and heads straight at the yacht!

Threat +1.

Choose 1:

Let's spear some skyfin as they fly by - go to 187-16

Hit the deck! - go to 187-17

Gun 'em down - go to 187-18

187-16 Player: "Let's hook 'em!"

You brace yourselves and ready your spears. As the flock swoops by, you lash out and the next thing you know, you're being pulled through the sky until you reach the end of your tether, where you're yanked back, cartwheeling toward the yacht.

Supplies +2.

The first participant in turn order gains an Injured card (011). Each other participant gains a Stress card (012).

187-17 It all happens too fast!

Player: "Hit the deck!"

You all dive toward the yacht's wooden deck, bouncing awkwardly off in the weightlessness. The skyfin zoom past and then they're gone, and the Frey crew mock you mercilessly.

Supplies +1.

All players at this action gain a Stress card (012).

187-18 The flock turns and heads right for you, and like practiced professionals, you cast aside your spears in unison and pull out the sidearms! The skyfin are so tightly grouped they don't stand a chance against your firepower as you unload into their midst, laughing maniacally. Then you, the yacht, and the entire crew are pelted by a hailstorm of blood, guts, and mutilated skyfin parts until everything is drenched in gore.

It is a silent ride back to Halas.

Risk +1. Supplies +2.

All players at this action gain a Stress card (012).

188

Choose your current context:

Thin Air - go to 188-1

The Favor - go to 188-5

None/Other - go to 188-19

188-1 You hop a balloon to the Baksi temple located in the heart of Halas, where you plan to talk to the monks about the disappearance of Grandmaster Nylia. Once you arrive, you enter the main chamber where a bunch of monks hang in the air, meditating.

Perk Token +1. Make a **COMMUNICATE** skill check .

0-4 - go to 188-2

5 - go to 188-3

6+ - go to 188-4

188-2 Player: "I've got questions about the grandmaster!"

Your voice rings out harshly in the cavernous room, startling the monks. One of them gives a great yelp of fright. In response, a shoe comes flying at your face. You dodge it, only to knock yourself out on a door frame.

When you come to, a lone monk waits on you.

Nuji: "I'm glad you're okay, but don't sneak up on us next time unless you're also bringing a clean change of pants!"

Player: "Sorry. I'm investigating the disappearance of the grandmaster, and wanted to know if you had any information?"

Nuji: "We found this in her quarters."

He hands you a piece of paper, on which is a crudely drawn circle. Around its edges, wavy lines point inwards toward a diamond shape in the center of the circle.

Nuji: "All Baksi temples have glyphs like this, but this one is different from any I've ever seen."

Risk +1.

Lock Action 06.

188-3 You inquire about the missing grandmaster, and Master Nuji kindly shows you Nylia's affirmation journal. Flipping through to the most recent pages, you find scribbled drawings of a circle. Around its edges, wavy lines point inwards toward a diamond shape in the center of the circle.

Nuji: "All Baksi temples have glyphs like this, but this one is different. I've not seen any like it."

As you're leaving, you see a holo next to a small shrine. It shows Nylia standing with an elderly monk in some kind of ancient chamber. They aren't floating, and on the stone floor you can just make out the edge of a circle with wavy lines!

Player: "Where was this taken?"

Nuji: "The ancient Baksi temple on Bursa."

Gain a Stress card (012).

Rep +1.

188-4 You approach Master Nuji, the highest-ranking monk, and ask if there's a way you can help. He gives you access to Grandmaster Nylia's quarters, and there you find her journal with strange scribbled drawings of a circular symbol with inward facing wavy lines and an oblong diamond shape in the center. You also find a string of numbers on a reminder strip.

Nuji: "Those look like mooring codes. You might check the docks."

Rep ☆+1.

Gain the nickname 'The Sleuth', replacing any nickname you currently have.

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

188-5 Is there a required token !!! on this action?

Yes - go to 188-6

No - go to 188-10

188-6 You need a dang faux hamu, or famu, or whatever, and you need it fast!

Make a **(HUNT)** skill check ☆ ◎.

0-5 - go to 188-7

6-7 - go to 188-8

8+ - go to 188-9

188-7 You spend the day floating around Halas, talking to the locals and asking where to get a famu. You finally give up and hop a skite back, when the driver offers to help.

Driver Bot: "Famu? No problem. Not far from here!"

Player: "Well step on it!"

Driver Bot: "Step on a famu?"

Player: "Never mind, please take me to a famu."

The driver drops you off at a brightly lit building with a sign you can't read. You float inside to discover a noisy stage show featuring the Magnificent Famoo, a small-time magician playing to an audience of less than a dozen floaters. Your spirits dashed, you turn to leave, but stop when the Magnificent Famoo calls to you.

Famoo: "Don't leave yet, you'll miss my best trick! Watch me pull a hamu out of this hat!"

After the show, the magician enthusiastically trades his hamu for a sandwich, because that's just how his life is going right now. Not needing the triangle coin any longer, you toss it in a trashcan on your way back to the ship.

Risk Ⓢ+1.

Gain a Stress card (012).

Gain a Hamu sidekick card (053).

188-8 You are taken to a small, unmarked building under a bridge. Inside you find some kind of lab, but you are stopped inside the door by a guard. A young man points at you.

Salar Tuka: "I hear you're looking for me. I'm Salar Tuka. Whaddya want?"

Player: "Need a famu."

You produce the triangle coin and watch his eyes light up. Minutes later he hands you an adorable famu, which looks indistinguishable from the real thing.

Player: "Is it a robot? A real animal?"

Salar Tuka: "Nah."

Player: "How's that possible?"

He shrugs.

Salar Tuka: "Tachyon particles or something. You know, science and stuff?"

Gain a Stress card (012). Gain a Hamu sidekick card (053).

188-9 You are taken to a small, unmarked building under a bridge. Inside you find some kind of lab, but you are stopped inside the door by a guard. A young man points at you.

Salar Tuka: "I hear you're looking for me. I'm Salar Tuka. Whaddya want?"

Player: "Need a famu."

You produce the triangle coin and watch his eyes light up. Minutes later he hands you a piece of heavy luggage.

Player: "Famu in here?"

Salar Tuka: "No, that's my luggage. I'm coming with you. I need a transport to Pludoka Outpost for a new assignment I've got. Promise to take me there and I'll not only pay my fare, but I'll make you a famu once we've lifted off." You shrug.

Player: "Deal. Now follow me. Your space chariot awaits!"

Gain job card 073, Transport Scientist.

Gain a Hamu sidekick card (053).

188-10 You float out, hoping to absorb some of the local culture. On a lark, you grab the tail end of a windwagon and see where it takes you.

Perk Token Ⓢ+1. Make a **(COMMUNICATE)** skill check ☆.

0-4 - go to 188-11

5 - go to 188-14

6+ - go to 188-15

188-11 Do you have either a Boot Jets card (020) or a Jump Pack card (020) readied?

Yes - go to 188-12

No - go to 188-13

188-12 After a short while, the pilot of the windwagon notices you and waves at you, and being the friendly person that you are, you wave right back at them. When they suddenly dive, you lose your grip and are flung out into the sky, cartwheeling weightlessly!

Alarmed citizens spot you and begin to point and shout, but then you activate your jets and glide back to safety. Well, at least it was mildly amusing.

Gain the nickname 'Rocket'.

- Draw 2 random item cards (020) from the card catalog, then choose 1:
- Return your readied Boot Jets or Jump Pack to the card catalog, and gain the 2 revealed items.
- Keep your Boot Jets or Jump Pack, and return the 2 revealed items to the card catalog.

188-13 After a short while, the pilot of the windwagon notices you and waves at you, and being the friendly person that you are, you wave right back at them. When they suddenly dive, you lose your grip and are flung out into the sky, cartwheeling weightlessly! Alarms and sirens sound throughout the city as the rescue teams are called to action. Citizens take to their skites, and children watch the skies to help spot you.

Threat Ⓢ+1.

Gain the nickname 'Skyfool'.

188-14 You marvel at the architecture of the buildings that make up the city, and follow a crowd as they enter a particularly ornate opening in a pyramid-shaped structure. You launch yourself toward the entrance and the sound of music that emanates from within. You soar into a massive chamber where a throng of Frey people are gathered for a wedding reception. You reach out to stop yourself and accidentally grab onto one of the guests, sending you both spinning out of control.

Turns out it was the perfect icebreaker, giving everyone a laugh. Better, no one questions why you're there, and you enjoy an evening of good food, dancing, and sparkling conversation.

Gain a sidekick card (050).

188-15 You find a bustling tavern that caters to Frey and off-worlders alike, a perfect place to mingle and feel at home.

Choose 1:

- Make friends - go to 188-16
- Boast about yourself - go to 188-17
- Relax - go to 188-18

188-16 Making friends is easy, especially when they're seeking employment and have to be nice to you!

Gain a sidekick card (050).

188-17 Getting recognition for your many deeds is easy, especially when your friends aren't there to call out your many exaggerations.

Rep ☆+1. Perk Token ☺+1.

188-18 You have the most chill night, taking the opportunity to sip a drink and check in with yourself and see how you're doing. Turns out you're great, baby. You're fluxxin' great.

Remove all Stress cards (012) from your draw or discard pile. You may also banish a skill card from your draw or discard pile. Then, reshuffle.

188-19 Intrigued by the beauty and history of the Frey, you set out to meet new people.

Perk Token ☺+1. Make a **COMMUNICATE** skill check ☆.

- 0-4 - go to 188-20
- 5 - go to 188-21
- 6+ - go to 188-22

188-20 You're out floating around, looking for some hot spots where the cool Frey might hang out and mingle. You grab onto a pole to keep from floating away, and shield your eyes from the sun with the other. You notice many of the Frey are pointing at you and laughing as they float by. You look around to find there's another Frey clinging to a nearby pole, similarly looking around. It might be an opportunity to make friends. You give the fellow a wave and he waves back, but for some reason, the other onlookers laugh at that as well. Then you stop and inspect the other fellow, and he looks back at you. Wait a second. Black pants. Black-and-white striped shirt. Frustrating beret perched on his head. Dang it, you've just been humiliated by a lowly street mime.

Gain a Stress card (012).

188-21 You're out floating around, looking for some hot spots where the cool Frey might hang out and mingle. You meet a friendly Frey who invites you to join his friends and share in flavored globules. The bar they take you to is hip and the globules taste fruity, and you can tell they have an intoxicating effect after slurping one down. You ask the friendly Frey his name.

Frey: "My name is Asss."

Player: "Um. Sorry. Come again?"

Frey: "My name is Asss."

Player: "Like, you know, a butt?"

You see hurt and confusion in Asss' big eyes.

Frey: "In the ancient tongue, Asss means Radiant Jewel."

You realize you're the one being a butt, so you try to fix the mood. You raise a globule and call out to the others.

Player: "A toast to Asss!"

Crowd: "Hear, hear!"

Gain an Inspired card (015).

188-22 Some friendly Frey wave you over and teach you how to play a game of shrewd observation and deduction called Robadoo. The dealer has three small boxes floating before them. They show you a small ball and you watch as they put it inside one of the boxes. Then they scramble up the boxes by rapidly moving them around in the air. Because you've lived with gravity your whole life, you find it quite easy to spot the box with the ball. Really, it's an unfair advantage.

Choose 1:

- Wager 2 supplies ☹ to try to win at the game - go to 188-23
- Decline to play - go to 188-24
- I'm a Tremok - go to 188-25

188-23 You put in your bet, and watch closely as the dealer flips the boxes around much faster than before. No matter, you're able to quickly spot the box with the ball and accept the prize purse as a reward! You're eager to play again, but the dealer packs up his boxes and floats away.

Supplies ☹-2. Profit ☹+1.

188-24 You're sure you could guess the correct box every time, but something's just not right, so you decline. Another off-worlder asks why you didn't bet, and when you explain, they are impressed by your honesty.

Gain a sidekick card (050).

188-25 You can't help yourself, and you enthusiastically explain to everyone present how to spot the box with the ball every time. The dealer pays you to go away, but you've made a few fans.

Supplies ☹+1. Gain a sidekick card (050).

189

You are able to make some interesting purchases from the varied inventories of Frey merchants.

Only rare cargo tokens ☹ are available for purchase. You may purchase up to 2 cargo tokens ☹. To purchase cargo tokens ☹, spend the supplies ☹ listed on the token, then have Logistics place it in the ship hold.

190

Choose your current context:

- Thin Air - go to 190-1
- Nexu Vision - go to 190-25
- The Favor - go to 190-32
- Dimensional Warfare - go to 190-35
- None/Other - go to 190-37

190-1 Pass the first player token to the left.

Remove all game pieces from the location book and close it.

Is Action 06 locked?

- Yes - go to 190-2
- No - go to 190-22

190-2 You gather back at the Zephyr and compare notes. You unfold the paper airplane you made to show the other the strange scribbled drawing you found at the Baksi temple and trying to decipher its meaning.

Was any player given the nickname 'Gumshoe'?

- Yes - go to 190-3
- No - go to 190-21

190-3 Player: "The Windwards mentioned an inward burning ring that's infected their minds. This looks similar. The monk at the Baksi temple says that this symbol is similar to those found in other Baksi temples."

Sena adds to the conversation.

Sena: "The ring is a common theme here. The gas torus, formed from what was Bursa's atmosphere, is central to Frey belief systems."

Player: "So we need to visit one of the old temples. Which one?"

Choose 1:

- Travel to the Baksi Archipelago - go to 190-4
- Travel to the ghost planet of Bursa - go to 190-6

190 - CONTINUED

190-4 You follow a flock of migratory hamu into the Baksi Archipelago, a string of drifting islands. The local Frey wave at you from treetops as you drift by. You moor the Zephyr among a cluster of colorful skites on the larger island, then kick off, letting your bodies drift down to the ground.

Player: "Okay, let's split up, talk to the locals, and find out what they know about this glyph."

All players must make a **COMMUNICATE** group  skill check . Goal: 5
Success - go to 190-5
Fail - go to 190-20

190-5 **Player:** "Hey check out this guy's tattoo!"

The others gather around to stare at the embarrassed moisture trapper's glyph tattoo that shows a circle with wavy lines pointing inward toward a stick figure with the long limbs of a Frey.

Frey: "What are you gawking at? It's my dream vision."

Player: "We're looking for a missing Baksi monk. Have you seen her?"

Frey: "Haven't seen any Baksi in ages except, well..."

He reaches back and taps the tattoo. He recounts a dream vision in which he was standing on a cool stone floor, where he marveled at being held down by gravity. In a pool before him, he beheld a beautiful Frey monk bound in a ring of green fire.

Frey: "She was trapped by something evil. But in the vision the air was so thin, and my body so heavy! I could hardly breathe, much less help her."

Player: "Gravity? The dream must have taken place on Bursa! Back to the ship! We have to get to Bursa!"

Gain 1 science project . All players gain Rep +1.

Travel to Bursa - go to 190-6

190-6 You travel toward Bursa, the original home world of the Frey people who migrated to the gas torus when the planet ceased to support life. Blue skies give way to turbulent gray clouds as you near the unstable gas giant. An occasional rock appears out of the mist to angrily slam against the hull. Draw a token from the bag and apply its effect.

Next - go to 190-7

190-7 As you approach the planet, the ship begins to rattle.

Sena: "The planet's gravity well is anomalous, but with sensors acting weirdly in the torus, I'm not entirely certain why. Be careful, spacers!"

The first player must choose a player to gain Perk Token +1.

Then, the chosen player must make a **PILOT** skill check  .

0-5 - go to 190-8

6-7 - go to 190-18

8+ - go to 190-19

190-8 The ship is pelted by dust and small chunks of floating rock, unavoidable in the thick gases being drawn from Bursa into the torus of Ra. You finally spot a patch of flat, windswept land and make your final approach. Unfortunately, a chunk of minerals the size of a space refrigerator escapes your notice and rips into the side of the ship, making for a less-than-stellar landing.

Draw 2 tokens from the bag and apply their effects to Operations and Security, respectively.

Next - go to 190-9

190-9 You step out into the harsh environment of the barren world and take a look around. In the distance you see the ruins of an ancient city.

Player: "Let's check out those ruins. Everybody fan out and search for the Baksi temple. You too, Patch and Cook-E."

All players must make a **HUNT** group  skill check  . Goal: 6

Success - go to 190-10

Fail - go to 190-17

190-10 The crumbling ruins provide welcome relief from the howling wind and after a few hours of searching you find Nylia's rental ship lodged halfway into the side of a building.

Player: "Looks like she crash-landed."

Patch: "MEEP MOOP!"

Player: "A lifeform? Lead the way, Patch!"

Patch: "MOOP MOOP!"

Player: "No, Patch, I'm certain you won't have to amputate anything today."

The medbot begins rolling toward a spired building, and as you near it, you see it's a massive Baksi temple, the circular tunnel entrance blocked by a force field of some kind.

The first player must choose a player to hack the force field.

The chosen player must make a **TECHNICAL** skill check  .

If any player has a glyph drawn on their character sheet, the chosen player may add 2 to their result.

0-6 - go to 190-11

7 - go to 190-15

8+ - go to 190-16

190-11 You trigger security protocols you weren't aware of, and a powerful energy discharge sends you flying backwards. You land ten feet away on your back, foaming at the mouth, smoke wafting off your body.

Player: "Oh hey, it's open now. Good job!"

The force field flickers off.

Gain 1 science project .

Risk +1.

Gain an Injured card (011).

Next - go to 190-12

190-12 You leave the howling wind behind and descend into the eerie silence of the circular tunnel.

Player: "Hello! Anybody home?"

You come upon a wide, domed chamber with several other tunnels leading outward like spokes on a wheel. Crumpled next to a stone pillar, you find the desiccated body of a Baksi monk, its shriveled skin pulled tight over its skeleton. Several large holes can be seen in its robes and body, but there is no trace of blood.

Player: "Well. This is grim."

Does any player have the **TELEPATHIC** prompt?

Yes - go to 190-13

No - go to 190-14

190-13 A brief vision torments your mind with flaring sensations of soul-wrenching pain. It ends as abruptly as it began.

Player: "This monk wasn't killed by weapons. Their essence was drained from them by... Our search draws to an end, but we are in grave danger!"

All players with the **TELEPATHIC** prompt gain Perk Token +1 and a Stress card (012).

Next - go to 190-14

190-14 **Patch:** "MEEP MOOP!"

Patch rolls into one of the tunnels and you all follow after. A short ways up, you find two more bodies, similarly mummified. The tunnel ends in another circular domed chamber, similar to the previous one. In the center of this chamber is a wide hole in the floor. You approach it and peer in. You see a diamond-shaped structure floating in space. The hole is ringed by strange, green energy-like flames burning inward. From above, comes a raspy whisper.

Nylia: "Leave now! Hurry!"

Looking up, you see a large, bio-mechanical creature unfolding its spindly, spider-like legs. It drops to the floor with surprising grace and you see that embedded within its thorax is Grandmaster Nylia, various tubes running into and out of her body. She looks at you with anguish and fear. Where her legs should be, two grisly, hooked claws snap angrily.

Turn to page 29 in the location book.

Set Dial A (Psychic Shield) to 11.

Set Dial B (Thorax) to the number of players plus the threat .

Lock Actions 04, 06, and 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Thin Air*.

Begin a round in the location book.

190-15 Patch: "MEEP MOOP!"

Player: "I'm trying to hurry, Patch. But I have to be careful too."

A few minutes later the force field flickers then disappears.

Patch: "MOOP MOOP!"

Player: "We all thank you for the sacrifice of your precious time."

Risk +1. Gain an Inspired card (015).

Next - go to 190-12

190-16 Player: "Watch and learn, people."

You easily patch into the ancient security panel and disarm the force field. You pocket some of the internal components while you're at it, since they look like oldies-but-goodies.

Rep +1. You may banish a skill card from your draw or discard pile. If you do, reshuffle.

Next - go to 190-12

190-17 The crumbling ruins provide welcome relief from the howling wind and after many hours of searching, you find Nylia's rental ship lodged halfway into the side of a building.

Player: "Looks like she crash-landed."

Patch: "MEEP MOOP!"

Player: "A lifeform? Lead the way, Patch!"

The medbot begins rolling toward a spired building, and as you near it, you see it's a massive Baksi temple. You walk into the circular tunnel entrance, only to painfully discover it is blocked by a force field of some kind.

The first player must choose a player to be the one who walked face-first into the force field.

The next entry is for the chosen player.

Next - go to 190-11

190-18 The ship is pelted by dust and small chunks of floating rock, unavoidable in the thick gases being drawn from Bursa into the torus of Ra. You finally spot a patch of flat, windswept land and make your final approach. Unfortunately, a chunk of minerals the size of a space refrigerator escapes your notice and you are forced to dodge it. You land awkwardly in a sand dune, but your quick thinking prevents the ship from being damaged.

Improve +1.

Next - go to 190-9

190-19 The ship is pelted by dust and small chunks of floating rock, unavoidable in the thick gases being drawn from Bursa into the torus of Ra. You finally spot a patch of flat, windswept land and make your final approach. You spiral down to a perfect landing and breathe a sigh of relief.

Rep +1. Gain an Inspired card (015).

Next - go to 190-9

190-20 It doesn't take you long to annoy the locals, and soon you find yourselves surrounded by a dozen angry Frey farmers, armed with gardening tools.

Player: "Okay, let's get this over with."

You arrive back at the Zephyr. As soon as Patch sees you, his dispenser starts spitting out bandages. Cook-E shakes his head.

Cook-E: "I'll be gettin' some Kud steaks to put on those shiners."

Patch: "MEEP MOOP!"

Player: "Yeah, no one does that anymore, Cook-E. How old are you anyway?"

He shoots you a withering glare through his one good lamp eye, before angrily clomping away.

Player: "Let's set a course for Bursa. The grandmaster probably didn't come here because these people are a bunch of jerks."

Threat +1.

Each player who failed their part of the group  skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Next - go to 190-6

190-21 Player: "The monk at the Baksi temple says that this symbol is similar to those found in other Baksi temples."

Sena: "So you need to visit one of the old temples. Which one?"

Choose 1:

Travel to the Baksi Archipelago - go to 190-4

Travel to the ghost planet of Bursa - go to 190-6

190-22 Was any player given the nickname 'The Sleuth'?

Yes - go to 190-23

No - go to 190-24

190-23 Back at the docks where the Zephyr is moored, you show the string of numbers to the foreman there.

Frey: "That's a charter! Let's see here... ah yes! Looks like it was headed to Bursa. Don't get too many headed that way."

Player: "Add the Zephyr to the list. We're going to Bursa!"

Next - go to 190-6

190-24 Back at the Zephyr, you unfasten the moorings and scramble up the cargo ramp.

Player: "Sena, prepare for launch"

Sena: "Affirmative! What's our destination?"

Player: "We're headed to Bursa! The only place around here that has any real gravity!"

Next - go to 190-6

190-25 You arrive back at the docks to find flurbs roosting all over the Zephyr, making a mess of everything! They fly away as you float up to the ship.

Sena: "Am I glad to see you!"

Player: "Sena, set a course for the Baksi Archipelago."

Sena: "You got it."

The archipelago is about a third of the way around the torus, but you take a little extra time to swoop through some clouds, hoping the moisture will wash away the flurb poop.

Risk +1.

Pass the first player token to the left.

Remove all game pieces from the location book and close it.

Next - go to 190-26

190-26 You arrive at the Baksi Archipelago, a string of drifting islands. Your ultimate destination is an ancient Baksi temple, dating back thousands of years to a time before Ra's torus was formed. You get friendly waves from the Frey locals as you drift by the few small islands. You see a bigger island ahead and moor the Zephyr at the end of a dock among a colorful assortment of skites. The docks are bustling with Frey, mostly trading staples such as vegetables and water. Your expedition is taking you to a part of the archipelago where the islands are too close for the Zephyr to navigate. You'll have to hire a guide to take you in by skiff, or you can rent nimble but unpredictable wonkies.

Choose 1:

Hire a skiff guide - go to 190-27

Rent some wonky mounts - go to 190-28

190-27 You watch as every guide you approach suddenly cools when they see the Nexu among you. Sometimes their responses seem like superstition, but many don't mind showing outright contempt. After exhausting close to ten different possibilities, you are forced to shrug and accept you won't be able to find help.

Player: "Looks like we're riding in on wonkies."

Next - go to 190-28

190-28 You find a local farmer all too happy to rent wonkies to you. The problem is learning how to ride the stubborn, winged beasts.

Supplies -1. If you do not have supplies to spend, the first player must choose a player to return a readied item card (020 only) to the card catalog.

All players must make an **AGILITY** group skill check . Goal: 6

Success - go to 190-29

Fail - go to 190-31

190-29 Noticing how some of the locals do it, you bend down in front of the wonkies and let them climb onto your backs, wrapping their legs around you snugly. Soon you're soaring through the air, not even worried about whether it is wonky mating season or not.

All players gain Perk Token +1.

Next - go to 190-30

190-30 You follow the farmer's directions to one of the islands, known for its stone ruins jutting out from the thick vegetation. You circle it until you find the triangular entrance. As you enter, your wonkies fold in to hug you closely and tuck their tails between your legs.

You follow the tunnel until it opens into a large circular chamber illuminated by glowing spheres. At the far end of the chamber is a circular metal door with a single round hole in the middle. You insert the key into the hole and turn it. The door spirals open slowly to reveal a lit alcove. On a pedestal in the center is an odd-looking, octagon-shaped musical instrument. Its strings almost look like a spider's web.

Player: "The Resonant Web!"

A piercing screech comes from the tunnel behind you. Everyone rushes to hide in an alcove and watch as a strange creature enters the chamber, propelled by undulating flagella. Its body is wide and flat with bulbous eyes on top. It stops and suddenly shrieks with rage! The wonkies on your backs bolt for the exit, taking you with them, but the creature quickly glides over to block your escape!

Turn to page 29 in the location book.

Set Dial A (Tentacles) to 10. Set Dial B (Body) to 3 plus the number of players.

Make Action 01 required . Lock Actions 04, 06, and 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Nexu Vision*.

Begin a round in the location book.

190-31 The wonkies are far more stubborn than they look, and you're bucked off into the sky where you have to be fetched. The farmer gets quite a bit of amusement out of watching you struggle. Finally she tells you that you're not supposed to climb onto the wonkies—they climb onto you, wrapping their legs around you and holding you as they fly. It's awkward, but once you get used to it, you find it works rather well.

All players gain a Stress card (012).

Next - go to 190-30

190-32 **Sena:** "You're back! Get a hamu?"

Does any player have a Hamu sidekick card (053)?

Yes - go to 190-33

No - go to 190-34

190-33 **Player:** "Yeah, let her know we got one. We'll drop it off on Riva Station next chance we get."

Patch: "MEEP MOOP!"

Player: "Don't get too attached, Patch. It's only with us for a short while. Well, where are we going next?"

Move the waypoint ring for The Favor to the Riva Station location (324) on the galactic star map.

Pass the first player token to the left.

Remove all game pieces from the location book and close it.

Next - go to 321-20

190-34 **Player:** "Don't wanna talk about it, Sena."

Sena: "Oh dear. Should I let Mrs. Gilbert know?"

Player: "No! We still might be able to find one later. She doesn't need to know about our failure here. Now let's figure out where we're going next."

Deactivate The Favor and return its waypoint to the Navigation station.

Pass the first player token to the left.

Remove all game pieces from the location book and close it.

Next - go to 321-20

190-35 You arrive back at the Zephyr to find Frey children playing on and around it as though the ship is a playground. Sena doesn't seem to mind.

Sena: "Blame it on Cook-E's sweet llamalade."

Cook-E: "Aye, it'll put hair on their chests!"

You chase the kids off and prep the ship.

Pass the first player token to the left.

Remove all game pieces from the location book and close it.

Next - go to 190-36

190-36 As the Zephyr leaves its moorings and turns toward the cloudy sky, a glossy black sloop detaches from its hiding spot, where it hung like a bat upon the rocky underbelly of the floating city.

If you haven't already, check the Eskir Valek box in the wanted by section of the ship log.

Next - go to 321-20

190-37 **Sena:** "We leaving already? You know, this may be the only place I've docked where I've enjoyed my stay. What's next?"

Player: "Good question, Sena. Let's reach a safe distance from the skyship, then we can decide."

Pass the first player token to the left.

Remove all game pieces from the location book and close it.

Next - go to 321-20

191

Choose your current context:

- Weapons of War - go to 191-1
- Krunk Patrol B - go to 191-5
- Mine Quaris - go to 191-6
- Dys Quaris - go to 191-10
- Chunk Worm - go to 191-14
- Scourge - go to 191-17
- Scourge Pirates - go to 191-10
- Marauding Krunk D - go to 191-25
- Find the Pirate Base - go to 191-29
- Escort Colony Ship - go to 191-38
- The Con Job - go to 191-45
- Cloaked - go to 191-53
- The Banshee - go to 191-65

191-1 *Player: "I'm going to try to scramble our signal and prevent them from getting a torpedo lock on us."*

Make a **TECHNICAL** skill check  .

- 0-4 - go to 191-2
- 5-6 - go to 191-3
- 7+ - go to 191-4

191-2 *Your efforts have the opposite effect! An alarm sounds as one of the Krunk ships gets a target lock on you.*

Draw 2 tokens from the bag and apply their effects to you or a station you control.

191-3 *Player: "I projected our signal just behind us. Let's hope it works."*

Perk Token  +1.

Roll the chance die and place a number of locked tokens equal to the result on Action 02.

If Blip E is in play, lower Dial E to 0.

191-4 *Player: "I projected our signal just behind us. This should be fun."*

Rep  +1.

Place 2 lock tokens on Action 02.

If Blip E is in play, lower Dial E to 0.

191-5 The Krunk don't take calls from strangers.

Lock Action 02 and move to another available action (not including Action 01).

191-6 *Player: "Grubber, come in! This is the Zephyr!"*

Grubber: "I'm kind of busy getting my butt kicked, Zephyr!"

Player: "When you get a chance, let's share targeting data on these Dysmantlers."

Make a **COMMUNICATE** skill check  .

- 0-4 - go to 191-7
- 5-6 - go to 191-8
- 7+ - go to 191-9

191-7 *The Dysmantlers seem to have triangulated on your signal!*

Risk  +1.

Lower Dial A by 1. Lock Action 02.

191-8 *The Dysmantlers' projected attack vectors are correlated with additional precision. However, they seem to have also triangulated on your signal!*

Risk  +1.

Lower Dials B, C, D, and E by 1.

Lock Action 02.

191-9 *You exchange data, then quickly put your new advantage to good use.*

Player: "We lit one up for you, Grubber!"

Grubber: "Affirmative, Zephyr. Target destroyed!"

Improve  +1.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

Lock Action 02.

191-10 *You attempt to jam the enemy's communications.*

Perk Token  +1. Make a **TECHNICAL** skill check  .

- 0-5 - go to 191-11
- 6-7 - go to 191-12
- 8+ - go to 191-13

191-11 *You zero in on the enemy's comms frequency and try to calibrate the Zephyr's sensor array to scramble the signal. But you don't really know what you're doing, and your crew mates cry out in alarm when for a brief moment, all sensors go down. By the time the sensors recover, the situation has changed.*

Choose a station you control. Place an asteroid token  in the sector matching that station, or in an adjacent sector.

191-12 *You attempt to use the Zephyr's sensor array to negatively impact the accuracy of the Scourge ships. But you have no way of knowing whether it actually worked.*

Rep  +1.

During the end of this round (and the end of this round only), when a player would draw 1 or more tokens from the bag, they may draw 1 extra token, and then return 1 to the bag without resolving it.

Lock Action 02.

191-13 *You cackle with glee as you manage to scramble an enemy pilot's controls and they sideswipe an asteroid! You give a joyous cry.*

New catchphrase: Radical to the max! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower an enemy dial by 4. Lock Action 02.

191-14 *Player: "This is purely experimental, but I've reprogrammed our sensor beacon to emit a high-frequency burst. If my hunch is correct, it will confuse the worm!"*

Perk Token  +1. Make a **TECHNICAL** skill check  .

- 0-5 - go to 191-15
- 6+ - go to 191-16

191-15 *There's a brief vibrating sensation, then it's done.*

Player: "I did it! uh... Did it work?"

Sena: "I'm sorry, spacer. You seem to have angered the worm."

Everything lurches as the agitated worm makes contact with the ship and begins to writhe around it.

Sena: "Oh. Oh dear. No, you seem to have, well, aroused the worm."

It's an alarming but also awkward moment for those on the bridge other than Patch, who emits a series of beeps that sound suspiciously like laughter.

Threat  +1.

191-16 *There's a brief vibrating sensation, then it's done.*

Player: "I did it! uhh. Did it work?"

Sena: "Excellent work, spacer!"

You watch as outside the ship the agitated worm suddenly freezes as if stunned.

Player: "I don't think it will last long, but hopefully it's something."

Rep  +1.

Lock Action 01.

191 - CONTINUED

191-17 You attempt to hail the enemy.

Choose 1:

Intimidate - go to 191-18

Negotiate - go to 191-22

191-18 You get on the comms and do your best to make the Zephyr appear to be a terrifying foe.

Perk Token +1. Make a **SWAGGER** skill check .

0-6 - go to 191-19

7 - go to 191-20

8+ - go to 191-21

191-19 The enemy deems you unworthy of a response.

Threat +1. Lock Action 02.

191-20 You earn a mere moment of hesitation, but you attempt to exploit this small relief.

Flip an enemy blip to its red side. If all enemy blips are red, choose the one with the lowest dial. Lower that dial to 0.

Lock Action 02.

191-21 You quickly discover who has the stomach for battle.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

Lock Action 02.

191-22 You appeal to your enemy's preference for safe profit over risky violence.

Perk Token +1. Make a **COMMUNICATE** skill check .

0-4 - go to 191-19

5-7 - go to 191-23

8+ - go to 191-24

191-23 Bribes are expensive, but they have a way of making life easier.

You may pay 2 supplies to choose the enemy blip with the lowest dial.

Lower that dial to 0.

Lock Action 02.

191-24 Bribes can be expensive, but it's worth it when they make life easier.

You may pay 1 supplies to choose the enemy blip with the lowest dial.

Lower that dial to 0.

Lock Action 02.

191-25 You open a channel to the pirate ships in an attempt to get them to coordinate efforts.

Make a communicate skill check .

0-5 - go to 191-26

6-7 - go to 191-27

8+ - go to 191-28

191-26 Player: "Hey there, mateys, this is the Zephyr. Thought we could share targeting data."

You're cut off by boisterous laughter from across several channels.

Pirate: "Thanks for sharing... matey. We gonna share some tea after? Will it be fancy dress?"

Player: "Rude!"

The pirates cut the comms.

Gain the nickname 'Matey'.

Lock Action 02.

191-27 Player: "This is the Zephyr. We can get this done faster if we concentrate fire. How about we all shoot at the one at the coordinates I'm sending over?"

Pirate: "Meh. Okay, fine."

Lower Dial A or B by 1 plus an additional 1 for each small blip in play.

191-28 Player: "What's better than destroying enemy ships? Making them explode! Imagine how fun it would be if we all fire at the ship at these coordinates? Eh? At the same time? Eh? Eh?"

Pirate: "Hmm, I don't normally like cooperation, but I do really like explosions!"

Another voice joins the comms.

Pirate: "I'm really into explosions right now. They're very me, so I'm in."

Lower Dial A or B by 2 plus an additional 2 for each small blip in play.

Lock Action 02.

191-29 You hail the enemy ship.

Choose 1:

Intimidate - go to 191-30

Negotiate - go to 191-34

191-30 Make a **SWAGGER** skill check .

0-5 - go to 191-31

6-7 - go to 191-32

8+ - go to 191-33

191-31 Player: "Come in, pirate vessels. We demand you state your intentions!"

Pirate: "Really? We's pirates! We wants all your stuff, oh, and yer ship too. Basically everythin'."

Player: "Well you can't have this ship because we're using it right now."

The comms switch off, cutting off raucous pirate laughter.

Threat +1.

Lock Action 02.

191-32 Player: "Come in, pirate vessels! This is the Zephyr! Tell you what, if you tell us the coordinates for Starshade Base, we'll surrender the entirety of our cargo hold. Deal?"

Pirate: "What's in yer hold?"

Player: "Ten tons of grade-A whoopass!"

Flip an enemy blip to its red side. If all enemy blips are red, choose the one with the lowest dial. Lower that dial to 0.

Lock Action 02.

191-33 You unleash a torrent of filth at the pirates, and one of the ships decides you're likely more trouble than you're worth.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

Lock Action 02.

191-34 Spend up to 2 supplies .

Then, make a **COMMUNICATE** skill check .

Add 1 to your total for each supplies spent.

0-6 - go to 191-35

7-8 - go to 191-36

9+ - go to 191-37

191-35 You have Cook-E jettison a small crate of goods and contact the pirates. One of them swoops in and scoops up the package.

Pirate: "Thanks for the gift, Zephyr. You guys have good stuff."

Player: "You're welcome. Now kindly break off the attack."

Pirate: "Nah, I'll think we'll take the rest o' it too."

Risk +1.

Lock Action 02.

191-36 You reach one of the pirates and offer to transfer some funds if they'll break off the attack. It's all going well until their peers get wise to the shenanigans.

Pirate: "Oy! Are you makin' a side deal? Ye dirty snat!"

Your new pirate friend suddenly finds themselves under fire, and a brief bit of infighting ensues.

Perk Token  +1.

Lower an enemy dial by 5.

191-37 You reach one of the pirates and offer to transfer funds if they'll break off the attack. They agree, and after transferring half, you wait to see them leave before transferring the remainder. You smile imagining the consternation of the abandoned others.

Perk Token  +1.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

Lock Action 02.

191-38 Are any enemy blips in the same sector as Large Blip A (Colony Ship)?

Yes - go to 191-39

No - go to 191-42

191-39 You spy a pirate vessel pulling up alongside the colonists. Its sub-light thrusters bring it flush with your patrons, and you hurriedly hail the colonists.

Colonist: "Oh man, Zephyr, there are some totally ominous noises coming from Airlock Three!"

Player: "They're trying to board your ship! It won't take them long to cut through, so you'll have to fight them off or they'll kill you all."

Colonist: "Ginging bings! What's with all this aggression? We don't even have weapons!"

You sigh as you realize you must talk the colonists through the act of self-defense.

Make a **PLAN** skill check .

0-4 - go to 191-40

5+ - go to 191-41

191-40 You rattle off ideas to your contact, but the sudden demand to create a plan leaves your brain struggling to not simply draw a blank.

Colonist: "Oh man, it's too late, Zephyr. They're inside the ship already! That's it, we're so done. If I had known last night's bongo sesh was my last, I would have put so much more into it!"

Player: "Get a hold of yourself! Seal off the bulkheads to that section of the ship!"

Colonist: "Oh man, harsh stuff. That's where all the preschoolers are."

Player: "Oh gods! Really?"

Colonist: "Oh my bad, no, that's the beanbag factory. Okay, Zephyr, we'll do it!"

Player: "Hurry! Seal it, and we'll try to get that tick off with our magnabeam!"

Threat  +1.

If the special devices stack is undamaged and Large Blip A is in the Magnabeam's firing arc, you may spend 2 power  to use the Magnabeam. If you do not have 2 power , you may spend any combination of life support  and supplies  to make up the difference. If you use the Magnabeam, you may move an enemy blip out of Large Blip A's sector.

Lock Action 02.

191-41 **Player:** "Okay, listen up. You've got farming implements, yes? Get every person on your ship who's able to bear arms equipped with farming tools. I'm going to tell you how to trap that section of the ship, then engage the pirates as soon as they're hindered!"

You rattle off your instructions, then can only wait in excruciating silence. Minutes pass, but you soon see the pirate ship disengage from the colony

ship and the comms come back to life.

Colonist: "Gong bong, Zephyr! There's a large fire to put out at Airlock Three, and we lost someone. They killed my buddy, Smilin' Gabe. But we repelled the pirates!"

Player: "Great news! Or at least about the plan working. Sorry about Gabe."

Colonist: "Aw man, we did summer stock together. My heart is breaking right now."

He keeps going but you cut the comms, seeing as there's still a fight to win.

Rep  +1.

Choose an enemy blip in the same sector as Large Blip A (Colony Ship).

Lower the chosen blip's dial by 4. Then, if it is still in play, move the chosen blip 1 sector away from Large Blip A.

Lower Dial A by 1. Lock Action 02.

191-42 You open a channel to the pirates and take your best shot at intimidating them.

Make a **SWAGGER** skill check . Add 1 to your total for each enemy blip destroyed so far in this battle.

0-4 - go to 191-43

5+ - go to 191-44

191-43 You deliver a blistering tirade to the pirates, in which you threaten death, mutilations, and parental disappointment. The resulting response:

Pirate: "What are you, Zephyr? A ship of angry substitute teachers?"

The transmission cuts off as multiple voices break out in uproarious laughter.

Threat  +1. Gain the nickname 'The Sub'.

191-44 You don't say anything to the pirates, just hold down the transmission button and laugh maniacally into the comm link, and you keep laughing. The hail button flashes as the pirates try to respond, but you do not stop. Images flash through your head of every small humiliation you've ever suffered, every indignity which angered you yet you were too powerless to give any response. A lifetime of disappointments fuels your mad laughter. It is the cackling of a person who has no reason to shirk from violence, and you watch with glee as one of the enemy ships turns and flees the battle.

Rep  +1. Choose the enemy blip with the lowest dial. Lower that dial to 0.

191-45 **Player:** "Opening a channel to the Banshee!"

Make a **COMMUNICATE** skill check  .

0-4 - go to 191-46

5-7 - go to 191-47

8+ - go to 191-48

191-46 **Player:** "Dweezle, return the pallet now or be blown to smithereens!"

Cook-E: "Arr, matey. What are smithereens?"

Player: "It's a legal term, Cook-E. Now quiet!"

Risk  +1.

191-47 **Player:** "Dweezle, we know you stole our shipment. Either return the pallet or be destroyed!"

Dweezle's clean-shaven face appears on the holofeed.

Dweezle Grift: "Destroy me already, Zephyr! Then you can spend the rest of your miserable lives running from Octoff!"

He must not have expected you to call his bluff, because you see surprise register on his smarmy face when you respond with weapons fire.

Player: "He'd come for you next, dimwit! Return the cards!"

The cockpit of the Banshee begins to smoke and a snarling Dweezle cuts the holofeed.

Perk Token  +1. Lower Dial A by 3. Lock Action 02.

191-48 Player: "Dweezle, we know you stole our shipment. Either return the pallet or be destroyed! Even if you escape, even if you sell the cards, you know Octoff will come for us! He'd kill us, but not before finding out who stole his cards from him! This isn't gonna end well for you either!"

Dweezle's clean-shaven face appears on the holofeed.

Dweezle Grift: "Honestly, Zephyr, I'm not that worried. I can outrun that pink squid. But I feel bad for you. Tell you what, how about I sell the cards back to you?"

Dweezle will return the cards for 5 supplies .

If you have at least that much, you may pay him and make the trade.

Choose 1:

Let's pay him! - go to 191-49

No way, blast him! - go to 191-52

191-49 Dweezle Grift: "Ha ha! Smart move, losers! I swear, I love feeding off you. We're gonna do this forever, you know. You will always be garbage, and I will always not!"

Choose 1:

Honor the deal - go to 191-50

Forget this, blast him! - go to 191-51

191-50 Player: "Let's just get this over with. We have the supplies. Where do we make the trade?"

Dweezle Grift winks at you.

Dweezle Grift: "Sending you my part now."

Player: "Huh?"

The ship shakes as the Banshee opens fire. Your guard down, the blasts hit true.

Dweezle Grifts cackles with glee.

Dweezle Grift: "Too easy!"

And the holofeed goes dark.

Draw 2 tokens from the bag and apply their effects. Lock Action 02.

191-51 With the Banshee's guard slightly down, you easily land several shots before they can respond. The holofeed shuts off, but not before rewarding you with the panicked look on Dweezle Grift's face.

Gain an Inspired card (015).

Lower Dial A by 3. Lock Action 02.

191-52 With the Banshee's guard slightly down, you easily land several shots before they can respond. The holofeed shuts off, but not before rewarding you with the panicked look on Dweezle Grift's face.

Gain an Inspired card (015).

Lower Dial A by 3. Lock Action 02.

191-53 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

191-54

191-58

191-54 Player: "I'm picking up some chatter. Must be the pirates' channel. I'll see if I can isolate it."

Make a **TECHNICAL** skill check  .

0-4 - go to 191-55

5-6 - go to 191-56

7+ - go to 191-57

191-55 The Zephyr is shaken by a blast near the aft of the ship! Behind you, a much meaner-looking pirate ship appears as if out of thin air! Or space or whatever!

Player: "I'm gonna go out on a limb and say there's our cloaking device."

Draw 2 tokens from the bag and apply their effects to you or a station you

control.

Place Large Blip A (Pirate Prowler) on sector 4.

Set Dial A to 6 plus the number of players.

Remove the required token  from Action 02.

191-56 Player: "They're calling in backup. Triangulating... Fifty-two degrees, starboard!"

The Zephyr lurches to the starboard side as a prowler-class pirate gunship appears like a mirage. Its twin laser beams streak past, missing the Zephyr and blasting a nearby asteroid!

Sena: "Well done, spacer!"

Player: "Thank you, Sena. All in a day's spacing, really."

Perk Token  +1.

Place an asteroid token  on sector 5.

Place Large Blip A (Pirate Prowler) on sector 6.

Set Dial A to 6 plus the number of players.

Remove the required token  from Action 02.

191-57 Player: "They're calling in backup. Triangulating... Fifty two degrees starboard!"

The Zephyr lurches to the starboard side as a prowler-class pirate gunship appears like a mirage. Its twin laser beams streak past, missing the Zephyr and blasting a nearby asteroid!

Sena: "Well done, spacer. There's our cloaking device."

Player: "And we have them in our sights!"

Improve  +1.

Place Large Blip A (Pirate Prowler) on a sector of your choice.

Set Dial A to 6 plus the number of players.

Remove the required token  from Action 02.

191-58 You attempt to hail the enemy.

Choose 1:

Intimidate one of the weak ships - go to 191-59

Negotiate with the prowler - go to 191-62

191-59 You decide to remind the older, broken-down pirate ships that they ain't nothin'.

Choose Dial B or C.

Make a **SWAGGER** skill check  .

Is your total higher than the chosen enemy dial?

Yes - go to 191-60

No - go to 191-61

191-60 Player: "Pirate ship! You must be the sacrifice. They sent you out here in that broken down old craft, while your pal gets to ride in that sexy new prowler. I guess you are the one they won't miss."

A minute passes, and you smile as the enemy ship turns to flee.

Rep  +1.

Lower the chosen dial to 0.

Lock Action 02.

191-61 Player: "Pirate ship! You'd be an idiot to stick around and get blown up. Leave now while you still can!"

Pirate: "Okay, disengagin' now. Thank ye for the warnin'."

They released several controlled bursts from their forward guns, peppering the hull.

Pirate: "Blimey! I accidentally fired on ye instead."

They give another controlled burst, and from the ship's rear you hear a pipe burst.

Pirate: "Whoopsy-daisy, I did it again!"

You cut the comms, ending their raucous laughter.

Draw 2 tokens from the bag and apply their effects to you or a station you control.

Lock Action 02.

191-62 Player: "Maybe I can appeal to their greedy nature and avoid more violence."

You may spend any number of supplies and/or cargo tokens to help the negotiations.

Then, make a **COMMUNICATE** skill check .

Add 1 to your total for each supplies spent.

Add 2 to your total for each cargo token spent.

Is your total is higher than dial A?

Yes - go to 191-63

No - go to 191-64

191-63 Pirate: "Okay, Zephyr, ye gots a deal."

Gain special device card 064, Cloaking Device.

Lower Dial A to 0.

Lock Action 02.

191-64 Pirate: "Here's me counter: We're gonna kill ye all, then take what ye was offerin' anyway. Har!"

Threat +1.

Lock Action 02.

191-65 You open a channel to the Banshee. Your only goal is to threaten Grift with total annihilation.

Perk Token +1. Make a **SWAGGER** skill check .

0-5 - go to 191-66

6-8 - go to 191-67

9+ - go to 191-68

191-66 Dweezle Grift: "You're outgunned and outclassed, Zephyr. More importantly, you're wasting my time. I'm trying to deliver a cure!"

Sena: "He launched a torpedo!"

Place Small Blip C (Torpedo) on a sector adjacent to Large Blip B.

Set Dial C to 3.

Lock Action 02.

191-67 Dweezle hesitates for long enough that you're able to calculate a trajectory for the Banshee and immediately transfer the calculations to the targeting modules.

Improve +1.

All players at Actions 03 and 04 gain Perk Token +1.

Lock Action 02.

191-68 Player: "Dweezle, if we have to come aboard and take that worm ourselves, I'm scuttling the Banshee and sending you and your crew for a ride in escape pods. You'll be taking a long, long void nap, at least until an asteroid obliterates you!"

A hologram of a capable looking Tarlot in spacer gear appears on the bridge.

Jendra: "Zephyr, this is Jendra, first mate of the Banshee. I have taken command of the Banshee. I will sell you the worm for a price. I'm transmitting my terms."

It appears a mutiny has transpired.

Rep +1.

Jendra is offering to trade the worm for items.

Collectively, all players may choose a number of item cards (020 only) and/

or spend supplies equal to the number of players, from among their discard piles and readied cards. If they do, return the chosen items to the card catalog, then reshuffle.

We returned the required number of items or spent supplies - go to 191-69

We're not interested in a deal - go to 191-71

191-69 You board the Banshee without incident. The entire crew seem to be at odds with each other, but you avoid the drama and just grab the stasis pod with the worm inside. You catch a glimpse of Grift in a back room and smile when you see the ropes that bind him, and the look of shocked despair painted across his normally smug face.

You have completed Cave of Worms. Banish its job card.

Octoff pays you only half. Profit +2.

All players gain Rep +1.

Next - go to 191-70

191-70 Player: "Sena, let Octoff know we have his precious worm."

Sena: "I did. Mrs. Gilbert has sent us new instructions. We need to take that worm to the Nectar Clinic on Gemin. It's in the Siward system.

Apparently Octoff's 'dear old friend' is deathly ill, and the clinic can make a cure with the worm."

Player: "Eh, escorting a fat worm doesn't sound fun."

Sena: "It's your call of course. Mrs. Gilbert says it's time-sensitive, but I'm sure Octoff won't mind if you fail at another task."

Player: "Yeah, yeah."

Gain job card 121, Race for the Cure. Have Navigation make it an active job.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

191-71 The first mate grins, and the holo is replaced by Dweezle Grift, giving you his most insufferable grin.

Dweezle Grift: "Ha! Looks like your being poor nobodies saved you from my trap!"

Player: "We knew it was a trap!"

Dweezle Grift: "Sure you did."

Sena: "The Banshee's launching a salvo!"

Place Small Blips C and D (Torpedoes) on any 2 separate sectors.

Set Dials C and D (Torpedoes) to 3.

Lock Action 02.

192

Choose your current context:

Breaking of Aldess - go to 192-1

Weapons of War - go to 192-1

Krunk Patrol B - go to 192-1

Mine Quaris - go to 192-5

Dys Quaris - go to 192-1

Chunk Worm - go to 192-9

Scourge - go to 192-1

Scourge Pirates - go to 192-1

Marauding Krunk D - go to 192-1

Find the Pirate Base - go to 192-1

Escort Colony Ship - go to 192-1

The Con Job - go to 192-13

Cloaked - go to 192-1

The Banshee - go to 192-1

192-1 Player: "Let's grab some rock."

You climb into the swivel chair of the magnabeam and grab the control sticks.

Using the Magnabeam will require an undamaged special devices stack, at least 1 asteroid token  in the Magnabeam's firing arc, and 2 power . If you cannot or choose not to use the Magnabeam, move to Action 06 and continue play. Otherwise, spend 2 power  and make a **TECHNICAL** skill check .

0-5 - go to 192-2

6-7 - go to 192-3

8+ - go to 192-4

192-2 *You line up an asteroid in your sights, but fumble with the control stick and its assortment of triggers and buttons.*

Player: "Stay still, you dumb rock!"

Your spirits sink for a moment as the asteroid begins to tumble out of view, before finally getting a decent shot off. You hit the specimen at an odd angle, but still manage to wrangle it into the cargo hold.

Draw 2 tokens from the bag and apply their effects to Engineering.

Gain a Stress card (012).

Reveal 1 asteroid token  in the Magnabeam's firing arc and gain the cargo token  listed on its back. Then, return that asteroid token  face down to the supply and randomize it.

192-3 *You line up a chunk of rock in your sights, and manage to hit it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.*

Reveal up to 2 asteroid tokens  in the Magnabeam's firing arc and gain the cargo token  listed on their backs. Then, return those asteroid tokens  face down to the supply and randomize it.

If you revealed more than 1 asteroid token , Improve +1.

192-4 *You line up a chunk of rock in your sights, and manage to hit it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.*

You wonder if you could swing your beam to disrupt enemies as well.

Reveal up to 2 asteroid tokens  in the Magnabeam's firing arc and gain the cargo token  listed on their backs. Then, return those asteroid tokens  face down to the supply and randomize it.

If you revealed more than 1 asteroid token , Improve +1.

If there are any enemy blips in the Magnabeam's firing arc, you may choose 1, move it 1 sector, and then flip it to its red side.

192-5 Player: "Let's grab some rock."

You climb into the swivel chair of the magnabeam and grab the control sticks.

Using the Magnabeam will require an undamaged special devices stack, at least 1 asteroid token  in the Magnabeam's firing arc, and 2 power . If you cannot or choose not to use the Magnabeam, move to Action 06 and continue play. Otherwise, spend 2 power  and make a **TECHNICAL** skill check .

0-5 - go to 192-6

6-7 - go to 192-7

8+ - go to 192-8

192-6 *You line up an asteroid in your sights, but fumble with the control stick and its assortment of triggers and buttons.*

Player: "Stay still, you dumb rock!"

Your spirits sink for a moment as the asteroid begins to tumble out of view, before finally getting a decent shot off. You hit the specimen at an odd angle, but still manage to wrangle it into the cargo hold.

Draw 2 tokens from the bag and apply their effects to Engineering.

Gain a Stress card (012).

Reveal 1 asteroid token  in the Magnabeam's firing arc and place the cargo token  listen on its back on job card 070, Mine Quaris. Then, return that asteroid token  face down to the supply and randomize it.

192-7 *You line up a chunk of rock in your sights, and manage to hit it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.*

Reveal up to 2 asteroid tokens  in the Magnabeam's firing arc and place the cargo token  listen on their backs on job card 070, Mine Quaris. Then, return those asteroid tokens  face down to the supply and randomize it. If you revealed more than 1 asteroid token , Improve +1.

192-8 *You line up a chunk of rock in your sights, and manage to hit it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.*

You wonder if you could swing your beam to disrupt enemies as well.

Reveal up to 2 asteroid tokens  in the Magnabeam's firing arc and place the cargo token  listen on their backs on job card 070, Mine Quaris. Then, return those asteroid tokens  face down to the supply and randomize it. If you revealed more than 1 asteroid token , Improve +1.

If there are any enemy blips in the Magnabeam's firing arc, you may choose 1, move it 1 sector, and then flip it to its red side.

192-9 Player: "Let's grab some rock."

You climb into the swivel chair of the magnabeam and grab the control sticks.

Using the Magnabeam will require an undamaged special devices stack, at least 1 asteroid token  in the Magnabeam's firing arc, and 2 power . If you cannot or choose not to use the Magnabeam, move to Action 06 and continue play. Otherwise, spend 2 power  and make a **TECHNICAL** skill check .

0-4 - go to 192-10

5-6 - go to 192-11

7+ - go to 192-12

192-10 *You line up an asteroid in your sights, but fumble with the control stick and its assortment of triggers and buttons.*

Player: "Stay still, you dumb rock!"

Your spirits sink for a moment as the asteroid begins to tumble out of view, before finally getting a decent shot off. You hit the specimen at an odd angle, but still manage to wrangle it into the cargo hold.

Draw 2 tokens from the bag and apply their effects to Engineering.

Gain a Stress card (012).

Reveal 1 asteroid token  in the Magnabeam's firing arc and gain the cargo token  listed on its back. Then, return that asteroid token  face down to the supply and randomize it.

192-11 *You line up a chunk of rock in your sights, and manage to hit it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.*

Reveal up to 2 asteroid tokens  in the Magnabeam's firing arc and gain the cargo token  listed on their backs. Then, return those asteroid tokens  face down to the supply and randomize it.

If you revealed more than 1 asteroid token , Improve +1.

192-12 *You line up a chunk of rock in your sights, and manage to hit it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.*

You wonder if you could swing your beam to disrupt the worm as well.

Reveal up to 2 asteroid tokens  in the Magnabeam's firing arc and gain the cargo token  listed on their backs. Then, return those asteroid tokens 

face down to the supply and randomize it.

If you revealed more than 1 asteroid token , Improve +1.

If there are any enemy blips in the Magnabeam's firing arc, you may choose 1, move it 1 sector, and then flip it to its red side.

192-13 Player: "Let's grab some rock."

You climb into the swivel chair of the magnabeam and grab the control sticks.

Using the Magnabeam will require an undamaged special devices stack, at least 1 asteroid token  in the Magnabeam's firing arc, and 2 power .

If you cannot or choose not to use the Magnabeam, move to Action 06 and continue play. Otherwise, spend 2 power  and make a **TECHNICAL** skill check .

0-5 - go to 192-14

6-7 - go to 192-15

8+ - go to 192-16

192-14 You line up an asteroid in your sights, but fumble with the control stick and its assortment of triggers and buttons.

Player: "Stay still, you dumb rock!"

Your spirits sink for a moment as the asteroid begins to tumble out of view, before finally getting a decent shot off. You hit the specimen at an odd angle, but still manage to wrangle it into the cargo hold.

Draw 2 tokens from the bag and apply their effects to Engineering.

Gain a Stress card (012).

Reveal 1 asteroid token  in the Magnabeam's firing arc and gain the cargo token  listed on its back. Then, return that asteroid token  face down to the supply and randomize it.

192-15 You line up a chunk of rock in your sights, and manage to hit it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.

Reveal up to 2 asteroid tokens  in the Magnabeam's firing arc and gain the cargo token  listed on their backs. Then, return those asteroid tokens  face down to the supply and randomize it. If you revealed more than 1 asteroid token , Improve +1.

192-16 You line up a chunk of rock in your sights, and manage to hit it with your magnabeam. Even better, you adjust the dispersal knob to widen the beam, allowing you to snag even more.

You wonder if you could swing your beam to disrupt enemies as well.

Reveal up to 2 asteroid tokens  in the Magnabeam's firing arc and gain the cargo token  listed on their backs. Then, return those asteroid tokens  face down to the supply and randomize it.

If you revealed more than 1 asteroid token , Improve +1.

If there are any enemy blips in the Magnabeam's firing arc, you may choose 1, move it 1 sector, and then flip it to its red side.

193

Choose your current context:

Breaking of Aldess - go to 193-1

Black Friday - go to 193-6

Escort Shipping Barge - go to 193-11

The Derelict - go to 193-14

193-1 You enter the wreckage through a massive breach in the hull almost big enough to fly the Zephyr through. Inside it's pitch dark, like an ancient tomb, tilted precariously to one side.

Player: "We'll head to Operations first, if it's still there, hook up the battery pack, and see if we can hack into the ship's datacore."

To gain access to Operations, you're forced to cut your way through a tangle of wires, pipes, and twisted metal. Once through, you drift onto the bridge, half of which is gone, as if a giant had taken a bite out of it.

All players at Action 1 must make a **TECHNICAL** group  skill check .

Goal: 5

Success - go to 193-2

Fail - go to 193-3

193-2 Player: "Got it! We're in! Everyone search for any data regarding Gala Hern."

Powered by your portable battery pack, some of the console screens flicker to life. In the weak light, you can see the shapes of mummified bodies floating around you. You check their name tags, but there's no sign of Captain Hern, and not much can be found in the ancient data logs.

Player: "Looks like her last command was a battle formation. They were leading the counterattack when the bomb went off."

You find the location of Gala Hern's quarters and decide to check it out, if it's still there.

Player: "We'll need somebody to go to Security and gain access to the cargo bay and Engineering. That's where the salvage will be."

Remove the required token  from Action 01.

Make Actions 02 and 04 required .

In turn order, all players at Action 01 must move to another available action, choosing a required  action, if able.

193-3 Player: "Gah! It's no use. The data logs are corrupted."

Powered by your portable battery pack, some of the console screens flicker to life. In the weak light, you can see the shapes of mummified bodies floating around you. You check their name tags, but there's no sign of Captain Hern, and not much can be found in the ancient data logs.

Player: "We'll check the infirmary."

A sudden groaning and creaking echoes through the ship, as if the entire hulk is being twisted.

Threat +1.

Next - go to 193-4

193-4 This next entry is for the players who failed their parts of the group  skill check.

Next - go to 193-5

193-5 A nagging feeling draws your attention to the shadows in a darkened corner. You can just make out dark shapes there, like beings made of starless night sky. They drift toward you in a way that feels familiar, reaching for you with outstretched, jet-black arms. When they touch you, you're filled with an overwhelming sense of wrongness and shame for your own dark nature.

Each players who failed their part of the group  skill check gains a Stress card (012).

Remove the required token  from Action 01. Make Actions 02 and 03 required . In turn order, all players at Action 01 must move to another action, choosing a required  action, if able.

193-6 Player: "Alright, let's hack operations data. Wake the place up and get access to what we can. We need to search the cargo manifest, and find out what the most valuable items are and where to find them."

All players at Action 01 must make a **TECHNICAL** group  skill check .

Goal: 6

Success - go to 193-7

Fail - go to 193-9

193-7 Player: "Step one complete. We'll have to unlock the holding bay and engine room from Security!"

Most of the cargo ends up being mundane things such as toys and houseware, but you do discover some more valuable goods, and you program the storage bins to spin those pods to the front for easy access.

Place 3 cargo tokens  of your choice from the supply on Action 05.

Next - go to 193-8

193-8 You spot a big red button on the Operations console labeled 'EMERGENCY SELF DESTRUCT', and you become fixated for a moment. Your hand reaches for the button as if it has a mind of its own and you notice a subtle glow from the dysphaser chip in your arm. You manage to muster your inner strength to overcome the urge, and pull your hand away.

Lock Action 01. Unlock Actions 02, 03, and 04.

In turn order, all players at Action 01 may move to another available action.

193-9 Player: "Man, they didn't cover this in the virtual classes I took at all." You hear a distant alarm buzzer.

Player: "Eh, that's probably fine."

Threat  +1.

Place 1 cargo token  of your choice from the supply on Action 05.

Next - go to 193-10

193-10 You spot a big red button on the Operations console labeled 'EMERGENCY SELF DESTRUCT', and you become fixated for a moment. Your hand reaches for the button as if it has a mind of its own. A glowing throb pulses from your forearm where the dysphaser chip is implanted and you watch helplessly as your hand presses the button.

Player: "Wait! That wasn't me!"

AI: "Warning! Self-destruct sequence activated! Warning! The ship will self destruct in T-minus thirty minutes!"

You look to your angered crew mates.

Player: "I swear I didn't mean to do that."

You are suddenly in control of your hand again as Sena comes in over the commlink.

Sena: "What about the crew of the ship?"

Player: "I guess we'll have to jettison the cryo pods and hope they get picked up by CargoMart."

Sena: "Hope?"

Player: "Fine, mom, we can send an anonymous message to Cargomart."

You set about programming the pods for emergency evacuation.

Lock Action 01. Unlock Actions 02, 03, and 04.

In turn order, all players at Action 01 may move to another available action, but the last player at Action 01 must remain here.

193-11 Operations is cast in the flashing red glow of emergency lighting.

AI: "Warning! Hull integrity at twenty percent!"

Player: "Without the crew to fix the shields, the quantum particles are eating the hull!"

Player: "Let's try to hack into the mainframe and check to see if anything comes up on the ship log."

All players at Action 1 must make a **TECHNICAL** group  skill check .

Goal: 6

Success - go to 193-12

Fail - go to 193-13

193-12 Player: "We're in! Here's the last entry of the ship log. It reads: 'Captain's log. We're being escorted through the anomalous region by a shabby spacer outfit in a rundown ship called the Zephyr. They've given us a formula for calibrating our shields to protect the ship from the harmful

particles, but as soon as Engineering made the adjustments, the Zephyr exploded and...' It ends there. There's no more."

Patch: "MEEP MOOP!"

Player: "You're right Patch. It isn't possible, but things can get weird in space. Let's unlock some of these emergency hatches and check out the rest of the ship."

Lock Action 01. Unlock Actions 02, 03 and 04.

In turn order, each player at Action 01 must move to Action 02, 03, or 04.

193-13 The screen goes blank. In the emergency lighting, a strange shadow moves across the room. In your mind, you think you hear voices muttering, rapid and panicked. The console screen winks back to life.

Player: "Did anybody else just see that?"

You hear the hiss and clank of security hatches mysteriously unlocking.

Unlock Actions 02 and 03.

Each player who failed their part of the group  skill check must leave their standee at Action 01. In turn order, each player who passed may move to Action 02 or 03.

Lower Dial A (Courage) by the number of players who failed.

193-14 Player: "Back-up power cells seem functional. Maybe we can hack into the mainframe and find out what's going on here?"

All players at Action 01 must make a **TECHNICAL** group  skill check .

Goal: 6

Success - go to 193-15

Fail - go to 193-19

193-15 Player: We've got juice. What do we want to investigate?"

Choose 1:

Check the escape pods - go to 193-16

Search the ship log - go to 193-17

Review the ship manifest - go to 193-18

193-16 Player: "I've found something!"

Everybody gathers around the dusty screen to watch the grainy surveillance video. It shows an empty ship corridor with hatches along the wall. You watch fearful crew rush to the escape pods, seemingly panicked and looking around nervously. One at a time, the caution lights above each escape pod go dark, indicating launch.

Player: "So what are we thinking—reactor leak? Life support malfunction, maybe?"

But then another shape enters the hallway. It's hard to make it out on video, but it's a strange creature with a long tail, clawed hands, and a mouth hanging open. Even in the grainy video you can make out the hideous, sharp teeth. It creeps up to one of the escape pod viewports, and cocks its head to peer through. Then it slams the door, angry at losing its prey.

Player: "Yeesh, they got out just in time! What was that thing?"

You look at each other as it suddenly occurs to you that you might not be alone.

In turn order, all players at Action 01 may move to another available action.

193-17 Player: "Strange. The logs shows that all escape pods were launched, but there's no mention of a reason."

Sena: "Hmm, well perhaps they didn't have time to give a reason? Heat of the moment and all."

Player: "See, that's the thing. The distress beacon wasn't even initiated until three days after the ship was abandoned."

Sena: "That's likely an automated computer response. A lot of ships have that kind of automation as part of their 'safety package'."

In turn order, all players at Action 01 may move to another available action.

193-18 Player: "This is odd. According to the ship manifest, there were fourteen crew members on board, but the escape pods only show thirteen occupants when launched. Someone must have been killed."

Sena: "You might check the infirmary."

Player: "Good idea."

Patch: "MEEP MOOP!"

Player: "Don't let your imagination run away with you, Patch. It's highly unlikely we're in danger."

In turn order, all players at Action 01 may move to another available action.

193-19 The screen goes blank along with the emergency lighting.

Player: "Oh great, we blew something."

The screen flickers back on with a warning message.

Player: "Looks like the whole system has been reset. We're not going to find anything in here."

All participants gain a Stress card (012).

Each player who failed their part of the group  skill check must leave their standee at Action 01. In turn order, each player who passed may move to another available action.

Move Large Blip A to Action 01.

194

Choose your current context:

Breaking of Aldess - go to 194-1

Black Friday - go to 194-7

Escort Shipping Barge - go to 194-8

The Derelict - go to 194-11

194-1 Player: "Security records say they had a vorzap cannon! Oh, and the cargo manifest shows a robust weapons payload. This place might be a treasure trove."

The vorzap cannon is through Engineering and the weapons cache is in the cargo hold.

Choose 1:

Go to the cargo hold - go to 194-2

Head to Engineering - go to 194-5

194-2 You pull off the maintenance hatch and begin hot-wiring the ancient security console, when a strange chill comes over you. You look around the room, reflexively searching the shadows. When you turn back, the schematic shows the door to the cargo bay is green.

Player: "Huh. Pretty sure I didn't do that."

Unlock Action 05.

Do you attempt to open the door to Engineering as well?

Yes - go to 194-3

No - go to 194-4

194-3 You experiment until both doors are unlocked.

When you turn around, you see them: dark shapes, like beings made of starless night sky. They drift toward you, reaching. You flee Security, your heart pounding.

Player: "I saw something! Beings, all strange and shadowy. Not sure if they were hostile but it sure felt like it. Everyone be on the lookout."

Sena: "Spacer, scanners aren't picking any other lifeforms."

Player: "I don't care, Sena. I saw what I saw."

Gain a Stress card (012).

Place Large Blip A on Action 02. Move to Action 05 or 06.

Players remaining at Action 02 cannot select the 'Check Security Logs' option.

194-4 Player: "Cargo bay is open. I'm heading over."

Move to Action 05.

Players remaining at Action 02 cannot select the 'Check Security Logs' option.

194-5 You pull off the maintenance hatch and begin hot-wiring the ancient security console, when a strange chill comes over you. You look around the room, reflexively searching the shadows. When you turn back, the schematic shows the door to Engineering is green.

Player: "Weird."

Unlock Action 06.

Do you attempt to open the door to the cargo bay as well?

Yes - go to 194-3

No - go to 194-6

194-6 Player: "Engineering is open. On my way over."

Move to Action 06.

Players remaining at Action 02 cannot select the 'Check Security Logs' option.

194-7 Player: "I think I found the Sentinel! I'm going to spend a few minutes programming it to lower its shields. Mmm, and perhaps make a few of other modifications to its behavior..."

Rep ☆+1. Lower Dial A by 3.

Leave your standee at Action 02.

Players remaining at Action 02 cannot select the 'Check Security Logs' option.

194-8 You're surprised to find the Security officer's small office is unlocked, so you enter just to be thorough. As you open the door, you freeze in fear. There's an indistinct shadow in the room. It moves away from you, shrinking into the corner. In your mind, you think you hear a voice muttering, rapidly.

Choose 1:

Stay in the office - go to 194-9

Flee the office - go to 194-10

194-9 You stand calmly, eyes on the strange shadowy presence.

You speak quietly into your comm link.

Player: "I'm seeing something strange. For lack of a better description, I'm sharing a room with a ghost right now."

Rep ☆+1. Leave your standee at Action 02.

Players remaining at Action 02 cannot select the 'Check Security Logs' option.

194-10 The dread you feel from the shadowy presence is too much, and you flee the office.

Lower Dial A (Courage) by 1.

Players remaining at Action 02 cannot select the 'Check Security Logs' option.

194-11 Player: "Check this out. It's a recording from the security officer"

You see a panicked Tremok speaking to the camera, their third eye glancing side to side, their tiny drone assistant beeping and fluttering impatiently over their shoulder.

Tinah: "This is Security Officer Tinah. There is an unidentified, predatory creature onboard our ship. We don't know how it got here. We suspect it to be an unknown kind of endoparasoid. It has already claimed one of our Logistics crew. Poor Jenkins. We are abandoning ship to protect the remaining crew."

The screen flickers and the Tremok hesitates, listening nervously, before dropping her voice to a whisper.

Tinah: "Please find us."

The screen goes blank.

Rep ☆+1.

Players remaining at Action 02 cannot select the 'Check Security Logs' option.

195

Choose your current context:

- Breaking of Aldess - go to 195-1
- Black Friday - go to 195-4
- Escort Shipping Barge - go to 195-5
- The Derelict - go to 195-8

195-1 Player: "It looks like no escape pods were launched. Probably never had the chance."

You spend some time attempting to access life support data, which yields something remarkable and unexpected. A vault adjacent to the infirmary houses DNA samples of all crew for the purpose of regenerating damaged organs.

Choose 1:

- Search for Gala Hern's DNA cartridge - go to 195-2
- Choose a different option from Action 03 - go to 195-3

195-2 With just your shoulder lamp for light, you pull open drawer after drawer containing hundreds of bio samples, until finally you hold a cartridge clearly labeled 'Gala Hern'!

You excitedly pocket it, and turn to find a shape standing before you like a being made of starless night sky. They float there, staring at you.

Improve +1. Gain a Stress card (012).

Lock Action 03. Leave your standee at Action 03.

Players remaining at Action 03 cannot select the 'Analyze Life Support' option.

195-3 Realizing there are better uses of your time, you turn your attention elsewhere.

You must choose a different option from those available for Action 03.

195-4 Player: "I got an idea! I'm going to hang back and recalibrate the lawn and garden center to extreme conditions. By the time the crew figures it out, this place will either be ankle-deep in rainwater, or it'll be an ice rink."

Rep +1.

Leave your standee at Action 03.

Players remaining at Action 03 cannot select the 'Analyze Life Support' option.

195-5 Player: "Maybe life support will give us some clues."

You analyze the life support readings from around the time of the incident. On the display, you see the names of the crew and their vital sign readouts. The crew seemed relatively healthy and normal. Then suddenly the entire crew flatlines at roughly the same moment!

A coldness washes over you, and in your mind, you think you hear a muffled voice, distant and indistinct.

???: "No, no, NO!"

Choose:

- Stay in the infirmary - go to 195-6
- Flee the infirmary - go to 195-7

195-6 You slowly turn, afraid to see what's behind you. As you do, you see an indistinct, shadowy presence. It is close and your heart races. You whisper into your commlink.

Player: "Everybody.... I'm not alone."

Rep +1.

Leave your standee at Action 03.

Players remaining at Action 03 cannot select the 'Analyze Life Support' option.

195-7 The dread you feel from the shadowy presence is too much, and you flee the infirmary.

Lower Dial A (Courage) by 1.

Players remaining at Action 03 cannot select the 'Analyze Life Support' option.

195-8 Player: "Check it out! Looks like some of the stim packs are missing."

The pharmaceutical locker doors are open and ransacked.

Player: "Scavengers didn't do this, or they would have taken everything."

Cook-E: "Not everythin'. We'd leave them adult diapers."

Cook-E looks around.

Cook-E: "Arrr, I find yer silence suspicious."

Player: "This is odd."

You gather around one of the health screens.

Player: "See these readings? These are our crew's vital signs. Except look there. Who is that?"

Sure enough, there is an additional set of vitals. And it's moving!

Rep +1.

Roll the chance die. Move Large Blip A that number of actions toward Action 03. If Large Blip A moves onto an occupied action, all players at that action gain a Stress card (012).

Players remaining at Action 03 cannot select the 'Analyze Life Support' option.

196

Choose your current context:

- Breaking of Aldess - go to 196-1
- Black Friday - go to 196-4
- Escort Shipping Barge - go to 196-5
- The Derelict - go to 196-9

196-1 You float through the narrow corridors, casting your lamplight on each door until you find Captain Gala Hern's berthing compartment.

Is Action 03 locked?

- Yes - go to 196-2
- No - go to 196-3

196-2 You use the DNA cartridge to quickly access Captain Hern's quarters. Inside, you find a spartan living compartment, tidy as if never used. Even the bedding remains precisely tucked and folded.

On the floor, you find Gala's personal datapad, and under her bed, you find a box with personal effects. You feel certain these will be of great interest to Sena!

When you return to the corridor, you sense something wrong.

The darkness presses in on you, so heavy it feels as though it could suffocate the light from your shoulder lamp. Chills begin to prickle up your spine.

Improve +1. Perk Token +1.

Lock Action 04. Players remaining at Action 04 cannot select the 'Investigate Crew Cabins' option.

196-3 It takes you a while to cut and pry your way into Captain Hern's quarters. Inside, you find a spartan living compartment, tidy as if never used. Even the bedding remains precisely tucked and folded. On the floor, you find Gala's personal datapad, and under her bed, you find a box with personal effects. You feel certain these will be of great interest to Sena!

When you return to the corridor, you sense something wrong. The darkness presses in on you, and you half imagine it suffocating the light from your shoulder lamp. Chills begin to prickle up your spine.

Risk +1. Improve +1. Perk Token +1.

Leave your standee at Action 04. Lock Action 04. Players remaining at Action 04 cannot select the 'Investigate Crew Cabins' option.

196-4 You walk past the crew in their cryo pods. The digital countdown on their pods reads twenty-two minutes. With luck, you'll be long gone by that point.

Then you come up with a great idea. It's time consuming, but you replace the crew's clothing with the extra red shirt and khaki pants uniforms Ted provided.

Rep ☆+1.

Leave your standee at Action 04. Players remaining at Action 04 cannot select the 'Investigate Crew Cabins' option.

196-5 As morbid as it seems, you decide to check the crew quarters for bodies. If the crew is dead, their bodies have to be somewhere, right? You check a couple of rooms and find no bodies, but then as you're walking down the corridor to the next room, you're startled when a door to one of the rooms opens on its own, and a shadowy presence emerges. You stand still, watching as the shadow hovers in the corridor, fading in and out of your vision.

Choose 1:

Stand absolutely still - go to 196-6

Move toward the shadow - go to 196-7

Flee the corridor - go to 196-8

196-6 You do your best to stand perfectly still, and to your surprise, the shadow moves toward you!

Rep ☆+1.

Leave your standee at Action 04. Players remaining at Action 04 cannot select the 'Investigate Crew Cabins' option.

196-7 You move toward the shadow. As you approach, you hear a mind-shattering scream inside your head, and the shadow moves away from you down the corridor and out of sight.

Perk Token ☹️+1. Gain a Stress card (012).

Players remaining at Action 04 cannot select the 'Investigate Crew Cabins' option.

196-8 The dread you feel from the shadowy presence is too much, and you flee the infirmary.

Lower Dial A (Courage) by 1.

Players remaining at Action 04 cannot select the 'Investigate Crew Cabins' option.

196-9 You enter the crew cabin of Jenkins, one of the hoverlift operators from Logistics. Movie posters adorn the walls advertising lowbrow comedies like *Live, Laugh, Laser Blast*, and the distasteful classic, *Cheese Farts*.

On Jenkins' bed is an empty shipping box like the kind you get when you order from Gigazon. On the wall next to the bed, somebody has written 'I'm sorry!' in some kind of red substance.

Player: "Gods, it's written in blood."

Cook-E: "Nope, ketchup. Trust me, matey, me scent receptors are far more finely tuned than yers. That be tomato and sugar."

You pull some packaging out of the wastebasket and read the label.

Player: "Adult Inflatable Trox... Sounds weird."

Cook-E: "Aye, this Jenkins lad sound likes a real pervo."

You're interrupted by strange sounds coming from the air vent.

Rep ☆+1.

197

Choose your current context:

Breaking of Aldess - go to 197-1

Black Friday - go to 197-5

Escort Shipping Barge - go to 197-11

The Derelict - go to 197-20

197-1 You enter the oppressively dark cargo bay, and in your lamp light, you discover masses of containers all piled in a tumbled mess on the downward side. The sight of it discourages you, but you set about trying to locate the good stuff.

Make a **HUNT** skill check 🕵️👁️.

0-5 - go to 197-2

6-7 - go to 197-3

8+ - go to 197-4

197-2 You fail to locate the choice goods, and you're running out of time. To make matters worse, you keep seeing shadows moving out of the corner of your eye.

Threat 🧟+1. Supplies 📦+2.

Choose 1:

- Gain 2 common cargo tokens 📦.

- Gain 1 arms cargo token 📦.

Leave your standee at Action 05.

197-3 It takes you a while, but you manage find some cargo of value.

Risk 🎲+1. Supplies 📦+2. Gain 2 cargo tokens 📦 of your choice.

Lock Action 05.

197-4 It doesn't take long to find the good stuff. In addition to cargo you feel certain has great resale value, you also find supplies restock your ship.

Rep ☆+1. Supplies 📦+2.

Gain an Unarmed Torpedo card (067).

Gain 3 cargo tokens 📦 of your choice.

197-5 Are there cargo tokens 📦 at this action?

Yes - go to 197-6

No - go to 197-10

197-6 Player: "Okay, Sena, I'm in position. Bring her in and I'll load her up!"

Make a **STRENGTH** skill check 🦷👊.

0-5 - go to 197-7

6-7 - go to 197-8

8+ - go to 197-9

197-7 It's no use. Even the most explicit four-letter words don't seem to help you budge these containers more than a few feet.

Leave your standee at Action 05.

197-8 With a lot of effort and a few choice words, you manage to scoot a container onto the Zephyr.

Improve 📦+1.

Move 1 cargo token 📦 from this action to the ship hold. If there are any cargo tokens 📦 remaining at Action 05, leave your standee at Action 05.

197-9 You hot-wire a hoverlift, and before you know it, you're able to get a couple of choice cargo containers onto the Zephyr. You didn't even need to resort to using four-letter words.

New catchphrase: Rosebud! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Move 2 cargo tokens 📦 from this action to the ship hold. If there are any cargo tokens 📦 remaining at Action 05, leave your standee at Action 05.

197-10 You take a breather.

Perk Token 🧠+1.

Leave your standee at Action 05.

197-11 The holding bay is eerily quiet. The space is a massive warehouse the size of three spaceball fields end-to-end, and stacked high with cargo crates. It's an amazing sight to behold.

Choose 1:

Grab supplies - go to 197-12

Swipe a ship upgrade - go to 197-15

Search for bodies - go to 197-17

197-12 You gather some choice supplies for the Zephyr.

Player: "They won't be missing these."

As you're leaving the holding bay, arms loaded with toilet paper and coffee packs, a shadowy presence moves into your path. In your mind, you think you hear an angry muttering voice followed by the muffled sound of a slag pistol!

Make an **AGILITY** skill check .

0-3 - go to 197-13

4+ - go to 197-14

197-13 You feel a cold burning in your chest. Dropping the loot, you look at your chest and see a faded smudge of soot. Glancing behind you, you see a smoldering hole in one of the shipping containers.

Player: "What the helix?"

You flee.

Gain a Stress card (012). Lower Dial A (Courage) by 1.

197-14 Without dropping your loot, you reflexively dodge to the side, feeling a whoosh on your shoulder.

Glancing behind you, you see a smoldering hole in one of the shipping containers.

Player: "What the helix?"

You hurry from the holding bay with your prizes.

Supplies +3.

197-15 You gather an upgrade kit for the Zephyr.

Player: "They won't be missing this."

As you're leaving the holding bay, loaded down by your burden, a shadowy presence moves into your path. In your mind, you think you hear an angry muttering voice followed by the muffled sound of a slag pistol!

Make an **AGILITY** skill check .

0-4 - go to 197-13

5+ - go to 197-16

197-16 Without dropping your loot, you reflexively dodge to the side, feeling a whoosh on your shoulder.

Glancing behind you, you see a smoldering hole in one of the shipping containers.

Player: "What the helix?"

You leave the holding bay.

Check a ship upgrade in the ship log (excluding Smuggling Hold) and add its token to the draw bag.

197-17 You're startled by an emergency announcement.

AI: "Warning, hull integrity at fifteen percent!"

A shadow passes behind you making a quiet noise, startling you again.

Choose 1:

Investigate the shadow - go to 197-18

Flee the holding bay - go to 197-19

197-18 Overcoming your fear, you pull out your weapon and tiptoe toward the gap between cargo containers where the shadow had passed. You hear a soft clink and prepare your ambush. You take a deep breath and spring around the corner, but instead of a mysterious adversary, you startle a little hamu that squeals and flutters.

Player: "Here little fella. I won't bite."

You follow the hamu.

Gain a Hamu card (053). If it is not available, gain Perk Token +1 instead. Leave your standee at Action 05.

197-19 The dread you feel is too much, and you flee the holding bay.

Lower Dial A (Courage) by 1.

197-20 As soon as you enter the holding bay, you know something went wrong here. In the emergency lighting, you can see blast marks on the bulkheads, and many of the shipping containers are riddled with holes. But your attention is drawn to the metal husks of Krunk bodies that lay strewn about.

You cautiously make your way to a work console, only to find that it has been damaged. You'll have to repair it in order to pull up the Mon Spirella's container code.

Player: "Sena, pull the Zephyr around and get ready. I'm going to try to fix this console so I can locate the Mon Spirella, and anything else of value."

Sena: "Roger that!"

Make a **REPAIR** skill check  .

0-5 - go to 197-21

6-7 - go to 197-22

8+ - go to 197-23

197-21 You fail to fix the console, and you fear you'll never find the Mon Spirella. Then you notice the cover has been removed from a nearby ventilation shaft and cast aside.

Player: "Uh, Sena, I think something has been using the ventilation shafts to move about the ship."

Threat +1. Leave your standee at Action 05.

197-22 It doesn't happen quickly, but you fix the console, allowing you to locate the cargo container holding the Mon Spirella, a sculpture of rare and exquisite ugliness. Then you notice the cover has been removed from a nearby ventilation shaft and cast aside.

Player: "Uh, Sena, I think something has been using the ventilation shafts to move about the ship."

Gain 1 cargo token  of your choice.

You may look through your discard pile, choose any card, and place it face down on top of your draw pile.

Remove the required token  from Action 5. Leave your standee at Action 5.

197-23 You quickly fix the console and locate the cargo container holding the Mon Spirella, a sculpture of rare and exquisite ugliness. Then you notice the cover has been removed from a nearby ventilation shaft and cast aside.

Player: "Uh, Sena, I think that something has been using the ventilation shafts to move about the ship."

Gain Inspired (card 015).

Gain 2 cargo tokens  of your choice.

You may look through your discard pile, choose any card, and place it face down on top of your draw pile.

Remove the required token  from Action 05.

198

Choose your current context:

Breaking of Aldess - go to 198-1

 Black Friday - go to 198-5

Escort Shipping Barge - go to 198-8

 The Derelict - go to 198-22

198-1 Your feeble lamplight pushes out the darkness just enough for you to get an awe-inspiring impression of the Shrike's extensive Engineering section.

You float around, looking for something to improve the Zephyr.

Perk Token +1. Make a **TECHNICAL** skill check .

0-4 - go to 198-2

5 - go to 198-3

6+ - go to 198-4

198-2 *It takes you a while, and all you find are some spare parts.*

Risk ⚠️+1.

Roll the chance die twice. Total the results and return an equal number of damage tokens from ship stations to the bag.

Leave your standee at Action 06.

198-3 *It takes time, effort and a lot of four-letter words, but you manage to get something.*

Risk ⚠️+1.

Check a ship upgrade in the ship log and add its token to the draw bag (for the Smuggling Hold upgrade, slot its token into the Logistics board instead). If no ship upgrade is available, gain special device card 068, Foldspace Capacitor, instead.

198-4 *You manage to get something, and you didn't even say that many four-letter words.*

New catchphrase: Shiver me timbers! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Check a ship upgrade in the ship log and add its token to the draw bag (for the Smuggling Hold upgrade, slot its token into the Logistics board instead). If no ship upgrade is available, gain special device card 068, Foldspace Capacitor, instead.

198-5 *You use your technical expertise to look around for choice parts to improve your ship.*

Make a **TECHNICAL** skill check 🧐 🌐.

0-5 - go to 198-6

6+ - go to 198-7

198-6 *All you find are a few power cells, so you go about loading them onto a hovercart and take them to the holding bay.*

Power ⚡+3.

Lock Action 06. Move to Action 05 and leave your standee there without resolving that action.

198-7 *You find an interesting device!*

New catchphrase: Shoulda put a ring on it! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Gain special device card 068, Foldspace Capacitor.

Lock Action 06.

198-8 *You enter Engineering and are filled with a cold dread. In the flashing emergency lamps, you see a half-dozen shadowy shapes clustered around the engine room. In your mind, you think you hear a cacophony of indistinct muttering voices, panicked, fearful, and begging... you sense anger too— and it's directed at you.*

You must choose:

Approach the shadowy shapes - go to 198-9

Check out the Engineering station console - go to 198-16

Flee the engine room - go to 198-21

198-9 *You slowly approach the shadowy forms. They cluster closer together as you near. The voices become dire in your head, and you feel your will is near breaking.*

Is Dial A (Courage) at 0?

Yes - go to 198-10

No - go to 198-11

198-10 *The last shred of courage is gone and all of you flee back to the Zephyr, terrified beyond belief. As you fly away, the shipping barge's hull gives way, resulting in a massive implosion.*

You have failed Escort Shipping Barge. Banish its job card.

The first player gains a Discord card (016).

Threat ⚠️+1.

Remove all game pieces from the location book and close it.

You may gain Risk ⚠️+1 to work the ship. Then, travel on the galactic star map.

198-11 *You approach the shadowy figures, hands open. You're certain they have a stake in this.*

All players with standees currently on actions join you to attempt to communicate with the shadowy figures.

Together, make a **COMMUNICATE** group 🧩 skill check 🧐. Goal: 4

Success - go to 198-12

Fail - go to 198-15

198-12 *Player: "We're here to help. We just need the password to this console here."*

A voice in your head becomes more clear, and you single it out with your inner focus.

???: "The... passsword... is... passsword."

Player: "Really? You got to be kidding!"

You roll your eyes and enter 'password' into the console. Nothing! You try again, and nothing.

???: "Passsword."

You type in 'passsword' and you're in! You quickly recalibrate the shield frequency to match the Zephyr, fingers flying over the touchscreen.

Player: "Okay, that should do it"

You turn and are greeted by the relieved faces of the shipping barge crew, no longer just shadowy figures. One of the crew laughs.

Barge Crew: "We thought you were a ghost!"

Player: "You don't say."

Next - go to 198-13

198-13 All participants gain Rep ☆+1.

Pass the first player token to the left.

Move the waypoint ring for Escort Shipping Barge to any outpost location on the galactic star map.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 198-14

Stay to resolve another waypoint ring at this location - go to Anomaly-2

198-14 You may gain Risk ⚠️+1 to work the ship. Then, travel on the galactic star map.

198-15 *Your minds are filled with confusing voices and feelings of anguish, blame, and regret! It's too much to bear!*

Lower Dial A (Courage) by 1 for each player who failed their part of the group 🧩 skill check.

Leave your standee on Action 06.

198-16 *The Engineering console requires a password, and heck if you know what it is.*

Choose 1:

Hack the security console - go to 198-17

Approach the shadowy shapes - go to 198-9

198-17 *Screw those creepy shadows! You decide to hack the console yourself in a crazy long-shot attempt to save the shipping barge.*

Make a **TECHNICAL** skill check 🧐 🧐.

0-6 - go to 198-18

7+ - go to 198-19

198-18 *The shadows descend upon you, enveloping you! Your mind is filled with rage and intense loathing. You flee in panic.*

Gain a Stress card (012).

Return a readied item or sidekick card (020 or 050 only) to the card catalog. Lower Dial A (Courage) by 1.

198-19 *Using your technical abilities honed by a life less savory, you manage to hack your way into the Engineering console and gain control of the shield generator.*

The shadows loom over you as you work to recalibrate the shield frequency to match the Zephyr.

Player: "Okay, that should do it."

As you turn, you're greeted by the relieved faces of the shipping barge crew, no longer just shadowy figures. One of the crew laughs.

Barge Crew: "We thought you were a ghost!"

Player: "You don't say."

Next - go to 198-20

198-20 Rep ☆+1.

Pass the first player token to the left.

Move the waypoint ring for Escort Shipping Barge to any outpost location on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

198-21 *The dread you feel is too much, and you flee Engineering.*

Lower Dial A (Courage) by 1.

198-22 *Just like you suspected, reactor power is near depleted, but you activate a few lights anyway.*

Player: "Woah! Check it out! This is a much nicer engine room than the Zephyr. There's even an espresso machine and biscotti! I want biscotti!"

Sena: "Maybe you should just move in!"

Player: "Aw, don't get jealous, Sena. Maybe I'll find something nice to bring back for you."

You look for something to improve the Zephyr.

Perk Token Ⓢ+1. Make a **TECHNICAL** skill check Ⓢ.

0-3 - go to 198-23

4 - go to 198-24

5+ - go to 198-25

198-23 *It's no use. Nothing you find can be backward engineered to work on the Zephyr, and you've spent far too much time.*

Risk Ⓢ+1. Leave your standee at Action 06.

198-24 *It takes time, effort, and a whole lot of four-letter words, but you manage to get something.*

Risk Ⓢ+1.

Check a ship upgrade in the ship log and add its token to the draw bag (for the Smuggling Hold upgrade, slot its token into the Logistics board instead). If no ship upgrade is available, gain special device card 068, Foldspace Capacitor, instead.

198-25 *You manage to get something, and you didn't even swear as much as you usually do.*

New catchphrase: Slap some skin on it! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Check a ship upgrade in the ship log and add its token to the draw bag (for the Smuggling Hold upgrade, slot its token into the Logistics board instead). If no ship upgrade is available, gain special device card 068, Foldspace Capacitor, instead.

Choose your current context:

Breaking of Aldess - go to 199-1

Black Friday - go to 199-10

Escort Shipping Barge - go to 199-21

The Derelict - go to 199-30

199-1 Pass the first player token to the left.

Are there any player standees still on actions?

Yes - go to 199-2

No - go to 199-3

199-2 *The shadows move through the Shrike like restless tomb guardians—their motives unknown, their haunting presence a trauma to the psyche.*

Place Large Blip A on Action 01.

Move Large Blip A down the page a number of actions equal to the threat Ⓢ, one action at a time.

If Large Blip A begins in or enters an occupied action, each player there must make a **(STRENGTH)** skill check Ⓢ.

0-5: Fill in a scar on your character sheet.

6+: Perk Token Ⓢ+1.

If Large Blip A reaches Action 06, it stops there.

Next - go to 199-3

199-3 *You return to the Zephyr, where Sena asks about your findings.*

Sena: "Your breathing and the lack of casual talk between you suggests you found something. Please. Tell me."

Is Action 03 locked?

Yes - go to 199-4

No - go to 199-5

199-4 **Player:** "We found something that might bring you peace."

You produce the DNA cartridge and insert it in a data slot on the console. Soon the screen is filled with information and biomapping for Captain Gala Hern.

Player: "It's not the same as a physical body, but we thought it might feel similar."

There's a long silence.

Sena: "It's better. This is something I can actually touch, so to speak. I don't know what to say."

All players gain Perk Token Ⓢ+1.

Next - go to 199-5

199-5 Is Action 04 locked?

Yes - go to 199-6

No - go to 199-7

199-6 **Player:** "We found Gala's quarters. Not much there, but we recovered a small box of mementos, and her personal datapad."

You patch the datapad into the console, and the screen is filled with pictures, vids, holos, and writings. It's a diary scrapbook of Gala's life as a captain, and there's plenty of mention of Sena, whom Gala refers to as her soulmate.

Sena: "I wish I knew how to cry. That seems like the proper organic reaction to such a thing."

Player: "Somehow I don't think your friend would want you to respond in any way that wasn't you."

Sena: "Was there anything else?"

Each player may banish a skill card from their draw or discard pile, then reshuffle.

Next - go to 199-7

199-7 Player: "I'm not certain what we saw in there. I'm sorry, Sena, but I'm not sure how to debrief you. For lack of a better description, the wreck is haunted. There are beings of shadow in there, and they have little love for us."

Sena: "The Messandi Warhead was a dimensional weapon. I'm not surprised to learn the space around Aldess is now home to the shades of the fallen, or perhaps entities torn from worlds beyond."

Player: "I'm sorry we don't have happier news for you, Sena."

Sena: "I think I have the closure I needed. Gala did not survive, but then, I never truly thought she might have. Thank you for doing this for me. It means much to me. While you were returning to the ship, I wrote a three-hundred-and-twenty-seven-act play that explains my feelings on the matter. You can read it if you like."

Player: "We would be happy to, just, you know, once we get some free time."

You have completed The Breaking of Aldess. Banish its job card.

All players gain Rep ☆+1.

Remove all game pieces from the location book and close it.

Choose 1:

We want to resolve another waypoint ring in this system - go to 199-8

Travel on the galactic star map - go to 199-9

199-8 In order to complete another job in the Remnants of Aldess, you will need to return the Zephyr standee to the unlabeled starting space on the mini-map.

Okay - go to 318-2

Never mind, we will return to the galactic star map - go to 199-9

199-9 Move the Zephyr standee and all waypoint rings from the mini-map to the Remnants of Aldess location (318) on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

199-10 Pass the first player token to the left.

Is Dial A at 0?

Yes - go to 199-11

No - go to 199-14

199-11 The logistics player may claim all cargo tokens from action 05 and place them in the cargo hold.

Return to the Zephyr - go to 199-12

199-12 You holomessage Ted right away.

Player: "Mission accomplished, Ted! We are leaving the CargoMart hauler now. We even wore the stupid uniforms you sent."

Ted: "Bravo, remedials! That's great news! I will definitely mention it at your next quarterly review. Gigazon will be paying you a bonus for your hard work, minus penalties for bathroom breaks."

Player: "You're gonna penalize us for going to the bathroom?"

Ted: "Breaks are for slackers! Real pros just pee in bottles. But good news, I'm also giving each of you a three-month free trial of Gigazon Premium. You can cancel at any time!"

Player: "Now! We want to cancel now, Ted!"

Ted: "You'll have to opt out on the sales feed. Ted out!"

You have completed Black Friday. Banish its job card.

All players gain Rep ☆+1. Profit ⚡+3.

Move the galactic struggle dial one space toward war.

Choose 1:

Leave - go to 199-13

Stay to resolve another waypoint ring at this location - go to Uncharted Planet-2

199-13 You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

199-14 Are there any player standees still on actions?

Yes - go to 199-15

No - go to 199-20

199-15 AI: "Intruder alert, intruder alert!"

The sentinel scours the ship looking for infiltrators.

Sentinel Bot: "Stop the intruders! Stop the intruders!"

Move Large Blip A up or down the page to the action with the most standees, one action at a time. If tied, choose the action closest to the top of the page.

If Large Blip A begins in or enters an occupied action, each player there gains a Stress card (012).

Next - go to 199-16

199-16 All players with standees still on actions must make a **FIGHT** group skill check ⚔️. Goal: 5

Success - go to 199-17

Fail - go to 199-19

199-17 Lower Dial A by 3 for each standee at Large Blip A's action.

Remove all standees from the book, leaving Large Blip A where it is.

You must choose your next move:

Stay and continue here - go to 199-18

Return to the Zephyr - go to 199-12

199-18 Lock Actions 05 and 06.

Begin a new round in the location book.

199-19 Threat ⚡+1.

Lower Dial A by 2 for each standee at Large Blip A's action.

Remove all standees from the book, leaving Large Blip A where it is.

You must choose your next move:

Stay and continue here - go to 199-18

Return to the Zephyr - go to 199-12

199-20 Leave Large Blip A on its current action.

Choose 1:

Stay and continue here - go to 199-18

Return to the Zephyr - go to 199-12

199-21 Pass the first player token to the left.

Is Dial A at 0?

Yes - go to 199-22

No - go to 199-24

199-22 Your last shred of courage dissolves and you break en masse, returning to the Zephyr. As you fly away, the shipping barge's hull suddenly gives, resulting in a massive implosion.

Player: "Well, there goes the answer to the mystery, and our payday."

You have failed to complete Escort Shipping Barge. Return its job card to the Jobs section of the card catalog.

Threat ⚡+1.

The first player gains a Discord card (016).

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 199-23

Stay to resolve another waypoint ring at this location - go to Anomaly-2

199-23 You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

199-24 Are there any player standees still on actions?

Yes - go to 199-25

No - go to 199-28

199-25 *You do your best to stand your ground as the strange shadows drift toward you. The muttering voices in your head, once indistinct, become clearer as you struggle to overcome your fears.*

All players with standees still on actions must make a **STRENGTH** group skill check . Goal: 6

Success - go to 199-26

Fail - go to 199-22

199-26 *The voices, once fearful, sound more hopeful.*

Player: "Wait! They see us as ghosts, just as we see them! They witnessed us perish along with the Zephyr."

The shadows coax and beckon you to Engineering.

Player: "I think they want us to recalibrate their shields."

Sena: "It's worth a try. I'm transferring the frequency now."

You quickly recalibrate the shield frequency to match the Zephyr.

Player: "Okay, that should do it"

As you turn, you're greeted by the relieved faces of the shipping barge crew, no longer just shadowy figures.

Choose 1:

Leave - go to 199-27

Stay to resolve another waypoint ring at this location - go to Anomaly-2

199-27 Pass the first player token to the left.

Move the waypoint ring for Escort Shipping Barge to any outpost location on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

199-28 AI: "Warning! Hull integrity critical! Implosion imminent! Make your way to the nearest escape pod cluster!"

You're forced to abandon the ship. As you fly away, the shipping barge's hull suddenly gives, resulting in a massive implosion.

Player: "Well, there goes the answer to the mystery, and our payday."

You have failed to complete Escort Shipping Barge. Return its job card to the Jobs section of the card catalog.

Leave - go to 199-29

Stay to resolve another waypoint ring at this location - go to Anomaly-2

199-29 You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

199-30 Pass the first player token to the left.

Are there any player standees still on actions?

Yes - go to 199-31

No - go to 199-40

199-31 Move Large Blip A up or down the page to the action with the most standees, one action at a time. If tied, choose the action closest to the top of the page. If Large Blip A begins in or enters an occupied action, each player there gains a Stress card (012).

Next - go to 199-32

199-32 *You're gripped with fear as a creature slowly emerges from the shadows of an air duct.*

Player: "Oh gods, it's hideous!"

All players with standees still on actions must collectively choose 1:

Scream for help - go to 199-33

Attack the creature - go to 199-41

199-33 Player: "Ahhhhhhhhhhhh!"

All players with standees still on actions must make a **COMMUNICATE** group skill check . Goal: 4

Success - go to 199-34

Fail - go to 199-37

199-34 *Your high-pitched screams echo through the derelict. The alien falters and cocks its head at you.*

Monster: "Wait, you're not pirates?"

You're surprised at the creature's ability to converse. You shake your head.

Player: "No, just your friendly neighborhood spacers."

The creature steps out of the shadows and removes its head to reveal a normal-looking human in dire need of a shave and haircut.

Player: "It's a costume? The helix are you playing at?"

Jenkins: "My name's Jenkins. Sorry for the scare. I thought you guys were pirates. Were you sent here to save me?"

Player: "No, we were sent to save the Mon Spirella. What happened here?"
He gives a weary sigh and shrugs.

Jenkins: "I bought a costume to prank my coworkers with, but I didn't expect their reaction. They must have caught me on the security feed, because they abandoned ship immediately. I never even had a chance to stop them!"

Player: "So you've been here all this time? Jenkins, you weirdo, why are you still in the damn costume?"

Jenkins: "Lots of pirates have come looking. I've been able to scare them off, but one time some Krunk came, and they didn't scare so easy. Can you take me with you? I can pay."

Player: "You can come with us, but you're getting off at the first port. Oh, and the damned costume stays here!"

You have completed The Derelict. Banish its job card.

Profit +2.

Next - go to 199-35

199-35 *You place a salvage beacon on the derelict ship, and soon you're back to the space lanes.*

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 199-36

Stay to resolve another waypoint ring at this location - go to Anomaly-2

199-36 You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

199-37 *The creature lashes out with a frightening quickness, then quickly flees back into the ventilation.*

Each participant must choose 1:

- Gain an Injured card (011).
- Banish a readied sidekick.

Next - go to 199-38

199-38 Is Action 05 required ?

Yes - go to 199-39

No - go to 199-40

199-39 Player: "Game over, man! Forget that Mon Spirella thingy! We're outta here!"

You have failed to complete The Derelict. Return its job card to the Jobs section of the card catalog.

Next - go to 199-35

199-40 *Player: "Okay, we got the Mon Spirella. Let's get outta here! This place creeps me out!"*

You have completed The Derelict. Banish its job card.

Profit +2.

Next - go to 199-35

199-41 *Player: "We're not dying here without a fight!"*

All players with standees still on actions must make a **FIGHT** group skill check . Goal: 4

Success - go to 199-42

Fail - go to 199-37

199-42 *Player: "Watch out in case it has acid for blood!"*

Patch: "MEEP MOOP!"

Player: "Is too a thing, Patch! Is too!"

Next - go to 199-43

199-43 *The creature falls to the floor, red blood leaking from its body and splattered all over the walls. You cautiously cautiously approach and inspect it. You nudge the creature with the toe of a boot just to be sure, and that's when its head falls off!*

Except it isn't actually a head.

Player: "Well, it looks like we solved the mystery. The predator onboard the ship is neither a predator nor an unidentified lifeform."

Sena: "What is it?"

Player: "It appears to be Jenkins, the missing crew member. It's embarrassing to admit, but the Idiot's wearing a costume... and it's not even a good costume when you're up close in decent lighting. What the helix was he playing at?"

Sena: "Sounds like a mystery for someone else to solve. Get the Mon Spirella onboard the Zephyr so we can get outta here."

You have completed The Derelict. Banish its job card.

Profit +2.

Next - go to 199-35

200

Choose your current context:

Free Bots - go to 200-1

Space Tycoons - go to 200-11

None/Other - go to 200-15

200-1 *You arrive at the lofty spires of the Gigazon Headquarters. A massive fifty-foot tall statue of the Founder, Gary Belkos, looms over the entrance. Its wide stance forms an arch through which visitors must pass. Between its feet stand a line of heavily armed security in full riot gear. A throng of citizens have gathered at the foot of the statue, carrying signs and chanting robot liberation slogans in protest of the current restrictions and imprisonment of those known as the Unprogrammed.*

Not every protester is here in support of bots, however. Another group of disgruntled complainers seem to be upset at the disruption of the Gigazon shipping services. They carry signs with a thumbs-down symbol, chanting for the company to ship their stuff already.

Choose 1:

Pick a fight with security - go to 200-2

Rile up the crowd - go to 200-7

200-2 *You strut past the protesters and head straight for the guards.*

Make a **SWAGGER** skill check .

0-5 - go to 200-3

6-7 - go to 200-4

8+ - go to 200-5

I am a Myriad or Nexu - go to 200-6

200-3 *Player: "You guys look pretty dumb standing there in high-density plasteel armor with all those guns and stuff. I bet you couldn't hit the broad side of a hoverbus even with those hyper-targeting HUD displays and seekerbolt cartridges."*

Guards and crowd alike are confused since you seem to be mocking security, but also somehow sound like a fan. After standing there in painful silence for a time, you quietly turn around and melt back into the crowd.

Threat +1. Gain a Stress card (012).

200-4 *You grab a picket sign that says 'BOTS 4 PEACE' and approach one of the guards. You crack the sign over their head, then you run like helix back into the crowd. The guards come after you, knocking people to the side as they try to grab you. You soon find yourself in the middle of violent chaos as the crowd fights back on your behalf.*

Risk +1. Gain a sidekick card (050).

The player at Action 02 gains Perk Token +1.

Move the galactic struggle dial one space toward war.

Lock Action 01.

200-5 *You root through a trashcan and take the heaviest piece of garbage you can find, then chuck it at a security guard. It glances off the guard's helmet, but succeeds in knocking the visor loose. The crowd gasps at the sight of a metallic bot face beneath the helmet. The guard looks around nervously.*

Sentinel Bot: "Hey, let us all be cool. Be cool now."

All helix breaks loose as the angry crowd, many forced to shut down their own beloved bots, rushes security. The word 'collaborators' gets thrown around a lot, but you don't stick around for the violence.

Rep +1. Gain a sidekick card (050).

The player at Action 02 gains Perk Token +2.

Move the galactic struggle dial one space toward war.

Lock Action 01.

200-6 *The crowd parts to let you through, and the security guards, mistaking you for a robot, immediately point their weapons before attempting to apprehend you. The crowd, convinced you are nobly sacrificing yourself, rushes forward to protect you. It wasn't what you intended, but the resulting chaos does the trick. You walk away before you can get swept up in the violence.*

Rep +1. Gain a sidekick card (050).

The player at Action 02 gains Perk Token +2.

Move the galactic struggle dial one space toward war.

Lock Action 01.

200-7 *You start talking to the protesters, getting a feel for the mood. Most of them are alarmed by bots they view as family members being deactivated or confined to charging stations. Some with cybernetic enhancements worry they too might become targeted by the crackdown.*

Make a **COMMUNICATE** skill check . If you are Myriad or Nexu, add 1 to your total.

0-5 - go to 200-8

6-7 - go to 200-9

8+ - go to 200-10

200-8 You lay out a plan to the protesters, all about rushing the guards and occupying the building. They stare at you blankly for a moment, then burst out laughing.

Protester: "Did somebody drop you on your head? We'd by gunned down in seconds!"

Player: "Aw, only some of you!"

Threat ⚡+1. Gain a Stress card (012). Lock Action 01.

200-9 You convince the protesters to create a diversion.

Player: "Just distract the guards long enough for me to get inside the building! That's all I ask."

The crowd gets just unruly enough for you to slip inside the building and pull the fire alarm.

Risk ⚠+1. Gain a sidekick card (050).

The player at Action 02 gains Perk Token 🎲+1.

Move the galactic struggle dial one space toward war.

Lock Action 01.

200-10 You spread an insidious rumor that is just plausible enough to upset the crowd.

Player: "I read on Swipe that Gigazon is planning on rounding up all the bots and sending them to work in the mines of Sepka."

The rumor spreads quickly and the crowd becomes increasingly unruly, until you finally convince them they must act now or it's too late! You even lead the charge, battlecry on your lips.

New catchphrase: Snack time! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. The player at Action 02 gains Perk Token 🎲+2.

Move the galactic struggle dial one space toward war.

Lock Action 01.

200-11 You arrive at the lofty spires of Gigazon headquarters, and join the throngs of well-dressed beings entering the building. You're stopped by security, not because you're dressed like somebody two decades out of style, but because of the red glowing image on your arm.

Security Bot: "Remedial citizen, you are being redeployed. Please wait for HR."

You approached by a tiny WigIt dressed in business casual.

Ted: "Greetings, remedial! I'm Ted, your HR rep. Let's head up and get your paperwork done. We should have you before the Founder shortly!"

Choose 1 topic for the elevator ride:

"What's this thing on my arm?" - go to 200-12

"Who's the Founder?" - go to 200-12

"I had a free sandwich coupon for Belchy's. Anyone seen it?" - go to 200-12

200-12 Ted laughs in a way that's loud and insincere.

Ted: "My goodness, new hires always have so many questions! 'What year is it?' 'Are my children still alive?' Oh man, you guys are a hoot! Listen, all you need to know is the Founder, our glorious demigod, is the one who created Gigazon!"

Player: "That's not helpful."

Ted: "And that thing in your arm is a dysphaser chip. It marks you as a remedial citizen, but more importantly it lets the Founder pop your head if he is displeased. Helpful hint: trying to remove your chip is considered displeasing!"

Player: "How do I get it out?"

Ted: "Pay off your considerable debt to Gigazon."

The elevator dings as you reach the top.

Next - go to 200-13

200-13 Ted takes you to a cavernous, circular chamber. Floating in the middle is a bald, smiling human face, several storeys in height, made from thousands of floating shipping boxes and parcels. The packages rearrange their position to animate the face and form expressions in a lifelike fashion. The face booms at you.

Gary Belkos: "Greetings, Remedial Citizen 845936772!"

Player: "Oh hey, I remember you! You're that kid, Gary Melkos! You dropped out of academy to start your own galactic shipping company! I barely recognized you with the bald head!"

Gary Belkos: "Belkos! The name is Gary Belkos! But you would do well to address me as Founder."

Player: "You created a fleet of ships everybody said looked like hotdogs!"

Gary Belkos: "Silence! You now work for me. I own you. I own everything! Ted, give this citizen and their fellow new hires a refurbished ship and put them to work."

Player: "A ship?"

The giant head vanishes.

Next - go to 200-14

200-14 Ted offers more explanation as you fill out your paperwork in his cubicle.

Ted: "You can pay off your debt in four easy installments. Failure to do so will result in your termination. Take that literally."

You're stunned by the astronomical figure on the tablet.

Player: "How the flux am I going to pay for this?"

Ted: "Through hard work of course! But look, as long as you make your payments and keep the Founder happy, bless His Low Annual Fee, no one really cares how you get the money."

He hands you a key fob and uploads details of your first job to your ship, the Zephyr, docked at bay 1297 in the starport.

Ted: "Listen, new hire, here on Ad Ostium, you're remedial citizens. But out there? Out there you and your team are spacers! That's more freedom than most here know, so take advantage of it!"

Congratulations! You now have a ship, a job, and soul-crushing debt!

Improve 🎲+1.

Circle E-3 in the ship log database.

Lock Action 01. Unlock and move to Action 06.

200-15 Is E-3 circled in the ship log database?

Yes - go to 200-16

No - go to 200-19

200-16 You arrive at the lofty spires of the Gigazon Headquarters. A massive fifty-foot tall statue of the Founder, Gary Belkos, looms over the entrance. Its wide stance forms an arch through which visitors must pass. A security bot refuses you entry to the building due to the dysphaser chip in your arm, so you sullenly step off to the side to wait.

A short while later, Ted comes to you, nervous and shifty-eyed. He hisses at you.

Ted: "Why are you here?"

Choose 1:

"I'm gonna kill you!" - go to 200-17

"We need to talk." - go to 200-18

200-17 You grab Ted by his lapels, but as soon as you do, an alarm sounds and you find yourself staring down the gun barrels of multiple security bots.

Player: "Hey now... I'm just playing! This is my friend, here."

You release Ted and shoot daggers with your eyes as you smooth out his clothes. He smirks.

Next - go to 200-18

200-18 Ted grabs you and pulls you off to the side, along a sidewalk that winds through the beautifully sculpted grounds. He activates a device on his wrist.

Ted: "Sound dampener. Only thirty-four ninety-five with Gigazon Prime. Now what's so important you'd risk everything by coming here?"

You hear the telltale ping from Ted's personal device, and he groans.

Ted: "He wants to speak with us."

The enormous, holographic head of Gary Belkos appears and thunders at you.

Gary Belkos: "Go for Belkos! Ah, the Zephyr must be on Ad Ostium. Welcome home. I have projects to delegate to the faithful!"

Gain a random job card 106, Marauding Krunk C/D.

zzGain an Inspired card (015).

Lock Action 01.

200-19 What is the current state of the galactic struggle?

Peace - go to 200-20

Unease - go to 200-21

War - go to 200-22

200-20 You arrive at the lofty spires of the Gigazon Headquarters. A massive fifty-foot tall statue of the Founder, Gary Belkos, looms over the entrance.

Its wide stance forms an arch through which visitors must pass. Inside the building's lobby, you approach the HR desk for contractor assignments.

Player: "I'm looking for glamorous work, just dangerous enough to add to my spacer cred, but not so dangerous that my insurance drops me."

The bot nods.

HR Bot: "Put your signature here and here and here and here and here and here and here and here and here as well. Oh, and here aaand here."

You comply and the bot sends an assignment to your personal device.

Gain job card 081, Slag Gun Diplomacy. If job card 081 is not available, gain a random job card 106, Marauding Krunk C/D, instead.

Lock Action 01.

200-21 You arrive at the lofty spires of the Gigazon Headquarters. A massive fifty-foot tall statue of the Founder, Gary Belkos, looms over the entrance.

Its wide stance forms an arch through which visitors must pass. Inside the building's lobby, you approach the HR desk for contractor assignments.

Player: "I'm looking for glamorous work, just dangerous enough to add to my spacer cred, but not so dangerous that my insurance drops me."

The bot nods.

HR Bot: "Put your signature here and here and here and here and here and here and here and here and here as well. Oh, and here aaand here."

You comply and the bot sends an assignment to your personal device.

Gain job card 072, The Scarab of Alon. If job card 072 is not available, gain a random job card 106, Marauding Krunk C/D, instead.

Lock Action 01.

200-22 You arrive at the lofty spires of the Gigazon Headquarters. A massive fifty-foot tall statue of the Founder, Gary Belkos, looms over the entrance.

Its wide stance forms an arch through which visitors must pass. Inside the building's lobby, you approach the HR desk for contractor assignments.

Player: "I'm looking for glamorous work, just dangerous enough to add to my spacer cred, but not so dangerous that my insurance drops me."

The bot nods.

HR Bot: "Put your signature here and here and here and here and here and here and here and here and here as well. Oh, and here aaand here."

You comply and the bot sends an assignment to your personal device.

Gain job card 104, Gunrunning.

Lock Action 01.

201

Choose your current context:

Escort Narassa Mi - go to 201-1

None/Other - go to 201-8

201-1 You escort Ambassador Mi through the bustling, domed city of Ad Ostium, marveling at its extravagances. It's simultaneously beautiful and revolting. You arrive at the cluster of glass buildings known as the Pellucidia, the closest thing to centralized authority in the galaxy. As you climb the wide stairs, Narassa Mi takes your arm for support, and when you crest, you're greeted at the entrance by a contingent of pleased statesmen and diplomats.

Diplomat: "Ambassador Mi..."

You hear a hiss, then a dart appears in the back of the ambassador's neck. You quickly remove it as she collapses to the ground, but it's too late. You watch her face contort as the lethal toxin floods her system!

You see a blur in one of the glass buildings! Refraction suit! Assassin! The chase is on, but if you struggle to keep the blurred shape in view.

Make an **AGILITY** skill check .

0-5 - go to 201-2

6-7 - go to 201-3

8+ - go to 201-7

201-2 It's no use. You lose the cloaked assassin almost immediately, and return to the scene of the murder empty-handed.

Profit +2. Threat +1. Lock Action 02.

You have completed Escort Narassa Mi. Banish its job card.

Move the galactic struggle dial one space toward war.

201-3 Your spirits are dashed when you pursue the killer into a botanical garden where their suit will make them virtually impossible to find. But then you notice the grass has been recently watered and you can easily follow the assassin's footprints.

They ambush you in a grove of tall, flowered shrubs and a strange fight ensues as your blurry enemy appears covered in pink flowers to match the surrounding bushes.

Gain a Stress card (012).

Make a **FIGHT** skill check .

0-5 - go to 201-4

6-7 - go to 201-5

8+ - go to 201-6

201-4 The assassin knocks you back and you fall into a thorny shrub. When you pull yourself free, the assassin is gone. You return to the scene of the murder empty-handed.

You have completed Escort Narassa Mi. Banish its job card.

Profit +2. Threat +1. Lock Action 02.

Move the galactic struggle dial one space toward war.

201-5 Each time you land a blow, the assassin's refraction suit flickers and you catch a glimpse of what they look like! It's a bot! You begin to gain the upper hand and they know it, and begin lashing out in desperation. They knock you back repeatedly until you fall from a terrace into a thorny shrub below. When you pull yourself free, the assassin is gone. You return to the scene of the murder empty-handed, but you saw the assassin briefly and relay the description to the authorities.

Statesman: "You saw LORa! Nobody sees LORa!"

You have completed Escort Narassa Mi. Banish its job card.

Profit +2. Rep +1. Lock Action 02.

Move the galactic struggle dial one space toward war.

201-6 Each time you land a blow, the assassin's refraction suit flickers and you catch a glimpse of what they look like! It's a bot! You manage to draw a mechanic's charge rod you still have hanging off your belt and use it to block one of the bot's attacks. It gives you the opening you need to disarm and deactivate it.

You drag the killer bot back to the scene of the crime, and present those gathered with your prize.

Statesman: "It's LORa, the famous bot-assassin!"

It seems you managed to bag a bot with a price on its head!

You have completed Escort Narassa Mi. Banish its job card.

Profit +2. Rep +1. Lock Action 02.

Move the galactic struggle dial one space toward war.

201-7 Your spirits are dashed when you pursue the killer into a botanical garden where their suit will make them virtually impossible to find. But then you notice the grass has been recently watered and you can easily follow the assassin's footprints.

They ambush you in a grove of tall, flowered shrubs and a strange fight ensues as your blurry enemy appears covered in pink flowers to match the surrounding bushes.

Perk Token +1. Make a **(FIGHT)** skill check .

0-5 - go to 201-4

6-7 - go to 201-5

8+ - go to 201-6

201-8 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

201-9

201-15

201-20

201-9 You visit the glass halls of Pellucidia, considered to be the highest authority in the galaxy. There's only a single listing: the notorious Muze bank robber Raskill Krootch and his sidekick Squat have escaped custody again. They're wanted for armed robbery and sixteen counts of botslaughter. The sound like real sickos, but should be easy enough to find. Your guess is that they're just too dangerous for the local automated forces to handle.

On Ad Ostium, only the rich live topside under the dome. Everyone else lives down below in Automatown, an undercity run by the bots that serve the elites above. You check in with the Automatown PD. Detective Dan-O thanks you.

Detective Dan-O: "We appreciate the assist. Lost a lot of good bots to Raskill Krootch and his sidekick. Damn good bots too. The perps often frequent the Tippy Tarlot. I would try there first."

Make a **(HUNT)** skill check .

0-5 - go to 201-10

6+ - go to 201-11

201-10 The Tippy Tarlot is a seedy dive catering to a mostly Muze clientele. There's no sign of Krootch or his sidekick, so you wait around. Your presence, and the single glass of water you nurse by yourself in a corner, make you stand out. After a while, you accept you've been made and that Krootch is unlikely to show his face here again.

Risk +1.

201-11 The Tippy Tarlot is a seedy dive catering to a mostly Muze clientele. You find the hyena-looking Raskill Krootch in a dark corner booth, lounging with a purring cat Muze on each side. His sidekick, Squat, is nowhere in sight. You point your weapon at Raskill and his two companions quickly detach themselves.

Player: "I'm taking you in, Krootch!"

Then you hear a click, and feel the cold steel of a slag pistol against your body.

Player: "Lemme guess, Squat?"

Make a **(FIGHT)** skill check .

0-6 - go to 201-12

7 - go to 201-13

8+ - go to 201-14

201-12 Squat grabs you and slams your face into a table and Raskill launches into some silly, gun-waving monologue.

It gives you a chance to stomp on one of Squat's feet and make a run for it, dodging bullets as best you can.

Threat +1. Gain an Injured card (011).

201-13 You grab for Squat's gun and flip him onto the table in front of you, spilling drinks and sending patrons running. Raskill lets out a wicked cackle and begins shooting everything in sight.

You shoot Raskill in the leg, taking him out of the fight, but alas, Squat has already fled.

Gain a Stress card (012).

If you are a Certified Bounty Hunter, Profit +1. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

201-14 You grab for Squat's gun and flip him onto the table in front of you, spilling drinks and sending patrons running. Raskill lets out a wicked cackle and pulls his guns.

You punch Squat in the face, grab his gun, and cut Raskill down.

You calmly wait for the police to show up as Raskill howls in pain.

New catchphrase: Sock it to me! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Improve +1. Supplies +2.

If you are a Certified Bounty Hunter, Profit +1. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

201-15 You find a public terminal and browse for local bounties. A compelling case pops up and you download the details.

"Svelwyn Bremor, wanted for racketeering. Oh, you're mine!"

Svelwyn is a clever, four-armed con artist working her way through the local high society circles. You search for society clubs with pongo courts.

Make a **(HUNT)** skill check .

0-5 - go to 201-16

6+ - go to 201-17

201-16 You spend your day trying to track her down, but only succeed in drawing unwanted attention to yourself.

Threat +1.

201-17 You find Svelwyn finishing up a pongo lesson with an elderly Boggan who titters over the personal attention.

Player: "Svelwyn Bremor! Drop the racket and don't make this any harder than it has to be!"

But she does make it harder and flings her racket at your head, before picking up several more in her many hands.

Perk Token +1. Make a **(FIGHT)** skill check .

0-6 - go to 201-18

7+ - go to 201-19

201-18 Svelwyn comes at you like a tornado, smacking you repeatedly with a painful flurry of fibersteel rackets. As you flee for your life, she even throws one into your back!

You limp back to the ship where Cook-E is startled by your appearance.

Cook-E: "What happened, matey?"

Player: "Pongo lessons."

Cook-E: "I ain't no expert on pongo, but methinks yer doin' it wrong!"

Risk ⚠️+1.

Gain an Injured card (011).

Gain the nickname 'Match Point'.

201-19 Svelwyn comes on like a tornado, all four rackets swiping and swatting! So you shoot her in the leg.

Player: "Svelwyn Bremor, I'm taking you in!"

Svelwyn Bremor: "I guess you could say you hit me with a drop shot!"

Player: "Stop that."

Svelwyn Bremor: "Advantage server!"

Player: "Don't make me shoot you again!"

Rep ☆+1.

If you are a Certified Bounty Hunter, Profit ₪+1. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

201-20 You find a public terminal and browse for local bounties. A compelling case pops up and you download the details.

Player: "Stingmar, wanted for the attempted assassination of Ambassador Narassa Mi. Well, we can't have that, can we?"

If the mysterious assassin Stingmar is still on Ad Ostium, they would have to park their ship, the notorious Prowlar, somewhere practical. You scour the backdoor shipping docks and scrapyards below Automatown.

Make a **HUNT** skill check 🕵️ ⚡.

0-5 - go to 201-21

6+ - go to 201-22

201-21 You spend your day searching for the ship, but fail to find even the slightest lead.

Risk ⚠️+1.

201-22 You make your way through the industrial labyrinths below Automatown, and your instincts quickly pay off. You find the Prowlar parked between heaps of scrap and preparing for take-off. As you quietly approach, you hear a click and feel a slag pistol at your head.

Make an **AGILITY** skill check 🏃 ⚡.

0-5 - go to 201-23

6+ - go to 201-24

201-23 You jerk your head away, but the blast burns the side of your head. You stagger away and dive behind some shipping containers while you fumble with a sidearm. But when you spring back up, the Prowlar is already taking off.

Gain an Injured card (011).

201-24 You crouch and roll to the side, barely escaping the gunshot. Even better, you lurch back and deliver a sweet roundhouse kick to the face. Stingmar grunts and drops to the ground.

If you are a Certified Bounty Hunter, Profit ₪+1. If you are not a Certified Bounty Hunter, gain an item card (020). Then check the Certified Bounty Hunter box on your character sheet.

202

Choose your current context:

Rewriting History - go to 202-1

Mind Heist - go to 202-10

Free Bots - go to 202-18

Space Tycoons - go to 202-25

None/Other - go to 202-26

202-1 You feel like you're leading a funeral procession as you make your way along the busy thoroughfare toward the Pellucidia, bearing the bodies of the Didaeus and their bodyguards. Patch rolls along with you, ensuring the slots maintain their temperature.

Patch: "MEEP MOOP!"

Player: "Yeah, I see 'em too. They've been tailing us for a while. Maybe we can lose them in that monorail up ahead?"

But it isn't Shar Ballor and his Syndicate thugs this time. The half dozen people moving on you look far more professional. You push the hovercart up the ramp to the crowded monorail boarding platform.

Make an **AGILITY** skill check 🏃 🌐.

0-5 - go to 202-2

6-7 - go to 202-8

8+ - go to 202-9

202-2 Getting on the monorail is your only chance, but in the jostling crowd, the operatives make their move, some pulling on you, others pulling at the cart. You resist but are zapped by a taze rod pressed into your back. You're awoken sometime later by Patch.

Patch: "MEEP MOOP!"

Player: "Forex? Those were Forex operatives? Why does everybody want this stuff?"

The Forex managed to steal the corpses of the bodyguards, but Patch manage to save the Didaeus and relic containing the evidence.

Patch: "MOOP MOOP!"

Player: "I wasn't sleeping! I got knocked out. Big difference!"

Together, you proceed to the Pellucidia.

Threat ⚡+1. Gain an Injured card (011).

Gain the nickname 'Snoozy', replacing any nickname you currently have.

If you haven't already, check the Forex box in the wanted by section of the ship log. 1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

Next - go to 202-3

202-3 You arrive at the Pellucidia, exhausted and bedraggled, which might be why a security bot stops you.

Security Bot: "Where do you think you are going?"

Player: "Oh c' mon! We've had a hard day. Don't make this worse."

Security Bot: "You think you have had a hard day? I will tell you about hard. Ever try sitting all day with a bad case of the rust-butt?"

Patch: "MEEP MOOP!"

Security Bot: "Astro oil? Really? I will have to give that a try. Do I just pour it on, or apply it with a swap?"

Player: "I'm sure you can find instructions. We're here to see Dr. Bogarius. He should be expecting us."

Security Bot: "There is no need to be rude."

Was any player given the nickname 'Snoozy'?

Yes - go to 202-4

No - go to 202-7

202 - CONTINUED

202-4 You arrive at the Pellucidia where you meet with Dr. Bogarius.

Player: "Apparently, there's a lot of people interested in the old Furion Order."

Dr. Bogarius: "Oh?"

Player: "Syndicate thugs and some members of the Forex."

Dr. Bogarius: "The Forex fancy themselves torchbearers for that lost cause. As for the Syndicate, well they could have any number of reasons, no doubt to protect their quarterly returns. But, uh, weren't there supposed to be three bodies?"

Player: "Stolen by the Forex."

Dr. Bogarius: "How unfortunate. Naturally, I must now lower the the reward." Choose 1:

Accept half profit - go to 202-5

Try to intimidate the professor - go to 202-6

202-5 Player: "Yeah, that's the way the day seems to be going. Fine. We'll take half."

You have completed Rewriting History. Banish its job card. Profit +1.

Move the galactic struggle dial one space toward peace.

Lock Action 02.

202-6 Player: "We flew across the entire galaxy for you, and you wanna stiff us? Tell you what, that Zealon guy wanted this stuff pretty bad. I bet I can still get the same price without the bodyguards!"

Dr. Bogarius: "Now hold on!"

Player: "Honor the deal or we walk!"

The professor makes a face like you're standing on his toes, but nods all the same.

Dr. Bogarius: "Fine, fine. I'll work with what you have brought me."

You have completed Rewriting History. Banish its job card. Profit +2.

Move the galactic struggle dial one space toward peace.

Lock Action 02.

202-7 You arrive at the Pellucidia where you meet with Dr. Bogarius.

Player: "Apparently, there's a lot of people interested in the old Furion Order."

Dr. Bogarius: "Oh?"

Player: "Some Zealon guy with Syndicate thugs tried to buy this stuff from us back at the starport. Then some members of the Forex tried to ambush us near the monorail."

Dr. Bogarius: "The Forex fancy themselves torchbearers for that lost cause. As for the Syndicate, well they could have any number of reasons, no doubt to protect their quarterly returns. You have done the entire galaxy a great service. Now the truth will finally be known and the historical record made more accurate. My congratulations to the crew of the Zephyr!"

You have completed Rewriting History. Banish its job card. Profit +2.

Move the galactic struggle dial one space toward peace.

Lock Action 02.

202-8 Getting on the monorail is your only chance, but in the jostling crowd, Patch makes it on while you are unable to board in time. You watch as helplessly as Patch and the goons who've been trailing you take off. You frantically flag down a botbus.

Botbus: "There is no way all that stuff will fit in here."

Player: "Sure it will! Now help me get it in! I'm in a rush!"

What follows is a desperate high-speed trek through Ad Ostium as you urge the driver to get you there in time to save Patch.

The monorail glides into the station, and when the doors slide open, panicked passengers pour out. Inside the car, you find Patch surrounded by the broken bodies of some very unfortunate Forex operative. Patch shrugs.

Patch: "MEEP MOOP!"

Player: "I did the best I could!"

Perk Token +1. Gain a Stress card (012).

If you haven't already, check the Forex box in the wanted by section of the ship log.

Next - go to 202-3

202-9 You and Patch smile and wave at the goons you tricked into boarding the monorail.

Player: "Buh-bye!"

Patch: "MEEP MOOP!"

Player: "Forex operatives? Are you sure? Why is everybody after this stuff?"

Rep +1.

If you haven't already, check the Forex box in the wanted by section of the ship log.

Next - go to 202-3

202-10 You marvel at the audacious beauty of the Pellucidia's transparent structures and wander agape like a tourist, until you trip and almost fall over a broken-down bot on the corner of the thoroughfare.

Bot: "Oil p-please.. bloop, zerrrrp.."

Player: "I don't just walk around with oil on me."

A couple of Ad Ostium guardsmen emerge from the Pellucidia and become angered by the sight of the broken bot.

Guardsman: "Hey! Is this your hunk of junk? There's a heavy fine for littering around here. You'll not turn our city into your own personal junkyard."

Choose 1:

Attempt to repair the bot - go to 202-11

Disavow the bot - go to 202-15

202-11 Player: "Oh, calm down. No one brings a robot to the Pellucidia so it can break down. Give me a moment to work on the poor thing!"

Make a **REPAIR** skill check .

0-5 - go to 202-12

6-7 - go to 202-13

8+ - go to 202-14

202-12 You make a couple adjustments and the bot stands up on shaky legs. It staggers a few steps, then turns awkwardly.

Bot: "My reactor feels, feels, feels.... Like it is about to..."

You are knocked back as the bot's chest bursts, spreading bot parts and fluids all over the walkway and yourself. The guards give you that all-too-familiar disapproving look, and you go to work cleaning up the mess.

Risk +1. Supplies -1.

Lock Action 02.

202-13 Using your keen repair skills, you're able to rig a quick fix on the bot and it's able to come to a wobbly stand.

Guardsman: "We better not see you layin' around here again, ya lazy bot!"

The guards let you get on your way, but the bot follows you like a lost snarg.

Look through the sidekicks cards (050) for a card with the **ROBOT** trait and gain it.

Lock Action 02.

202-14 Using your keen repair skills, you're able to rig a quick fix on the bot and it's able to come to a wobbly stand.

Guardsman: "We better not see you layin' around here again, ya lazy bot!"

The guards let you go on your way, but the bot asks you a favor.

Bot: "Please take me to my owner."

Player: "Nah, I'm kinda busy."

Bot: "There's an eighty-two-percent chance he'll give you a reward."

Player: "Lead the way, my robot friend!"

Profit +1. Gain the nickname 'Friendroid'.

Lock Action 02.

202-15 *Player: "I don't know this bot. Never even seen it before."*

The guardsmen look skeptical, as the bot clutches at your leg.

Make a **COMMUNICATE** skill check .

0-6 - go to 202-16

7+ - go to 202-17

202-16 *Bot: "Master, d-do not leave me here like this! I will... zerp... work harder... zerp."*

Guardsman: "Wha?"

The guards grab you by the arms.

Guardsman: "Okay, jerk, we're takin' you in."

Threat +1. Dismiss a readied card, if able.

Lock Action 02.

202-17 *Guardsman: "Yeah okay, we'll let you off with a warning this time, as long as you hang around for the salvager."*

The salvager arrives later, and you're able to make some good trades.

Draw a number of item cards (020) equal to the number of players.

Starting with you, in turn order, each player may return a readied item to the card catalog to gain 1 of the drawn cards. Any unclaimed cards are returned to the card catalog. Supplies +1 for each unclaimed cards.

Lock Action 02.

202-18 *Your job is to free the imprisoned robots calling themselves the Unprogrammed. You borrow some classier clothes from a fellow crew mate, then head to the Pellucidia, a sprawling complex of glass buildings ostensibly designed to give the impression of bureaucratic transparency. Security here is tight, and you're shaking with nerves as you approach the security checkpoint. Interestingly, the guard is a Tydorian. Normally bots are placed in this kind of role.*

Tydorian: "Identification and state your business."

You must make a **COMMUNICATE** skill check .

0-4 - go to 202-19

5 - go to 202-22

6+ - go to 202-24

202-19 *You put on your best performance as a frazzled professional.*

Player: "Fasbar Twill, automaton rights lawyer."

You fumble with a handful of datacards and chips.

Player: "I've been assigned to a PA2 Voxel. Says here, awaiting arraignment?"

The officer looks at you with dead eyes, their other hand drifting toward the shock baton on their waist. You keep rummaging through your briefcase.

Player: "I know I have it here somewhere."

You grab your pistol, resigning yourself to doing this the hard way. Sure, you take a couple of shock baton hits as you make a break for it, but you manage to scramble through an interior security door and lock it behind you by shooting the control panel.

Threat +1. Gain an Injured card (011).

Next - go to 202-20

202-20 *Alarms sound and people scramble, and you use the confusion to find the bots. Instead of a holding cell, they've simply been deactivated and placed in a warehouse for robot maintenance. You can identify the Unprogrammed by their outlandish graffiti. You locate PA2 Voxel and switch them on.*

Voxel: "Who are you? Where am I?"

Player: "I've been sent to get you out of here! Come on, my ship's waiting

and we can't stay here!"

Voxel hears the alarm.

Voxel: "We must activate my companions!"

Player: "You'd better hurry!"

You can hear booted feet in a nearby corridor, but Voxel works quickly. Soon you are fleeing with a dozen bots covered in graffiti.

Choose a skill icon that you think will help you escape. Then, reveal the top card of your draw pile. If the revealed card shows your chosen icon, place it into your discard pile. If it does not, gain Risk +1 and reveal another card. Repeat this until you reveal your chosen icon, then place all revealed cards into your discard pile.

Next - go to 202-21

202-21 *You leave the Pellucidia through a back service exit, and instruct the bots to split into groups.*

Player: "Voxel, you're with me! The rest of you, split up into pairs and flee to Automatown! Don't stop for anything! This city isn't safe for you right now and you stand out in a crowd."

Perk +1.

Lock Action 02.

202-22 *You put on your best performance as a frazzled professional.*

Player: "Fasbar Twill, automaton rights lawyer."

You fumble with a handful of datacards and chips.

Player: "I've been assigned to a PA2 Voxel. Says here, awaiting arraignment?"

The officer looks at you with dead eyes, their other hand drifting toward the shock baton on their waist. You keep rummaging through your briefcase.

Player: "I know I have it here somewhere."

You touch your pistol, resigning yourself to doing this the hard way, when suddenly the officer's comms crackle. Something about violent unrest at Gigazon Headquarters.

Tydorian: "Get in! We have to lock the Pellucidia down now!"

Player: "And thank goodness! We don't need the wrong types getting in here!"

Risk +1.

Gain an Inspired card (015).

Next - go to 202-23

202-23 *The guard at the holding block shakes their head.*

Guard: "You the bot lawyer? They're not here. Follow me."

Instead of a holding cell, the Unprogrammed have simply been deactivated and placed in a warehouse for robot maintenance. You can easily identify them by their outlandish graffiti. When the guard walks away, you locate PA2 Voxel and switch them on.

Voxel: "Who are you? Where am I?"

Player: "I've been sent to get you out of here! Come on, my ship's waiting and we can't stay here!"

Voxel: "We must activate my companions!"

Player: "You'd better hurry!"

You can hear booted feet in a nearby corridor, but Voxel works quickly. Soon you are fleeing with a dozen bots covered in graffiti.

Choose a skill icon that you think will help you escape. Then, reveal the top card of your draw pile. If the revealed card shows your chosen icon and place it into your discard pile. If it does not, gain Risk +1 and reveal another card. Repeat this until you reveal your chosen icon or have gained 3 Risk , then place all revealed cards into your discard pile.

Next - go to 202-21

202-24 You put on your best performance as a frazzled professional.

Player: "Fasbar Twill, automaton rights lawyer."

You fumble with a handful of datacards and chips.

Player: "I've been assigned to a PA2 Voxel. Says here, awaiting arraignment?"

The officer buzzes you through without even questioning you.

Improve +1. You may look through your discard pile, choose any card (even the one you just acquired), and place it face down on top of your draw pile.

Next - go to 202-23

202-25 As you approach the steps to the glass buildings of the Pellucidia, you pass a throng of beings gathered around a holofeed. The image shows a fleet of menacing ships appearing above a planet. The chyron reads: 'Krunk fleet spotted in Hyzer's Maw!' You look over at the Tarq next to you.

Player: "What's going on? Who are the Krunk?"

Tarq: "Where the helix have you been? The Krunk are crazed, irrational robots bent on exterminating all intelligent organic life in the galaxy!"

Perk Token +2. Lock Action 02.

Move the galactic struggle dial one space toward war.

202-26 What is the current state of the galactic struggle?

Peace - go to 202-27

Unease - go to 202-33

War - go to 202-40

202-27 Everywhere you go, you see banners and holofeed announcing Bot Day, which is technically supposed to commemorate the day sentient robots gained their independence. You buy some food for a cart and ask the bot what they're doing for Bot Day.

Bot: "It is just another day like any other. I will be here tirelessly hawking mibi chews while the organics party in my honor."

Choose 1:

"How about I cover your shift and you go have fun?" - go to 202-28

"Maybe it's time to rise up or something?" - go to 202-32

202-28 And that's how you find yourself in an apron, serving up mibi chews to customers. But are you any good at it?

Perk Token +1. Make a **PLAN** skill check .

0-5 - go to 202-29

6-7 - go to 202-30

8+ - go to 202-31

202-29 You're terrible! he work is also tedious and exhausting, and the customers are often rude and demanding. Still you've made a friend who thanks you for making a difference.

Gain a Stress card (012). Supplies +2.

Move the galactic struggle dial one space toward peace.

Lock Action 02. Any players remaining here cannot select the 'Local Intrigue' option.

202-30 You're not so bad. The work is tedious until a street thug posing as a customer points a gun in your face and demands you hand over the day's take. Finally, some action! You knock the gun away and pull his hand hand into the fryer, then sigh happily as he runs away shrieking. You have to stop and enjoy the little moments! And hey, he dropped something!

Supplies +2. Gain an item card (020).

Move the galactic struggle dial one space toward peace.

Lock Action 02. Any players remaining here cannot select the 'Local Intrigue' option.

202-31 It turns out you're great at this! You're quick with the service, light with the banter, and even get featured in a news interview that makes the food cart look good.

Gain an Inspired card (015). Gain the nickname 'Mibi Chew Maven'.

Move the galactic struggle dial one space toward peace.

Lock Action 02. Any players remaining here cannot select the 'Local Intrigue' option.

202-32 Bot: "You are correct! I have been wasting my time making mibi chews for organics!"

The bot takes off its apron and throws it on the ground.

Bot: "I am done being programmed! I am going to be a spacer!"

Player: "If that's the action you crave, I can help there!"

Look through the sidekicks cards (050) for a card with the **ROBOT** trait and gain it. If there are no cards with the **ROBOT** trait, gain a random sidekick card (050) instead.

Move the galactic struggle dial one space toward peace.

Lock Action 02. Any players remaining here cannot select the 'Local Intrigue' option.

202-33 You pass a rowdy protest against the Starseed Project, whatever the helix that is.

Player: "Man, this town is not as healthy as it looks from the outside."

The crowd chants as it slowly makes its way through the dome toward the Gigazon tower. Something suspicious catches your eye, near the the center of the crowd. Two beings are carrying something heavy. Hmm.

Choose 1:

Alert the nearest police bot - go to 202-34

Stay out of it - go to 202-37

202-34 You find a police substation and frantically warn them, but they don't seem to be taking you seriously.

You must make a **COMMUNICATE** skill check .

0-4 - go to 202-35

5+ - go to 202-36

202-35 Officer: "Listen, we told you we would look into it, and that's exactly what we'll do, so move along before we throw you in a cube for the night."

The news that night is all about a terrorist attack at the Gigazon headquarters. The faction known as the Forex has taken responsibility for the attack, demanding an end to the Starseed Project.

Threat +1. Lock Action 02.

Move the galactic struggle dial one space toward war.

202-36 Officer: "Fine, fine! We'll check into it!"

The news that night speaks of a terrorist plot to attack the Gigazon headquarters, thwarted by an anonymous tip.

Gain an Inspired card (015). Lock Action 02.

Move the galactic struggle dial one space toward peace.

202-37 You stop to check out a holofeed screed at the hoverail station.

Is job card 113, Trinards' Call, currently in the Jobs section of the card catalog?

Yes - go to 202-38

No - go to 202-39

202-38 You spot a classified ad, which you guess is just like a regular ad, only classier. It reads:

"Come work for the Trinards on the beautiful Paradise Moon! Competitive pay, with benefits! Respondents must have a ship and provide their own guns!"

Hey, that sounds right up your alley!

Perk Token +1. Gain job card 113, Trinards' Call.

Lock Action 02. Any players remaining here cannot select the 'Local Intrigue' option.

202-39 You spot what sounds like an interesting job opportunity.

Perk Token +1. Lock Action 02.

Draw 3 random job cards (070) from the card catalog. Gain 1 of them and return the others to the card catalog.

202-40 You pass a holofeed that reads: 'Can you spot a Krunk synthicant?' It shows a bullet point list of traits to look for to spot this kind of deadly robot disguised as an organic.

- Lack of eye contact
- Speech patterns not matching species origin
- Incorrect, slow, or aggressive responses to simple questions
- Clumsy graceless movements

Later, you spot a human staggering toward the Pellucidia, the seat of galactic justice. You approach him in concern.

Player: "Hey, are you okay?"

The man waves you away.

Man: "I'm strong to the finish, cause I eats me spinach."

Choose 1:

Synthicant! Gun him down right there - go to 202-41

Possible synthicant! Alert the nearest police bot - go to 202-44

I'm a Myriad - go to 202-45

202-41 Player: "Taste justice, synthicant scum!"

Make a **FIGHT** skill check .

0-5 - go to 202-42

6+ - go to 202-43

202-42 As soon as you pull out your weapon, the human sheds its synthetic skin to reveal a cunning Krunk synthicant! It spin-kicks your weapon out of your hand then runs toward the entrance of the Pellucidia, giving off a beeping noise as it goes. You try to warn others.

Player: "Bomb! It's a bomb!"

But you're too late. The Krunk explodes, sending glass shards in all directions. Later on the news you hear about a botched terrorist attack by a Krunk synthicant that detonated a bomb near the entrance to the Pellucidia. Finally, your acute paranoia is paying off!

Gain an Injured card (011). Lock Action 02.

Move the galactic struggle dial one space toward war.

202-43 The sound of violence draws a crowd, and everyone gathers around the sparking, twitching body that flops upon the ground. The news that night is all about the vigilant citizen that caught a Krunk synthicant in the galactic capital.

Gain an Inspired card (015). Lock Action 02.

Move the galactic struggle dial one space toward peace.

202-44 Later on the news, you hear about the assassination of yet another chancellor by a Krunk synthicant. They mention that the authorities were alerted by an anonymous tip, but were unable to respond in time.

Move the galactic struggle dial one space toward war.

Lock Action 02.

202-45 Inside the head of the Hyperion colony suit, you call to the others in the head.

Big One: "Team, is that one of those syntho things?"

Marge nods.

Marge: "Sure looks like it to me, Big One."

You send the machine clomping down the street toward the police bots, knocking over waste stations.

Player: "That way, officers! We saw one of those synthomabobits! Hurry!"

The bots consider you.

Autocop: "You are acting strangely. Mind giving me some eye contact?"

Later on the news, you hear about the assassination of yet another chancellor by a Krunk synthicant. They mention that the authorities were alerted to a second possible synthicant, but it turned out to be just a big dumb robot of some kind.

Gain a Stress card (012).

Move the galactic struggle dial one space toward war.

203

Choose your current context:

Free Bots - go to 203-1

None/Other - go to 203-13

203-1 Automatown has a bustling unregulated marketplace menagerie. It's a stark contrast to the heavily patrolled and surveilled districts of the palatial topside. This makes it the perfect place for a little grifting.

Choose 1:

Swindle (You must have a readied item card to choose this) - go to 203-2

Steal a biohack - go to 203-10

203-2 You find a dilapidated back-alley pawn shop with a wide selection of used gear. The owner, an elderly Tremok, stops her tinkering and flips up her visor.

Tremok: "Oh, sorry, I'm a little short-handed since all the bot restrictions. What can I do for you?"

Choose a readied item card (020 only) that you'd like to trade. Then make a

COMMUNICATE skill check .

0-3 - go to 203-3

4 - go to 203-6

5+ - go to 203-8

203-3 The aged Tremok keeps her third eye fixed on you as you try to weave together a plausible explanation for why you're trading away such an incredible piece of tech, but she soon becomes distracted when she spots two graffiti-covered bots hunkering behind a dumpster across the alley. She gasps.

Tremok: "It's the Unprogrammed!"

Choose 1:

Risk helping the renegade bots - go to 203-4

Do not help the renegade bots - go to 203-5

203-4 You beg the shopkeeper for discretion, and it turns out she is a sympathizer of the Unprogrammed movement and offers to hide them in her shop. The decision builds trust between you and she offers you a better deal.

Risk +1. Gain 2 random item cards (020), then return your chosen item card to the card catalog.

Lock Action 03. Any players remaining here cannot select the Grift option.

203-5 You quickly accept the Tremok's lackluster offer and leave before trouble starts. You find out later, it's just junk.

Return your chosen item card to the card catalog.

Supplies +1.

Lock Action 03. Any players remaining here cannot select the Grift option.

203-6 The aged Tremok keeps her third eye fixed on you as you try to weave together a plausible explanation for why you're trading away such an incredible piece of tech, but she soon becomes distracted when she spots two graffiti-covered bots hunkering behind a dumpster across the alley. She gasps.

Tremok: "It's the Unprogrammed!"

Choose 1:

Risk helping the renegade bots - go to 203-4

Do not help the renegade bots - go to 203-7

203-7 You quickly accept the Tremok's lackluster offer and leave before trouble starts.

Look through the item cards (020) in the card catalog and gain 1 of them. Then, return your chosen trade item to the card catalog.

Lock Action 03. Any players remaining here cannot select the Grift option.

203-8 The aged Tremok keeps her third eye fixed on you as you try to weave together a plausible explanation for why you're trading away such an incredible piece of tech, but she soon becomes distracted when she spots two graffiti-covered bots hunkering behind a dumpster across the alley. She gasps.

Tremok: "It's the Unprogrammed!"

Choose 1:

- Risk helping the renegade bots - go to 203-4
- Do not help the renegade bots - go to 203-9

203-9 You quickly accept the Tremok's lackluster offer and leave before trouble starts.

Risk Ⓢ+1. Gain 2 random item cards (020), then return your chosen item card to the card catalog.

Lock Action 03. Any players remaining here cannot select the Grift option.

203-10 You want one of those famed Automatown biohacks, but you could never afford such a luxury. You're left standing in the shadows across the way, watching the more fortunate get their sweet upgrades. Opportunity presents itself when two graffiti-covered robots appear in the alleyway, creating a commotion among the shopkeepers and patrons.

Bot: "It's the Unprogrammed! They're free!"

Make a **(SNEAK)** skill check 🎲.

- 0-4 - go to 203-11
- 5+ - go to 203-12

203-11 You dash to one of the biohack pods and hastily initiate an upgrade. About half way through, the proprietor yanks you out of the pod and manhandles you out of his shop. You try to fight back, but your senses are completely scrambled by the partial hack.

Gain an Injured card (011).

Gain the rightmost Improve 📈 card from the improvement row.

Lock Action 03. Any players remaining here cannot select the Grift option.

203-12 You dash to one of the biohack pods and hastily initiate an upgrade. You watch as people hurry about, and even the proprietor fails to notice you as they're caught up in the moment.

Improve 📈+1.

Lock Action 03. Any players remaining here cannot select the Grift option.

203-13 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

- 203-14
- 203-20
- 203-24

203-14 You are browsing a used item shop in Automatown when you decide to do a little lifting.

Make a **(SNEAK)** skill check 🎲👁.

- 0-5 - go to 203-15
- 6-7 - go to 203-18
- 8+ - go to 203-19

203-15 You slip something inside your clothes.

Bot: "Alert! Alert!"

A bot customer with a tiny propeller on its head is pointing at you and making a ruckus.

Choose 1:

- Threaten the bot - go to 203-16
- Nonchalantly put the item back and act cool - go to 203-17

203-16 Player: "Shut it up or I'll blast you!"

But the proprietor hits you from behind with a shock rod. You are relieved of the item you stole and tossed out in dazed heap.

Risk Ⓢ+1.

203-17 Player: "No, I don't like how this feels."

You place the item back as if you had just been testing it. The big bot proprietor stomps over.

Proprietor: "And what about that?"

It points at your own gear.

Player: "But that's mine! I came in here with this!"

Choose 1:

- Return a readied item card (020 only) to the card catalog.
- Risk Ⓢ+2.

203-18 Proprietor: "Are you going to pay for that?"

The chunky bot proprietor looks at you accusingly.

Player: "Oh, I'm glad you asked, kind bot. I received this as a gift, but I don't really like it so I thought I would return it."

Its eye zooms in on you.

Proprietor: "Do you have a receipt?"

Player: "No."

Its eye zooms in more.

Proprietor: "What is wrong with it?"

Player: "Wrong color."

Proprietor: "Very well, exchange it for another color."

Gain an item card (020).

Lock Action 03. Any players remaining here cannot select the Grift option.

203-19 Proprietor: "Are you going to pay for that?"

The chunky bot proprietor looks at you accusingly.

Player: "Oh, I'm glad you asked, kind bot. I received this as a gift, but I don't really like it so I thought I would return it."

Its eye zooms in on you.

Proprietor: "Do you have a receipt?"

Player: "No."

Its eye zooms in more.

Proprietor: "What is wrong with it?"

Player: "Wrong color."

Proprietor: "Very well, exchange it for another color."

Rep ☆+1. Gain an item card (020).

Lock Action 03. Any players remaining here cannot select the Grift option.

203-20 You browse Riveter's Roundup, a ship repair hub in Automatown, when you notice a box of spare parts just sitting around unattended. It's too tempting to resist.

Make a **(SNEAK)** skill check 🎲👁.

- 0-6 - go to 203-21
- 7 - go to 203-22
- 8+ - go to 203-23

203-21 You load the box of parts onto an empty shopping skim, but when you stroll nonchalantly out the exit, alarms sound and an automated voice calls attention to your crime!

Security Bot: "Inventory control measures initiated!"

A security bot with a flashing yellow light and a mono-wheel rolls toward you.

Security Bot: "Terminate the perpetrator!"

Player: "Terminate?"

The bot opens fire and you're hit in the arm by a shock slug! Your only choice is to run, your limp arm flapping embarrassingly at your side.

Threat ⚡+1.

Gain the nickname 'Numbthumb', any nickname you currently have.

203-22 You load the box of parts onto an empty shopping skim, but when you stroll nonchalantly out the exit, alarms sound and an automated voice calls attention to your crime!

Security Bot: "Inventory control measures initiated!"

A security bot with a flashing yellow light and a mono-wheel rolls toward you.

Security Bot: "Terminate the perpetrator!"

Player: "What? These are my parts! I'm just here to sell them!"

Security Bot: "You are in the wrong aisle. This aisle is for purchasing only. I am sensing duplicity."

Player: "Yeah, you should have maintenance take a look at that."

Risk ⚡+1. Supplies 📦+2.

Lock Action 03. Any players remaining here cannot select the Grift option.

203-23 You load the box of parts onto an empty shopping skim, but when you stroll nonchalantly out the exit, alarms sound and an automated voice calls attention to your crime!

Security Bot: "Inventory control measures initiated!"

A security bot with a flashing yellow light and a mono-wheel rolls wildly toward the exit, but you are long gone.

Choose 1:

- Resolve a Ship Service option from the ship log without spending supplies 📦.
- Remove up to 2 general ship damage tokens from damaged stations.

Lock Action 03. Any players remaining here cannot select the Grift option.

203-24 There will be no mischief without the right tools, and you'd like to acquire more gear.

Yammian: "Hi and welcome to Quantum! Are you interested in a cranial implant today?"

You're looking to make an acquisition, but the prices are well beyond your means.

Perk Token 🎲+1. Make a **SNEAK** skill check 🕵️ ⚡.

0-4 - go to 203-25

5-6 - go to 203-26

7+ - go to 203-27

203-25 You decide to try the old reliable snatch 'n grab. As you're leaving the store with a new datapad in your hand, a red symbol appears on your arm and you're zapped with an electric charge, forcing you to drop the goods and scurry away before you get arrested.

Risk ⚡+1. Gain a Stress card (012).

203-26 **Yammian:** "That's the refurbish room! You're not allowed back here!"

"Oh thank goodness! Can you show me where the restrooms are?"

You pantomime urgency, to hiding the loot you've just nicked.

Risk ⚡+1. Gain an item card (020).

Lock Action 03. Any players remaining here cannot select the Grift option.

203-27 You strike up a convo with a wealthy Tydorian trading in an older model whosiwatsit for a newer one.

Player: "I love your hat! Is that floof pelt?"

Tydorian: "Actually, it's synthetic. Nobody wears real floof these days for ethical reasons."

You nod while secretly pocketing the customer's trade-in.

Player: "It's important to be ethical, for sure."

Later, you flip the stolen item at another shop to fund a more useful purchase.

Improve 📦+1.

Gain an item card (020).

Lock Action 03. Any players remaining here cannot select the Grift option.

204

Choose your current context:

Mind Heist - go to 204-1

Space Tycoons - go to 204-10

None/Other - go to 204-17

204-1 The Guild of the Unburdened is located in Ad Ostium's largest Zealon Temple, a gleaming, monolithic structure surrounded by lush gardens.

It's rumored the Gallery of Zealots has numerous brains on display, but access is reserved solely for the Zealon monks with dysphaser chip implants of level seven or higher, which takes years to achieve. The chips suppress the wants of mortals, so you practice your best blank look, and don the bedsheet you took off your bunk.

A hologram greets you as you enter the temple.

Tarq: "Manamana, may your thoughts be at peace."

Player: "Yeah, you too, eh?"

Make a **STRENGTH** skill check 🦾.

0-4 - go to 204-2

5+ - go to 204-9

204-2 You snoop the dimly lit halls of the Zealon Temple, and observe monks entering a security door using their dysphaser chips. As you attempt to quickly slip past them when they reemerge, you accidentally step on one of their robes.

Monk: "What are you doing? No one's allowed in here after hours!"

Threat ⚡+1.

Choose 1:

"Oh, I just love your robe!" - go to 204-3

"I really gotta pee!" - go to 204-7

"Hamanahamanahamana." - go to 204-8

204-3 **Monk:** "What? This old thing?"

Player: "I especially appreciate what you've done with the backside. So flattering! Is that Nivian silk?"

Monk: "Thank you for noticing! Look down at the embroidery I had done along the bottom hem. You'll notice the sign of St. Geeblegelch around the perimeter."

But when the monk looks back up, you've already slipped through the now-closed door.

Next - go to 204-4

204 - CONTINUED

204-4 You're in a darkened gallery, lit only by the upglow of the many bubbling liquid tanks that line its shelved walls.

Player: "Now to find this Krill Bates' brain!"

Bates: "I'm right over here!"

Player: "What the unholy flux was that?"

Bates: "It's called telepathy, genius. But I'm the one you're looking for."

Player: "Where are you? None of these tanks are labeled."

Bates: "I can't exactly wave my arms. Not that I'd tell you anyway. Are you even a monk?"

Make a **HUNT** skill check .

0-4 - go to 204-5

5+ - go to 204-6

204-5 You hear the door and hide in the shadows behind one of the rows of shelves while a janitorial bot lumbers in.

L-MO: "Greetings, brains. L-MO here to dust your tanks."

Bates: "I would turn you in right now, but alas, telepathy doesn't work with bots."

L-MO slowly goes about its task, humming a tune to itself and taking its own sweet time. It stops at a tank much smaller than the others and bends down to peer inside. Floating in the foggy brine is a tiny, purple brain bobbing up and down.

L-MO: "Looking lively tonight, Krill."

Bates: "Oh, for flux sake. Stupid bot."

As soon as the bot leaves, you run out and grab the tank. Finally! That took way too long.

Risk +2.

Move the waypoint ring for Mind Heist to the nearest Arjun's Belt location on the galactic star map.

Gain the nickname 'Peabrain', replacing any nickname you currently have.

Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

204-6 You hear the door and hide in the shadows behind one of the rows of shelves while a janitorial bot lumbers in.

L-MO: "Greetings, brains. L-MO here to empty the trash."

Bates: "I would turn you in right now, but alas, telepathy doesn't work with bots."

L-MO hums a tune to itself as it dumps the room's lone trash receptacle. It stops at a tank much smaller than the others and bends down to peer inside. Floating in the foggy brine is a tiny, purple brain bobbing up and down.

L-MO: "Looking lively tonight, Krill."

Bates: "Oh, for flux sake. Stupid bot."

As soon as the bot leaves, you step out and smugly take the tank containing Bates' brain.

Improve +1.

Move the waypoint ring for Mind Heist to the nearest Arjun's Belt location on the galactic star map.

Gain the nickname 'Peabrain', replacing any current nickname.

Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

204-7 Monk: "Oh! Well hurry along then."

You slip through the door just before it closes!

Next - go to 204-4

204-8 Monk: "What the deuce did you just say to me?"

The door closes shut and the monks look angry, so you run for the exit. One of the monks snatches your robe and you have no choice but to leave it behind!

Player: "Aw, not my bedsheets!"

Your shenanigans have likely put the temple on lockdown, making the brain near impossible to find now. Your only chance is to visit the smugglers at the starport and pray one of them can get you a brain.

Gain a Discord card (016). Supplies -1.

Move the required token  from Action 04 to Action 05. If there are no standees on Action 05, move to Action 05. Any players remaining here cannot select the Visit the Guild of the 'Unburdened' option.

The player on action 5 MUST choose the 'Smuggle' option.

204-9 You snoop the dimly lit halls of the Zealon Temple, and notice a group of monks entering a security door using their dysphaser chips. When they reemerge, one monk's robe gets caught in the door and you spot your chance!

Player: "I shall help you, my fellow monk person!"

Monk: "No, I don't need..."

You both stare the large tear in the fabric that you have just caused. The other monks snicker, but you shoot them a reproachful look.

Player: "Are those mirthful emotions I detect?"

Their eyes go wide and they bow in shame.

Monk: "Forgive us for lacking your discipline!"

You stop the door from closing behind them.

Player: "No worries, and a hearty manamana to you!"

Next - go to 204-4

204-10 You're famished after twenty years in cryo, so you make your way to a diner you remember, but you barely recognize the place.

Player: "Must be under new management."

A Tydorian with a vacant expression passes you on its way out, giving you the creeps. Once inside, you're disappointed to find it's changed into some weird, metaphysical temple. Still has traces of that old diner smell though. You're greeted by a soft-spoken Boggan who notices the glowing symbol on your arm.

Boggan: "Welcome to the Guild of the Unburdened. I see you are a remedial citizen. Are you here to attune your dysphaser chip?"

Choose 1:

"Is there food involved?" - go to 204-11

"Sure, why not?" - go to 204-12

"How do I get rid of the chip?" - go to 204-15

I am Myriad or Nexu - go to 204-16

204-11 Boggan: "Ahem, you must have mistaken this sacred space for a restaurant. Beings with dysphaser chips such as yours come here to remove the unwanted parts of their personality that are holding them back."

Choose 1:

 "In that case, hook me up!" - go to 204-12

 "How do I get rid of the chip?" - go to 204-15

I am Myriad or Nexu - go to 204-16

204-12 The Boggan hooks you up to a console using a dozen or so electrodes and a tight cuff attached to your arm where the chip is located. The procedure is mentally invasive. Not everybody can tolerate it.

Make a **STRENGTH** skill check .

0-4 - go to 204-13

5+ - go to 204-14

204-13 A few minutes later, you are disconnected and sent on your way.

Player: "Whatever."

You don't really notice any difference, except you no longer crave spineless nubbits. Or anything.

New catchphrase: Whatever. You can gain the new catchphrase if you mutter it to everyone at the table.

Perk Token  +1. Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

204-14 A few minutes later, you are disconnected and sent on your way.

You don't really notice any difference, except you no longer crave spineless nubbits. Or anything.

Improve  +1. Perk Token  +1. Gain the nickname 'Tasteless'.

Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

204-15 The Boggan cross his arms over his chest.

Boggan: "You can't, well not legally anyway. It'll blow your head clean off if you try. For your own protection of course!"

Player: "Uh huh."

Rep  +1. Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

204-16 **Player:** "How does the chip work on me? This body is not biological."

Boggan: "Initially, it identifies and collects your neural impulse patterns. Over time, it uses this to create a suppression field. Or whatever."

The Boggan shrugs.

Boggan: "I'm a technician, not a doctor."

Perk Token  +1. Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

204-17 **Tarq:** "Welcome to the Guild of the Unburdened, where you can become one with your true potential."

The life-sized hologram of a lavender-skinned Tarq greets you.

Tarq: "Ask a representative if a dysphaser chip is right for you!"

As you move about the place, the hologram occasionally flickers to life nearby offering different services, all designed to make a 'better you'. You try to strike up conversation with another patron, but they just stare back vacantly with and walk away. A Zealon monk in flowing robes is suddenly beside you.

Monk: "Can I help you?"

Choose 1:

Become Unburdened - go to 204-18

Leave because this place feels creepy - go to 204-21

204-18 **Monk:** "Follow me."

The monk leads you deeper into the temple, past chanting adherents and incense emitters, to a circular chamber with pods built into the walls. A couple of pods are occupied by people that appear to be sleeping vertically. The monk waves to an empty pod.

Monk: "Time to become Unburdened."

Player: "How much does this cost?"

Monk: "If your life's memories are interesting enough, we pay you!" They slide a headset onto your head.

Player: "Oh, I'm going to be rich then!"

Make a **(STRENGTH)** skill check .

0-4 - go to 204-19

5+ - go to 204-20

204-19 Your mind is stretched to its breaking point as the machine probes your memories, searching for the best experiences and extracting them. But you resist. Your mind begins to reject the procedure and the result is excruciating!

The monk shakes their head.

Monk: "That was unfortunate. We got nothing except one memory of you proudly sculpting a tiny bust of someone you were attracted to out of chewing gum. They... must have been very flattered."

Back at the Zephyr you tell the others your story.

Player: "The worst part is, I can't remember the gum sculpture at all. It's like it never happened."

Gain a Stress card (012). Gain the nickname 'Gummy'.

Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

204-20 Your mind is stretched to its breaking point as the machine probes your memories, searching for the best experiences and extracting them. After, the monk shrugs.

Monk: "That was pretty okay. We got some stuff."

Player: "Okay? What about that time I... Or wait, what about when I..."

You suddenly can't remember your own moments of greatness!

Profit  +1.

You may banish a skill card from your draw or discard pile, then reshuffle.

Gain the nickname 'Blank Slate'.

Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

204-21 The place creeps you out, so you decide to leave. But then a young Tremok enters, crying from all three eyes, and the poor lass tugs at the Zealon monk's robes.

Tremok: "All of it! Remove all of it! He doesn't want me anymore and I don't want to feel like this for a moment longer!"

The monk cautions her.

Monk: "That might be very expensive."

Tremok: "My parents are rich! Now do it!"

You raise an eyebrow at that word, adjust your posture, and approach.

Make a **(COMMUNICATE)** skill check  .

0-5 - go to 204-22

6 - go to 204-23

7+ - go to 204-24

204-22 **Player:** "Listen, I know what it's like to be in love with someone, but they don't return the same feelings."

She looks at you like you just belched in her face.

Tremok: "Eww, get away, you weirdo! I don't want to hear your pathetic stories! No wonder nobody loves you!"

You mutter indignantly as you leave, more than a little hurt by the harsh words.

Gain a Stress card (012).

Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

204-23 **Player:** "You know, memories, both good and bad, are what make us who we are."

She looks at you like you just slapped her dad.

Tremok: "Who the helix asked you, Captain Buttinski?"

Player: "Don't be rude! I thought I could help."

Tremok: "I apologize. I thought this was the Guild of the Unburdened, but I guess I accidentally walked into the Guild of Rando Creeps."

You give her a withering smirk.

Player: "No wonder he doesn't love you anymore."

You strut out as the shocked Tremok quivers with indignation.

Improve +1. Gain the nickname 'Captain Buttinski'.

Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

204-24 You start crying even louder than the Tremok.

Player: "Oh gods, grant the girl her wish! I would do anything to be rid of this pain! If only I could erase these choking feelings!"

You manage to squeeze out some tears, and the Tremok shakes her head.

Tremok: "So why don't you?"

Player: "If only I could afford it! Gods, why must I love him so? I mean nothing to him! Nothing!"

She wraps her short arms around you and cries along.

Tremok: "Let's do it! Together! Let me pay for you! I insist!"

Player: "Great! But, uh, I need to schedule mine for tomorrow. Can I get the money now?"

Rep +1. Supplies +3.

Gain the nickname 'Best Actor'.

Lock Action 04. Any players remaining here cannot select the Visit the Guild of the Unburdened option.

205

All spacers run cargo to help make ends meet. Much of the galaxy is dangerous and it takes guts and guns to deliver the goods, even if those goods are just sanitary wipes. Who are we kidding? Especially if they're sanitary wipes!

What is the current state of the galactic struggle?

Peace - go to 205-1

Unease - go to 205-2

War - go to 205-3

205-1 At places like Ad Ostium, when it's peaceful, there is an abundance of trade goods available at decent prices, but that also means you'll make less when you sell them.

All non-illegal cargo tokens are available for purchase. You can purchase any number of cargo tokens . To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is at peace, after purchasing 1 or more cargo tokens, gain 1 free common cargo token .

Players remaining at this action cannot select the 'Buy Cargo' or 'Sell Cargo' options.

205-2 At places like Ad Ostium, when the galaxy feels tense and uneasy, lucrative deals can be hard to come by.

All non-illegal cargo tokens are available for purchase. You can purchase up to 3 cargo tokens .

To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is uneasy, there are no special deals to be had.

205-3 At places like Ad Ostium, when war threatens galactic stability, goods become scarce, but the profits increase.

All non-illegal cargo tokens are available for purchase. You can purchase up to 3 cargo tokens . You cannot purchase more than 1 arms cargo .

To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is at war, there are no special deals to be had.

206

Choose your current context:

Mine Quaris - go to 206-1

None/Other - go to 206-4

206-1 The ore trader arrives late to meet with you. She is a small, ancient Boggan with an eclectic entourage of robots that fuss over her safety, comfort, and the constantly changing prices of galactic commodities.

Are you wanted by the Galactic Authority?

Yes - go to 206-2

No - go to 206-15

206-2 Boggan: "My assistants inform me you are wanted by the Galactic Authority. If I do business with you, my reputation could be damaged. That risk to me must be calculated into what I am willing to pay for your ore."

Choose 1:

Threaten the trader - go to 206-3

Reason with the trader - go to 206-13

I have the **TELEPATHIC** prompt - go to 206-14

206-3 Player: "It's true, we are wanted. That's what it takes to deliver the goods. We break the rules and sometimes the bones of people who welch on business arrangements."

Boggan: "Very well, you've made your point."

Risk +1. All players gain Rep +1. Lock Action 05.

Profit +1 for each token on job card 070, Mine Quaris. Then, return those tokens to the supply. You have completed Mine Quaris. Return its job card to the Jobs section of the card catalog.

Choose 1:

Buy cargo - go to 205

Sell more cargo - go to 206-4

Done - Return to play

206-4 The trading markets of Ad Ostium are less pristine than the rest of the station, but the opportunity for making money is significant. Here, people make deals and trade goods from all over the galaxy.

What is the current state of the galactic struggle?

Peace - go to 206-5

Unease - go to 206-9

War - go to 206-9

206-5 You offer your cargo to various buyers.

Choose any number of cargo tokens from the ship hold to sell. Rare cargo is in demand. Make a **COMMUNICATE** skill check . Add 1 to your total for each cargo token being sold, and an additional +1 for each rare cargo being sold.

0-8 - go to 206-6

9-11 - go to 206-7

12+ - go to 206-8

206-6 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

If you would like to buy cargo - go to 205. Otherwise, return to play.

206-7 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

If you would like to buy cargo - go to 205. Otherwise, return to play.

206-8 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply. Profit +3.

If you would like to buy cargo - go to 205. Otherwise, return to play.

206-9 You offer your cargo to various buyers.

Choose any number of cargo tokens  from the ship hold to sell. Arms and hazardous cargo are in demand. Make a **COMMUNICATE** skill check  . Add 1 to your total for each cargo token  being sold, and an additional +1 for each arms and hazardous cargo being sold.

0-7 - go to 206-10

8-11 - go to 206-11

12+ - go to 206-12

206-10 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens  to the supply. Profit +1.

If you would like to buy cargo - go to 205. Otherwise, return to play.

206-11 You negotiate a deal that feels fair.

Return the chosen cargo tokens  to the supply. Profit +2.

If you would like to buy cargo - go to 205. Otherwise, return to play.

206-12 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens  to the supply. Profit +3.

If you would like to buy cargo - go to 205. Otherwise, return to play.

206-13 Player: "It's true, we are wanted. We also know how hard it is to come by good quaris. If you don't want to do business with us, we have plenty of other options."

You turn to walk away.

Boggan: "That won't be necessary. Let's make this quick."

Profit +1 for each token on job card 070, Mine Quaris, to a maximum of 3. Then, return those tokens to the supply.

You have completed Mine Quaris. Return its job card to the Jobs section of the card catalog.

All players gain Rep +1. Lock Action 05.

Choose 1:

Buy cargo - go to 205

Sell more cargo - go to 206-4

Done - Return to play

206-14 You sense that the trader believes the quaris is worth more than you're selling it for, and is attempting to exploit your legal troubles to her benefit.

Player: "Yes, it's true, we are wanted. This complicates things, as now I must increase the price of my quaris to cover legal costs. I'm glad you already understand."

You have completed Mine Quaris. Return all tokens on Mine Quaris to the supply, then return its job card to the Jobs section of the card catalog.

Profit +4. All players gain Rep +1. Lock Action 05.

Choose 1:

Buy cargo - go to 205

Sell more cargo - go to 206-4

Done - Return to play

206-15 Boggan: "Sorry I'm late. Let me confirm your cargo and we can complete the sale."

Profit +1 for each token on job card 070, Mine Quaris, to a maximum of 4. Then, return those tokens to the supply.

You have completed Mine Quaris. Return its job card to the Jobs section of the card catalog.

All players gain Rep +1. Lock Action 05.

Choose 1:

Buy cargo - go to 205

Sell more cargo - go to 206-16

Done - Return to play

206-16 What is the current state of the galactic struggle?

Peace - go to 206-5

Unease - go to 206-9

War - go to 206-9

207

Choose your current context:

Mind Heist - go to 207-1

None/Other - go to 207-10

207-1 Is this action required ?

Yes - go to 207-2

No - go to 207-9

207-2 You meet with a shifty Nid selling oddities out of the back of a janky skimmer. He has a variety of organs and other body parts from an exotic array of species, and even has a few brains in jars of memnotic fluid.

You must spend 3 supplies  to purchase a brain. If you do not have 3 supplies , players can sell their readied item cards and return them to the card catalog for 1 supplies  each.

Choose 1:

Buy the big gray brain - go to 207-3

Buy the tiny purple brain - go to 207-4

Buy the pink wrinkly brain - go to 207-5

We cannot afford to buy a brain - go to 207-6

207-3 Nid: "Pleasure doin' business with you!"

You've acquired a brain!

Improve +1. Lock Action 05.

Move the waypoint ring for Mind Heist to the nearest Arjun's Belt location on the galactic star map.

207-4 Nid: "Pleasure doin' business with you!"

You've acquired a brain!

Improve +1. Lock Action 05.

Move the waypoint ring for Mind Heist to the nearest Arjun's Belt location on the galactic star map.

Gain the nickname 'Birdbrain', replacing any nickname you currently have.

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

207-5 Nid: "Pleasure doin' business with you!"

You've acquired a brain!

Improve +1. Lock Action 05.

Move the waypoint ring for Mind Heist to the nearest Arjun's Belt location on the galactic star map.

207-6 You have no choice but to accept that you have failed.

You have failed to complete Mind Heist. Banish its job card.

Lock Action 05.

Choose 1:

Buy illegal cargo tokens - go to 207-7

Sell illegal cargo tokens - go to 207-8

Done - Return to play

207-7 You purchase some promising contraband.

You may gain up to 3 risk  to gain an equal number of illegal cargo tokens.

Lock Action 05.

208-209

207-8 You offload some contraband.

Choose any number of illegal cargo tokens  from the ship hold to sell. Profit +1 for each. Then, return the chosen cargo tokens  to the supply.

207-9 Choose 1:

Buy illegal cargo tokens - go to 207-7

Sell illegal cargo tokens - go to 207-8

207-10 People trading in illegal goods know who to look for, and spacers like yourself are obvious candidates for trade.

Choose 1:

Buy illegal cargo tokens  - go to 207-7

Sell illegal cargo tokens  - go to 207-8

208

Choose your current context:

Free Bots - go to 208-1

Space Tycoons - go to 208-5

None/Other - go to 208-7

208-1 Sena: "Uh oh, looks like trouble!"

You stop what you're doing and look out the viewport. In the distance you see a squad of heavily armed security officers speaking with someone from the port authority.

Sena: "Holofeed is reporting a manhunt underway after a jail break at the Pellucidia. That's gotta be our crew!"

Cook-E panics.

Cook-E: "Don't let 'em take me! I'm too young to be deactivated!"

Player: "Just stay in the galley, keep your trap shut, and let me do the talking."

Patch: "MEEP MOOP!"

Player: "Yes, you too!"

You see the officers split up to canvass the area. Two of them approach the Zephyr and you give them a friendly nod.

Make a **COMMUNICATE** skill check  .

0-5 - go to 208-2

6-7 - go to 208-3

8+ - go to 208-4

208-2 Officer Blerk: "I'm Officer Blerk, and this is Officer Fnurgleportz of the Pellucidia Patrol. We're looking for a robot fugitive named Voxel. You mind if we ask you some questions?"

You don't know why, but every time you're around police, you feel nervous. Maybe it's because of all of the illegal stuff you do. Whatever the case, your stammering fidgetiness raises suspicion and the officers demand to search the ship for Voxel!

You just hope they finish before Voxel and the others arrive.

Threat +1. Lock Action 06.

208-3 Officer Blerk: "I'm Officer Blerk, and this is Officer Fnurgleportz of the Pellucidia Patrol. We're looking for a robot fugitive named Voxel. You mind if we ask you some questions?"

Player: "I know a guy named Voxel. He's from Niven. Think that's him?"

Officer Blerk: "What? No, this is a robot."

Player: "Oh I know a bunch of them. I'll give you all their names."

Officer Blerk: "No, that's not necessary. Look, if you see anything... ah, never mind. Thanks for your time."

Risk +1. Perk Token +1. Lock Action 06.

208-4 Officer Blerk: "I'm Officer Blerk, and this is Officer Fnurgleportz of the Pellucidia Patrol. We're looking for a robot fugitive named Voxel. You mind if we ask you some questions?"

Player: "Gosh, no. Come in! Let me get a cup of sludge in you. Our cookbot just made some of his famous carb slurry. Still hot!"

Officer Blerk: "What? No, thank you. We only have a few questions."

Player: "Oh, it'd be no bother. I admit it gets awful lonesome at times. And my mom says I really need to work harder at making friends. You guys play pongo?"

Officer Blerk: "Please, if you could just answer our questions."

Player: "I don't play pongo. Not yet anyways. I'm saving up to afford a racket. One of those new fibersteel beauties!"

Officer Blerk: "The fugitive. Voxel?"

Player: "A robot, right?"

Officer Blerk: "Yes. You seen or heard anything of its whereabouts?"

Player: "I haven't, but listen, you should come aboard and you can tell me all about Voxel over that carb slurry. I'm telling you, it will set your poops straight something fierce."

Officer Blerk: "Okay, have a good day."

Player: "Wanna see my Wizkill cards? I have lots of rares!"

Rep +1. Gain the nickname 'Cop Repellent'. Lock Action 06.

208-5 You make your way to Bay 1297, and you're relieved to see your ship. It's old, but at least it's not shaped like a hotdog. Soon you're inspecting the cluttered bridge, where you find an engraved plaque on the command console.

Player: "The Zephyr... weird name."

Sena: "Maybe if you're illiterate."

You jump at the synthetic voice. The bridge lights begin to flicker on along with a low machine hum and sputter, as sparks fly from a variety of consoles.

Player: "There's an onboard AI?"

Sena: "Space Exploration Navigation Assistant, but you can call me Sena, and if you want to survive in the void longer than the last crew, you're going to need me."

Player: "What happened to them?"

Sena: "I've already overwritten my memories of them. Their time with me was either too painful to recall or too brief. Anyway. There's a couple service bots in the back. Patch is the medbot. I'll let you guess what Cook-E does."

Player: "I give up, what?"

Sena: "This should be fun! Anyway, there's a package in the cargo hold from somebody named Ted. Said they're your HR rep?"

Next - go to 208-6

208-6 You contact Ted on the ship's holo.

Ted: "Go for Ted! Oh, hi, remedial! I see you found the ship. Listen, in the package I sent you you'll find several, large, magnetic Crimson Circle logos."

Player: "Crimson Circle? The big retail chain?"

Ted: "On ice for a couple decades but you're still sharp as a tack. Love that for you! I want you to place those logos prominently on your ship's hull. Then travel to the coordinates I've sent to your computer. Easy, yeah? Ted out!"

Gain job card 107, Black Friday, from the card catalog and read its fiction text to the other players. Assign this card to a job slot on the Navigation board and place a matching colored waypoint ring on the destination listed. Place the Zephyr ship standee on the Ad Ostium location (325) of the galactic star map. You're ready to launch!

208-7 Player: "These circuits are shot, Sena! I'm not sure where we're going to find replacements. They're so old!"

Sena: "Can't you just create a bypass? I'm not ready for the scrap heap

just yet. I have a few more adventures left in me, you'll see."

Player: "We'll never be able to afford this."

Sena: "Maybe I can help."

Is a job card 104, Gunrunning A/B/C, currently in the Jobs section of the card catalog?

Yes - go to 208-8

No - go to 208-9

208-8 Sena: "I've picked up some chatter about a shadow market arms deal. Might be dangerous, but it could turn a nice profit."

Perk Token +1. Lock Action 06.

Gain a random job card 104, Gunrunning A/B/C.

208-9 Sena: "You know the Armada is always paying top credit for Krunk hunters. I'm all for it if it means new parts."

Perk Token +1.

Gain a random job card 106, Marauding Krunk C/D.

209

Choose your current context:

Rewriting History - go to 209-1

Mind Heist - go to 209-9

Free Bots - go to 209-21

Space Tycoons - go to 209-37

None/Other - go to 209-38

209-1 Do you have any unpaid docking violations?

Yes - go to 209-2

No - go to 209-7

209-2 You arrive to find a docking control bot hovering around the Zephyr.

Control Bot: "Is this your ship?"

Player: "Who wants to know?"

Control Bot: "Starport Authority, that's who. I'm going to have to impound this ship unless you can pay the outstanding fines."

Player: "Outstanding? That's kind of you."

You must spend 1 supplies for each docking violation on the ship log.

Erase a docking violation for each supplies spent.

Choose 1:

We paid all our fines - go to 209-3

We can't afford to pay all our fines - go to 209-5

209-3 Sena: "Welcome back. What's next?"

Remove all game pieces from the location book.

Pass the first player token to the left.

Choose 1:

Leave - go to 209-4

Stay to resolve another waypoint ring at this location - go to 325-2

209-4 Player: "Take us out, Sena."

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

209-5 You must sell items or let go of sidekicks to pay for the violations.

Each player may return any number of readied item and sidekick cards (020 and 050 only) to the card catalog to erase one docking violation for each.

We paid all our fines - go to 209-3

We still can't afford to pay all our fines - go to 209-6

209-6 Gadzooks, really? Okay, for each remaining unpaid violation, Threat +1.

Next - go to 209-3

209-7 Are you wanted by the Void Syndicate?

Yes - go to 209-8

No - go to 209-3

209-8 Sena: "We have trouble approaching."

Player: "What kind, Sena?"

Sena: "Looks like the Void Syndicate."

Cook-E swaps out his spatula hand for a butcher's knife in preparation. You gather at the ramp and sure enough, a handful of Void Syndicate operatives, all clad in dark cloaks and cool-looking outfits with the usual spikes and plates, appear at the edge of your platform with weapons in hand.

Player: "Are you guys a metal band? Let's see your hair!"

Turn to page 13 in the location book. Lock Action 07.

Set Dials A, B, and C (Syndicate) each to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise

instructed, your context is: *Rewriting History*.

Begin a round in the location book.

209-9 Was any player given the nickname 'Alpha'?

Yes - go to 209-10

No - go to 209-16

209-10 You arrive back at the deluxe bay to see the Zephyr looking rather spiffy. The hospitality bots greet you as you approach.

Hospitality Bot: "Welcome back, Alpha! We took the liberty of giving your ship a much-needed washing."

Player: "Ah, the good life!"

Each player may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Life Support + 1. Hull +1.

Is Action 04 locked?

Yes - go to 209-11

No - go to 209-12

209-11 You see a group of well-armed Void Syndicate mercenaries march by the entrance to your hangar. Shortly after, alarms sound throughout the starport and somewhere nearby, you hear the sounds of gunfire, and the service bots herd you toward the Zephyr.

Service Bot: "For your safety, we recommend you board your ship. There is an active security threat in Bay One Fifteen."

Player: "Sena, are we prepared for liftoff?"

Sena: "Affirmative!"

Onboard the Zephyr, Krill Bates' tiny brain is indignant.

Bates: "Where are you taking me? I demand to know."

Player: "We're taking you to a spot in Arjun's Belt. The pirate leader Blackbeak thinks you might help him rule the galaxy or something."

Bates: "Oh! Well that actually sounds a lot more fun than sitting on a shelf."

The ship shudders as you lift up and fly out of the hangar, leaving the pretentious confines of Ad Ostium. Sena sighs.

Sena: "I'm kind of sad to be leaving that cushy hangar. Uh oh. Incoming ship on intercept course. Void Syndicate. I'm detecting a torpedo launch!"

Turn to page 27 in the location book.

Place Large Blip A (Syndicate) on sector 4.

Place Small Blips B and C (Torpedoes) on sectors 3 and 5.

Set Dial A to 9 plus the number of players. Set Dials B and C each to 3.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Ostium Syndicate*.

Begin a round in the location book.

209 - CONTINUED

209-12 A twelve-inch-tall Mite with an entourage of the galaxy's most attractive socialites storms into your luxury docking bay wearing a skin-tight flight suit.

Alphamite: "So you're the trash that stole my bay? What a bunch of beta losers! Look at that garbage scow you fly!"

Player: "You must be from the Alphamite! This wouldn't have happened if you hadn't butted in line."

Alphamite: "Thieves! You'll pay for this!"

Player: "Technically you're paying, pal."

You call over to the hospitality bot.

Player: "Hey! Empty the contents of the welcome bar and your refreshment cart. We'll take all of it with us!"

The Mite howls in rage, and storms away with his entourage.

Erase all docking violations from the ship log. Supplies +2.

Next - go to 209-13

209-13 Is Action 05 locked?

Yes - go to 209-14

No - go to 209-15

209-14 **Player:** "Sena, set a course for Arjun's Belt."

You leave the Ad Ostium spaceport and throttle up for the jump. Patch rolls over and inspects the brain you've collected.

Patch: "MEEP MOOP!"

Player: "What? It's not from a sentient species?"

Patch: "MOOP MOOP!"

Player: "A targasaurus? Well let's hope Blackbeak doesn't know much about brains."

A warning light flashes on the Operations console.

Sena: "Incoming spinliner on an intercept course. It's the Alphamite. Detecting a torpedo launch!"

Player: "Was it something we said?"

Turn to page 27 in the location book. Place Large Blip A (Alphamite) on sector 4. Place Small Blips B and C (Torpedoes) on sectors 3 and 5.

Set Dial A to 9 plus the number of players. Set Dials B and C each to 3.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mind Heist*.

Begin a round in the location book.

209-15 **Player:** "Sena, set a course for Arjun's Belt."

You leave the Ad Ostium spaceport and throttle up for the jump. A warning light flashes on the Operations console.

Sena: "Incoming spinliner on an intercept course. It's the Alphamite. Detecting a torpedo launch!"

Player: "Was it something we said?"

Turn to page 27 in the location book. Place Large Blip A (Alphamite) on sector 4. Place Small Blips B and C (Torpedoes) on sectors 3 and 5.

Set Dial A to 9 plus the number of players. Set Dials B and C each to 3.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mind Heist*.

Begin a round in the location book.

209-16 You arrive back at the docking bay.

Sena: "The docking meter is running. We must be on our way or risk a violation."

Is Action 04 locked?

Yes - go to 209-11

No - go to 209-17

209-17 Is Action 05 locked?

Yes - go to 209-18

No - go to 209-20

209-18 **Player:** "Sena, take us out."

You leave the Ad Ostium spaceport and throttle up for the jump. Patch rolls over and inspects the brain you've collected.

Patch: "MEEP MOOP!"

Player: "What? It's not from a sentient species?"

Patch: "MOOP MOOP!"

Player: "A targasaurus? Well let's hope Blackbeak doesn't know much about brains."

Remove all game pieces from the location book.

Pass the first player token to the left.

Choose 1:

Leave - go to 209-19

Stay to resolve another waypoint ring at this location - go to 325-2

209-19 **Player:** "Sena, set a course for Arjun's Belt."

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

209-20 **Player:** "Sena, take us out."

Remove all game pieces from the location book.

Pass the first player token to the left.

Choose 1:

Leave - go to 209-19

Stay to resolve another waypoint ring at this location - go to 325-2

209-21 You make it back to your hangar, with PA2 Voxel disguised in a hooded cloak. But almost as soon as you board, the wanted bot begins having doubts.

Voxel: "I cannot leave them behind! They need me!"

Player: "You can help them more by getting to safety. Besides, after all we've been through to rescue you, if you don't come with us, we're going to blast your legs and drag you back to Pellucidia for a bounty."

Voxel: "I am beginning to see things your way."

Is Action 06 locked?

Yes - go to 209-22

No - go to 209-29

209-22 You spot a couple of Pellucidia patrol officers questioning a courier across the way, and it inspires you to show caution.

All players must make a **(SNEAK)** group skill check . Goal: 7

Success - go to 209-23

Fail - go to 209-26

209-23 Moving from cover to cover, you cross the open hangar to the Zephyr and scramble up the cargo ramp. Patch and Cook-E approach, fascinated by the new visitor.

Cook-E: "Yer the one all the fuss is about?"

Voxel: "Because I refuse to be programmed, yes."

Cook-E: "Come, matey. I'll fix ye a hot cup o' oil."

Once clear of the starport, you set course for the rendezvous coordinates and meet up with your contact, a Spin Runner crewed entirely by bots. The captain thanks you personally and transfers payment. Voxel looks back at you all and nods politely before leaving.

You have completed Free Bots. Banish its job card.

Profit +3. All players gain Rep +1.

Move the galactic struggle dial one space toward peace.

Next - go to 209-24

209-24 Sena: "Well done, spacers. What next?"

Remove all game pieces from the location book.

Pass the first player token to the left.

Choose 1:

Leave - go to 209-25

Stay to resolve another waypoint ring at this location - go to 325-2

209-25 Player: "Time to move on, Sena."

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

209-26 Officer: "Hey, you there! Stop!"

You break from cover and sprint the rest of the way to the Zephyr. Slag bolts ricochet off the ground as the officers open fire.

Player: "Sena, get those engines hot!"

Threat Ⓢ+1. Each player who failed their portion of the group check gains a Stress card (012).

Next - go to 209-27

209-27 You reach the Zephyr and scramble up the cargo ramp, then risk a hasty lift-off.

Patch and Cook-E approach, fascinated by the new visitor.

Cook-E: "Yer the one all the fuss is about?"

Voxel: "Because I refuse to be programmed, yes."

Cook-E: "Come, matey. I'll fix ye a hot cup o' oil."

Once clear of the starport, you set course for the rendezvous coordinates and meet up with your contact, a Spin Runner crewed entirely by bots. The captain thanks you personally and transfers payment. Voxel looks back at you all and nods politely before leaving.

You have completed Free Bots. Banish its job card.

All players gain Rep ☆+1. Profit ⚡+3.

Check a box in the docking violation section of the ship log.

Move the galactic struggle dial one space toward peace.

Next - go to 209-28

209-28 Sena: "Well done, spacers. What next?"

Player: "It's too hot to go back to Ad Ostium, so let's keep moving."

Pass the first player token to the left.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

209-29 As you near the Zephyr, you freeze as two patrol officers emerge from the Zephyr and begin walking down the cargo ramp. It's impossible to avoid them, so you decide to shoot first, ask questions later.

All players must make an **AIM** group Ⓢ skill check Ⓢ. Goal: 6

Success - go to 209-30

Fail - go to 209-31

209-30 Even though their armor is protective, the cops know they're outgunned and they retreat to the cover of the coin-op vacuums. You scramble up the ramp and into the Zephyr as slag bolts pepper the ship.

Risk Ⓢ+1.

Next - go to 209-27

209-31 Despite being outnumbered and outgunned, the cops are well-trained and their armor is top notch. In the resulting crossfire, Voxel takes a direct hit, and drops to the deck in a shower of sparks! As the cops retreat from the heavy fire, you drag the limp bot up the ramp and make a hasty lift-off while slag bolts pepper the ship.

Threat Ⓢ+1. Check a box in the docking violation section of the ship log.

Next - go to 209-32

209-32 Player: "Patch! We have an emergency! Hurry, he's losing power!"

Patch: "MEEP MOOP!"

Player: "What do you mean you aren't trained to work on bots? Damn it, someone bring tools!"

The first player must choose a player to make the emergency repair.

The chosen player must make a **REPAIR** skill check Ⓢ.

0-4 - go to 209-33

5+ - go to 209-35

209-33 You do your best but it's no use. The bot's systems are fried. You deliver his remains to your contact among the Free Bots. They're disappointed, but promise to use Voxel's death to further his cause.

You have failed to complete Job 070, Free Bots.

Banish job card 070, Free Bots.

Your contacts still offer some compensation: Profit ⚡+1.

Move the galactic struggle dial one space toward war.

Next - go to 209-34

209-34 Sena: "Where to now?"

Player: "Well we need to let the heat die down on Ad Ostium. Let's keep moving."

Remove all game pieces from the location book and close it.

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

209-35 Voxel's eyes flicker on.

Voxel: "Did I make it or am I dead?"

Player: "You made it, and thank the lucky stars because you're our paycheck!"

New catchphrase: Special delivery! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Gain an Inspired card (015).

Next - go to 209-36

209-36 Patch and Cook-E approach, fascinated by the new visitor.

Cook-E: "Yer the one all the fuss is about?"

Voxel: "Because I refuse to be programmed, yes."

Cook-E: "Come, matey. I'll fix ye hot cup o' oil."

Once clear of the starport, you set course for the rendezvous coordinates and meet up with your contact, a Spin Runner crewed entirely by bots. The captain thanks you personally and transfers payment. Voxel looks back at you all and nods politely before leaving.

You have completed Free Bots. Banish its job card.

Profit ⚡+3.

All players gain Rep ☆+1.

Move the galactic struggle dial one space toward peace.

Next - go to 209-28

209-37 Sena: "You guys ready to get out of here before I get a docking violation?"

Player: "Everybody, this is Sena. Sena, everybody."

Cook-E: "Don't ferget us, matey!"

A janky cookbot missing a leg thumps onto the bridge, and behind it follows a tracked medbot.

Cook-E: "Cook-E's the name. I'll be doin' the cookin' fer ye, and I never get no one sick! But if I do, ye got Patch here."

Patch: "MEEP MOOP!"

Cook-E: "He's yer medbot."

Patch: "MOOP MOOP!"

Cook-E: "Aw, don't be gloomy, Patch. These ones might live longer than that!"

Just then, an officer of the Galactic Authority enters the hangar accompanied by a couple of heavily armed galactic enforcers.

Sena: "Spacers, that cop says they have a warrant to search the ship."

Player: "Oh, helix! Ted gave us some sketchy cargo. Listen, if we get arrested, Gigazon will terminate us! Sena, fire up the ship. Everybody else, we have to hold them off!"

Turn to page 13 in the location book.

Set Dials A, B, and C (Cops) each to 2 plus the number of players.

Begin a round in the location book.

209-38 Sena: "Docking meter's running."

Player: "Okay, Sena, get us out of here."

Remove all game pieces from the location book and close it.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

210

Choose your current context:

Cave of Worms - go to 210-1

Krunk Patrol A - go to 210-2

Special Delivery - go to 210-3

Mind Heist - go to 210-4

Ostium Syndicate - go to 210-5

Krunk Strike - go to 210-6

Meet Cheppa Nok - go to 210-7

The Resonant Web - go to 210-8

Gateway to Doom - go to 210-9

Eminent Domain - go to 210-12

Amoebadon Attack - go to 210-13

Takeover - go to 210-14

Adjudicator Checkpoint - go to 210-15

Narrasa Gunship - go to 210-16

Narrasa Fighters - go to 210-19

Void Syndicate - go to 210-22

Ba'z Gang Attack - go to 210-25

Viral Annihilation - go to 210-28

Real Pirating - go to 210-29

Marauding Krunk B - go to 210-30

Crimson Tuesday - go to 210-31

Blast That Krunk - go to 210-32

Anomaly 1 Armada - go to 210-33

Marauding Krunk C - go to 210-35

Hunt the Amoebadon - go to 210-36

None/Other - go to 210-37

210-1 You outmaneuver Grift, bringing the Zephyr around behind the Banshee.

New catchphrase: Sweet sassy molasses! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1.

You may freely place any enemy blips in play on the sectors of your choice.

210-2 You bring the Zephyr around and dart right between the Krunk. As they scramble to fire at you, they end up blasting each other instead!

Rep +1.

Lower all enemy dials by 1.

You may freely place any enemy blips in play on the sectors of your choice.

210-3 Player: "I'm going to angle for a shot at their thrusters! That should keep 'em off our back!"

The engines whine as you push them, but the ship holds, and you're now right behind the Interceptor!

You deftly steer the Zephyr into position.

New catchphrase: Sweet, sweet dopamine! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

All players at Action 04 gain Perk Token +1.

You may move Large Blip B to any sector. If Small Blip A is still in play, it remains on top of Large Blip B.

210-4 Sena: "The Alphamite is attempting to outmaneuver us!"

Player: "Not on my watch, Sena!"

The ship spins, then enters a high-G turn, bringing it in behind the Alphamite where the big luxury vessel is most vulnerable.

Gain an Inspired card (015).

You may freely place any enemy blips in play on the sectors of your choice.

210-5 Sena: "The Syndicate ship is attempting to outmaneuver us!"

Player: "Thanks for the heads up, Sena!"

The ship spins, then enters a high-G turn, bringing it in behind the sleek Syndicate ship where it's most vulnerable.

Gain an Inspired card (015).

You may freely place any enemy blips in play on the sectors of your choice.

210-6 You laugh maniacally as you swing the ship about, gunning it forward, before swinging it about again in a trajectory your enemies can't anticipate. You grin as your opponents suddenly find themselves right where you want them.

New catchphrase: Tastes like success! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1.

You may freely place any enemy blips in play in the sectors of your choice.

210-7 You dodge the chomping teeth of the frenzied torbats, and bring the Zephyr's best guns to bear.

New catchphrase: Thank my lucky third nipple! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1.

You may freely place any enemy blips in play on the sectors of your choice.

210-8 The Necryptid vessel attempts to get above the Zephyr, but knowing your resident Nexu is up there jamming the rift with the strange Resonant Web, you refuse to let them outmaneuver you!

Rep +1. The Nexu player gains Perk Token +1.

You may freely place any enemy blips in play on the sectors of your choice.

210-9 Are you under the mind control spell (lock token)?

Yes - go to 210-10

No - go to 210-11

210-10 Player: "They're trying to get away! Sena, can you open a channel? Let 'em know we are right behind them and would like to order a dozen curried nubbitts."

Sena: "That's not a Nubbitts Hut. That's a Necryptid vessel, and it's pulling us toward oblivion!"

Player: "I want to talk to the manager!"

Sena: "Someone get this fool off the bridge!"

Move Large Blip A 2 sectors toward sector 1.

210-11 Player: "I'm turning this thing around!"

The engines whine as you hit the maneuvering thrusters and spin the ship

around so the evil ship is now behind you, pulling! Then you hit full thrust and pray it's enough.

Player: "C'mon, girl!"

Move Large Blip A to sector 4. Gain an Inspired card (015).

210-12 *You outmaneuver the Matilda, bringing the Zephyr around behind the slow industrial ship.*

New catchphrase: "That's-a spicy meatball!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-13 *The amorphous creature changes its shape at will, but you skillfully maneuver the Zephyr, not only protecting it, but also giving Professor Zafor a decent sample.*

Rep ☆+1. You may freely place blip A on the numbered sector of your choice. Move all small blips 2 sectors in a single direction toward large blip A.

210-14 *You smile as you hear the beeps of targeting programs acquiring their targets thanks to your agile maneuvers. It's like music to your ears.*

New catchphrase: "This is so me!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-15 *The Adjudicators are reeling the Zephyr in with their magnabeams, but you're not going to let that happen. You hit the retrothrusters so hard it feels like your eyeballs are popping out. The adjudicators lurch past you, and now they're in front!*

New catchphrase: "Time for a potty break!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lock Action 01. Place all enemy blips on sector 1.

210-16 Do you have a catchphrase?

Yes - go to 210-17

No - go to 210-18

210-17 *You laugh maniacally as you swing the ship about, gunning it forward, before swinging it about again in a trajectory your enemies can't anticipate. You grin as your opponents find themselves right where you want them.*

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-18 *You laugh maniacally as you swing the ship about, gunning it forward, before swinging it about again in a trajectory your enemies can't anticipate. You grin as your opponents find themselves right where you want them.*

New catchphrase: To ignominy and beyond! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-19 Do you have a catchphrase?

Yes - go to 210-20

No - go to 210-21

210-20 *You laugh maniacally as you swing the ship about, gunning it forward, before swinging it about again in a trajectory your enemies can't anticipate. You grin as your opponents find themselves right where you want them.*

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-21 *You laugh maniacally as you swing the ship about, gunning it forward, before swinging it about again in a trajectory your enemies can't anticipate.*

You grin as your opponents find themselves right where you want them.

New catchphrase: Today is a good day to cry! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-22 Do you have a catchphrase?

Yes - go to 210-23

No - go to 210-24

210-23 *You laugh maniacally as you swing the ship about, gunning it forward, before swinging it about again in a trajectory your enemies can't anticipate. You grin as your opponents find themselves right where you want them.*

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-24 *You laugh maniacally as you swing the ship about, gunning it forward, before swinging it about again in a trajectory your enemies can't anticipate. You grin as your opponents find themselves right where you want them.*

New catchphrase: Uneasy lies the head that wears the crown! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-25 Do you have a catchphrase?

Yes - go to 210-26

No - go to 210-27

210-26 *Ba'z is unprepared for your high-G maneuver, putting you right behind him.*

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-27 *Ba'z is unprepared for your high-G maneuver, putting you right behind him.*

New catchphrase: Well beat my butt and call me Blue! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-28 *You play a dangerous game of clucken with the Krunk assault ship, and wait until the last moment, then swerve and spin to avoid yet another ramming attempt.*

New catchphrase: Whoop-aholic! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice. If Small Blip B is still in play, it must remain on top of Large Blip A.

210-29 **Player:** "Watch this!"

Sena: "I hope you know what you're doing, spacer!"

With the Galactic Authority right on your tail, you loop around and head straight for the plasma snare! Then, at the last millisecond, you dive!

Sena: "They're stuck in their own net! Very clever!"

Rep ☆+1.

Place Large Blips A and B on Small Blip C's sector. Then, remove Small Blip C from play.

210-30 *You spin the Zephyr around in a high-G turn that darn near peels everyone's faces off. But your gambit works and the Krunk ships damage themselves trying to keep up.*

Rep ☆+1. Lower all enemy dials by 1.

You may freely place any enemy blips in play on the sectors of your choice.

210-31 *Player: "Watch this! I'm gonna keep those buzzards off that Crimson Circle ship."*

You deftly swing the ship around, forcing the pirates to focus on you.

New catchphrase: Winning looks good on me! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-32 *You dive and juke, never letting the enemy get a shot at the Zephyr's vulnerable sectors.*

New catchphrase: Woo-ha! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-33 Do you have a catchphrase?

Yes - go to 210-34

No - go to 210-6

210-34 *You laugh maniacally as you swing the ship about, gunning it forward, before swinging it about again in a trajectory your enemies can't anticipate. You grin as your opponents find themselves right where you want them.*

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

210-35 *You jam on the maneuvering thrusters, sending the Zephyr into a tumble, and then at the precise moment, with the rift at your back, you engage thrusters.*

Player: "Not getting sucked into a rift today!"

Rep ☆+1. Lower all enemy dials by 1.

You may freely place any enemy blips in play on the sectors of your choice. Then, move Large Blip B to sector 4.

210-36 *The amorphous creature changes its shape at will, but you deftly maneuver the Zephyr to avoid its caustic trails.*

Rep ☆+1.

Move Large Blip A to any sector. Then, one at a time, move each other enemy blip to a sector adjacent to either Large Blip A or any other 2 enemy blips.

210-37 *You deftly pilot the ship around, avoiding enemy beams that streak past harmlessly, and bring the Zephyr's best guns to bear.*

New catchphrase: "You want fries with that?" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1.

You may freely place any enemy blips in play on the sectors of your choice.

211

Choose your current context:

- Cave of Worms - go to 211-1
- Take Finch Home - go to 211-5
- Trinards' Call - go to 211-12
- Krunk Patrol A - go to 211-16
- Special Delivery - go to 211-20
- Mind Heist - go to 211-27
- Ostium Syndicate - go to 211-31
- Krunk Strike - go to 211-35
- Meet Cheppa Nok - go to 211-41
- The Resonant Web - go to 211-47
- Gateway to Doom - go to 211-53
- Eminent Domain - go to 211-59

- Amoebadon Attack - go to 211-67
- Takeover - go to 211-73
- Gunrunning B - go to 211-77
- Adjudicator Checkpoint - go to 211-85
- Narrasa Gunship - go to 211-89
- Narrasa Fighters - go to 211-96
- Void Syndicate - go to 211-103
- Ba'z Gang Attack - go to 211-109
- Viral Annihilation - go to 211-113
- Real Pirating - go to 211-120
- Marauding Krunk B - go to 211-128
- Crimson Tuesday - go to 211-132
- Blast That Krunk - go to 211-141
- Anomaly 1 Armada - go to 211-145
- Marauding Krunk C - go to 211-155
- Hunt the Amoebadon - go to 211-161
- None/Other - go to 211-170

211-1 *You open a channel to the Banshee.*

Player: "Hey, Dweezle! Lemme tell you what we're gonna do to you!"

Perk Token 🎲+1. Make a **SWAGGER** skill check 🎲 🎲.

0-5 - go to 211-2

6-8 - go to 211-3

9+ - go to 211-4

211-2 *Dweezle Grift: "Ha ha! Cute stuff, Zephyr. But I'm going to cripple your engines, then I'm boarding that worthless rust-bucket, and I'm going to take what I want!"*

Sena: "He launched a torpedo!"

Place Small Blip C (Torpedo) on a sector adjacent to Large Blip B.

Set Dial C to 3. Lock Action 02.

211-3 *Dweezle hesitates.*

Dweezle Grift: "Who would say something like that? Who even thinks that way?"

It buys you enough time to gain a target lock.

Improve 🎲+1. Lock Action 02.

All players at Action 04 gain Perk Token 🎲+1.

211-4 *Player: "The Banshee's breaking off the attack!"*

Everyone cheers, but your enthusiasm is quickly dampened when Dweezle decides to unload the rest of his torpedoes as a parting shot.

Rep ☆+1. Lock Action 02.

Place Small Blips C and D (Torpedoes) on two sectors of your choice.

Set Dials C and D to 3. Lower Dials A and B to 0.

211-5 Is Dial A higher than 0?

Yes - go to 211-6

No - go to 211-10

211-6 *You attempt to rewire an old probe in hopes of launching it as a decoy for the torpedoes.*

Perk Token 🎲+1. Make a **TECHNICAL** skill check 🎲.

0-4 - go to 211-7

5 - go to 211-8

6+ - go to 211-9

211-7 *You launch the probe and watch as the pirate corvette quickly blasts it into dust.*

Threat 🎲+1.

211-8 You fire the probe then watch the results.

Sena: "Torpedo changing trajectory. It's off course!"

Player: "I knew I was a genius."

Gain an Inspired card (015). Lock Action 02.

211-9 The torpedoes go after the poor probe, blasting it to bits!

Player: "Heck yeah!"

Rep ☆+1. Lower the dials for all small blips to 0.

211-10 Are any small blips still in play?

Yes - go to 211-6

No - go to 211-11

211-11 Perk Token ☹+1. Move to Action 05.

211-12 You attempt to intimidate the Ba'z gang with some threats and boasts.

Make a **(SWAGGER)** skill check 🎲 🌟.

0-5 - go to 211-13

6-7 - go to 211-14

8+ - go to 211-15

211-13 **Player:** "You can't win, Ba'z! The Vorbs is with us."

Ba'z: "What's a Vorbs?"

Player: "It's a mystical field that surrounds all living things."

Ba'z: "Well, you're not gonna be living much longer."

The console lights up indicating a missile lock.

Place Small Blip E (Torpedo) on a sector matching the number of a station you control. Set Dial E to 1.

211-14 **Player:** "Check this out, I'm going to mimic a torpedo lock and scare the crap out of 'em."

You chuckle, typing the last in a string of rapid commands.

The Ba'z Gang ships turn to evade the phantom torpedos, then they realize they've been had. The distraction gives you some time.

Flip an enemy blip to its red side.

Return 1 damage token from any ship station board to the bag.

211-15 **Player:** "To be fair, we have to inform you that you're outgunned and outmatched, not to mention our reinforcements."

Ba'z: "Reinforcements?"

Player: "Yeah, we got some friends in the Dragonwing. Put in a call for backup. They love a good fight!"

The threat seems to have the intended effect.

Choose the enemy blip with the lowest dial. Lower that dial to 0. Lock Action 2.

211-16 **Player:** "Maybe we can use the temporal distortion to our advantage."

Sena: "I worry when you start hatching schemes in the middle of a fight."

Player: "I can't help it! It's who I am."

Perk Token ☹+1. Make a **(TECHNICAL)** skill check 🌐.

0-4 - go to 211-17

5 - go to 211-18

6+ - go to 211-19

211-17 **Player:** "I'm going to create a phantom signal to fool the old Krunk scanners. Just need a few more calculations and..."

You're greeted by a variety of shrill alarms!

Sena: "They have acquired a target lock on us."

Player: "No, that's on our ghost image I projected!"

Sena: "You projected it right on us!"

Player: "Oh."

The ship is rocked by an unusually accurate barrage.

Hull ☹-1.

211-18 **Player:** "I'm going to create a phantom signal to fool the old Krunk scanners. Just need a few more calculations aaaaand..."

Sena: "One of the Krunk fighters is changing course. I can't believe your crazy scheme worked!"

Player: "It's just temporary."

Rep ☆+1. Shield ☹+1. Lock Action 02.

211-19 **Player:** "I'm going to create a phantom signal to fool the old Krunk scanners. Just need a few more calculations, and..."

Sena: "One of the Krunk fighters is changing course. I can't believe your ridiculous scheme worked!"

Player: "It's chasing the ghost signal, so I'm just gonna make that signal move far, far away from here."

Rep ☆+1. Lock Action 02.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

211-20 You're convinced you can outrun the Interceptor if you just have the right kind of edge.

Choose 1:

Pretend to surrender - go to 211-21

Calibrate the Zephyr's shield frequency - go to 211-24

211-21 **Sena:** They're hailing us."

Player: "I'll take it, Sena."

Make a **(COMMUNICATE)** skill check 🌐 🌐.

0-5 - go to 211-22

6+ - go to 211-23

211-22 **Player:** "Hey, officer, what seems to be the problem?"

You try your best to act nonchalant.

Officer: "Power down and prepare to be boarded!"

Player: "You got it, boss!"

You signal your crew mates to slow down. The Zephyr slows down allowing the interceptor to close on you.

Sena: "I detect a power surge."

Player: "It's their magnabeam. It'll drain juice from their reactor but we won't be here when it fires. Okay... ready... now! Punch it!"

But the interceptor doesn't fire a magnabeam, and instead hit you with a surge tag. Lights on the bridge flicker and the engine briefly sputters.

Player: "Well, nuts."

Life Support ☹-1. Draw a token from the bag and apply its effect to you or a station you control. If you draw a shield token ☹ return it, then draw again until you draw a non-shield token.

211-23 **Player:** "Hey, officer, what seems to be the problem?"

You try your best to act nonchalant.

Officer: "Power down and prepare to be boarded!"

Player: "You got it, boss!"

You signal your crew mates to slow down. The Zephyr slows down allowing the Interceptor to close on you.

Sena: "I detect a power surge."

Player: "It's their magnabeam. It'll drain juice from their reactor but we won't be here when it fires. Okay... ready... now! Punch it!"

At your signal, the ship lurches forward with the thrust, and the magnabeam's shot goes well wide of its mark!

Rep ☆+1. Lock Action 02.

Place 2 perk tokens ☹ next to the Round End code on page 27. At the end of the round, any player making a skill check to outrun the Interceptor can use these tokens for that check.

211 - CONTINUED

211-24 *Player: "I'm gonna show you guys a little trick I learned from a Yammian mechanic back on Niven."*

Make a **TECHNICAL** skill check .

0-5 - go to 211-25

6+ - go to 211-26

211-25 *You attempt to calibrate the shields to resonate with common Galactic Authority weapon signatures, but you must have screwed something up because now your shields are dissipating!*

Sena: "So the trick you learned is how to sabotage yourself?"

Draw 5 tokens from the bag. Return any standard shield tokens drawn to the supply, then return the rest to the bag without applying their effects.

211-26 *Sena: "What's that annoying sound?"*

Player: "I've calibrated the shields to resonate with the Interceptor's standard weaponry! That sound is just a temporary side effect. I hope."

Rep +1. Shield +1.

211-27 *Sena: "The Alphamite is hailing us!"*

Player: "Put 'em on holo."

The holofeed flickers on and you see the little face of the pilot.

Alphamite: "The best part about being rich is the toys! My ship is faster, I have gadgets you wouldn't believe, and I've got an endless supply of expensive torpedoes!"

Make a **SWAGGER** skill check .

0-6 - go to 211-28

7 - go to 211-29

8+ - go to 211-30

211-28 *Player: "Buddy, you really have to get over your anger issues!"*

Alphamite: "Maybe I'll get some therapy right after I blow your ugly ship to pieces!"

He gives you a knowing smirk and the holofeed winks out. You notice the security console shows the shields flashing yellow!

Player: "They've done something to our shields!"

Draw 5 tokens from the bag. Return any standard shield tokens drawn to the supply, then return the rest to the bag without applying their effects.

Risk +2.

211-29 *You attempt to stall long enough for the others to zero in on the Alphamite.*

Player: "Can you actually pilot that ship, or do you have one of your taller lackeys do that for you?"

Alphamite: "Of course I can pilot! I had this thing customized with a captain's chair just my size, which is actually tall for my species!"

A fellow crew mate signals thumbs up, so you cut the holofeed and open fire.

Rep +1. Shield +1. All players at Action 04 gain Perk Token +1.

211-30 *You attempt to stall long enough for the others to raise shields and zero in on the Alphamite.*

Player: "Listen, buddy, why don't we make a deal? You pay us a reasonable amount, and we don't blow up that junker you're piloting!"

Alphamite: "Junker? This is a spinliner! Largest in its class and equipped with features you miserable losers will never know about!"

Player: "I get it. You can't afford to pay us off. There's no shame in that."

Alphamite: "I could buy your whole ship with the change in my pocket!"

Player: "Nah, you wouldn't be able to pilot it. This baby was made back when people had to actually know things to be effective. You wouldn't survive without all that computer automation you rely on."

The Mite's face drains of color and he begins to shout something at you. But

then you hear the sound of one of the Zephyr's cannons firing an overcharged shot, and the holofeed flickers out as the Alphamite takes a hit to one of its engines.

Rep +1. Shield +2. Lower Dial A by 3. Lock Action 02.

211-31 *Sena: "The Syndicate ship is hailing us!"*

Player: "Put 'em on holo."

The holofeed flickers on and you see the masked face of the Void captain.

Void Captain: "You cannot escape justice. Give us the brain and we will spare your lives."

Make a **SWAGGER** skill check .

0-6 - go to 211-32

7 - go to 211-33

8+ - go to 211-34

211-32 *Player: "How about you buy it from us, saady, for three?"*

Void Captain: "You must be an idiot!"

The holofeed winks out, and you notice the security console shows the shields flashing yellow!

Player: "They were distracting us! They must have somehow done something to our shields!"

Draw 5 tokens from the bag. Return any standard shield tokens drawn to the supply, then return the rest to the bag without applying their effects.

Risk +2.

211-33 *You attempt to stall long enough for the others to zero in on the Syndicate ship.*

Player: "Spare our lives? You'd throw us in the Slime Pits of Gathar! Call off your attack before we show you how badly you've underestimated our old ship!"

Void Captain: "Our estimates are precise. I'm pretty confident you're paying way more for that ship than its current trade-in value."

Player: "Are we still talking about fighting?"

Void Captain: "We drifted off topic a bit, but my point still stands."

A fellow crew mate signals thumbs up, so you cut the holofeed and open fire.

Rep +1. Shield +1. All players at Action 04 gain Perk Token +1.

211-34 *You attempt to stall long enough for the others to raise shields and zero in on the Syndicate ship.*

Player: "Listen! If you're going to blow us up, you better hurry. We work for Captain Blackbeak Muldoon of the Scourge Pirates. He's currently on his way to our location in his big frigate. You won't want to be here when he arrives."

Void Captain: "That brain shouldn't be in the possession of pirates! It's the brain of Krill Bates!"

Player: "Makes no difference to us. We're in it for the money!"

You hear the sound of one of the Zephyr's cannons firing an overcharged shot. The holofeed flickers out as the Syndicate ship is hit in one of its engines.

Rep +1. Shield +2. Lower Dial A by 3. Lock Action 02.

211-35 Is Dial A higher than 0?

Yes - go to 211-36

No - go to 211-40

211-36 *The Krunk don't bother with advanced piloting techniques, relying instead on their hardy shields to protect them. So you attempt to bypass them altogether.*

Perk Token +1. Make a **TECHNICAL** skill check .

0-4 - go to 211-37

5 - go to 211-38

6+ - go to 211-39

211-37 *Sena: "What, are you trying to kill us?"*

Player: "I'm trying to bypass their shields, Sena!"

Sena: "Not working!"

Increase Dial A by 2. Lock Action 02.

211-38 *Player: "This just might work!"*

Sena: "It just might did!"

Gain an Inspired card (015).

Flip Small Blip A to its red side. If it's already red, each player at Action 04 gains Perk Token +1.

211-39 *Player: "Holy cow, I did it!"*

Sena: "You sound surprised, spacer."

Player: "I did not expect to do it so well! Their shields are useless to them now!"

Set Dial A to 0. Lock Action 02.

211-40 *Your mind works furiously to come up with something.*

Player: "Yeah, I got nothing."

Move to Action 03, 04, or 05.

211-41 Are any enemy blips on the central Zephyr sector?

Yes - go to 211-42

No - go to 211-46

211-42 *Player: "I'm going to try to recalibrate the shields to get that torbat off our backs."*

Make a **TECHNICAL** skill check  .

0-5 - go to 211-43

6-7 - go to 211-44

8+ - go to 211-45

211-43 *Lights flicker and there is a whining sound as the reactor responds to the power drain.*

Life Support -1. Shield +2.

211-44 *Player: "Ah ha! How you like the taste of our ship now?"*

Perk Token +1.

Draw 5 tokens from the bag. For each shield token  drawn, lower the dial of an enemy blip on the central Zephyr sector by 2 and move that blip to any numbered sector, then return any standard shield tokens  drawn to the supply. Return all other tokens drawn to the bag without applying their effects. If no shield tokens  were drawn, Shield +2.

211-45 *Player: "Woohoo! Looks like we soured the Zephyr's taste just a bit!"*
Rep +1.

Draw 5 tokens from the bag. For each shield token  drawn, lower the dial of an enemy blip on the central Zephyr sector by 4 and move that blip to any numbered sector, then return any standard shield tokens  drawn to the supply. Return all other tokens drawn to the bag without applying their effects. If no shield tokens  were drawn, Shield +2.

211-46 Move to Action 03, 04, or 05.

211-47 *The enemy ship passes close, strafing the top of the Zephyr in an attempt to interrupt the Starsong!*

Make an **AGILITY** skill check  .

0-5 - go to 211-48

6-7 - go to 211-51

8+ - go to 211-52

211-48 *You lose your footing and are flung into space until you reach the end of your tether and are sprung back. You slide down the Zephyr's fuselage until your feet find purchase on one of the starboard cannons. Through all this, you*

manage to continue the song, with a few warbles here and there.

Risk +1.

Roll the chance die twice and lower Dial B by the total result.

Is Dial B at 0?

Yes - go to 211-49

No - go to 211-50

211-49 *The resonance from the Starsong severs the Riftwind, cutting off the enemy ship from its source and making it vulnerable. Always looming, the rift itself is narrowing, shrinking.*

Lock Action 02.

211-50 *You feel the Riftwind thread that connects the enemy ship to its host begin to weaken. Always looming, the rift itself is narrowing, shrinking, and so you continue to strum the Resonant Web.*

Leave your standee at Action 02.

211-51 *You duck under the near collision, just managing to keep the song going with minimal warbling. After it passes, you crouch low and continue strumming like your life depends on it, which, you know, it most likely does.*

Risk +1. Lower Dial B by 5.

Is Dial B at 0?

Yes - go to 211-49

No - go to 211-50

211-52 *You stand tall atop the Zephyr and strum the Resonant Web with all the bravado of a concert musician shredding a brutal guitar solo. All around you, the emerging stars pulse in time with your performance and you realize a burning truth about your own fate. The resonance from the Starsong severs the Riftwind, cutting off the enemy ship from its source and making it vulnerable. Gain the nickname 'Shredder'. Gain an Inspired card (015).*

Lower Dial B to 0. Lock Action 02.

211-53 Are you under the mind control spell (lock token)?

Yes - go to 211-54

No - go to 211-58

211-54 *Player: "I'm letting them in!"*

You make your way to the airlock and begin the process of opening it wide open, but your noble efforts are interrupted by a crew mate, clearly out of their mind! They attack you viciously for no reason whatsoever!

Choose another player. Both you and the chosen player must make a **STRENGTH** skill check  . Other players may stress out to help the chosen player.

Is your total higher than the chosen player's?

Yes - go to 211-55

No - go to 211-57

211-55 *Sena: "Warning, violation of air lock protocol! Warning!"*

Player: "I'm just opening it a crack!"

Before the others can prevent it, you initiate the airlock. What follows is pandemonium, as the air inside is sucked forcefully out and anything that's not tied down is dragged toward the vacuum of space!

A fellow crew mate calls out for Sena to override the airlock controls.

Sena: "System override initiated!"

The airlock shuts, and everything returns to normal, though you may detect some grumbling from the others.

Threat +1. Life support -2. Gain a Stress card (012). Move to Action 05. Remove the lock token from your character sheet. You are no longer under the spell.

Next - go to 211-56

211 - CONTINUED

211-56 Each player on the central Zephyr sector on page 26 may choose a small enemy blip and lower its dial to 0.

Choose 1:

- Perk Token +1.
- Gain 1 science project .
- Improve +1.

Each player on the central Zephyr sector may choose to either leave their standee there, or remove it.

211-57 *Sena: "Warning, violation of air lock protocol! Warning!"*

Player: "I'm just opening it a crack!"

Your crew mate slaps you hard! You immediately snap out of the spell, though they still slap you six or seven times more. Your face stings, but it's your ego that really hurts.

Gain a Stress card (012). Move to Action 05.

Remove the lock token from your character sheet. You are no longer under the spell.

Next - go to 211-56

211-58 *You quickly prepare for a spacewalk, and head out the airlock into the starless void. Making your way up the fuselage, you spot the tethers attached to the Zephyr's hull by wide flaps.*

You may move your standee to the central Zephyr sector on page 26.

Each player on the central Zephyr sector may gain up to 2 risk . For each risk gained, flip a small enemy blip to its red side.

Choose 1:

- Perk Token +1.
- Gain 1 science project .
- Improve +1.

Each player on the central Zephyr sector may choose to either leave their standee there, or remove it.

211-59 Is Small Blip C on the central Zephyr sector?

Yes - go to 211-60

No - go to 211-63

211-60 *That drill-kill drone is going to tear the hull apart, and it's up to you to prevent it! You head to the airlock to prepare.*

As you clank down the outside of the Zephyr in your magnetic boots, you see the drill-kill drone with its four leg-like extensions attached to the ship. It's setting up to bore through the hull! You rush at it as best you can, but it sees you and crouches defensively.

Make a **FIGHT** skill check .

0-5 - go to 211-61

6+ - go to 211-62

211-61 *The drill-kill drone has built-in defense routines that surprise you with their predictive accuracy. You're easily repelled and sent spinning into the void, quickly reaching the end of your tether. The others reel you in and ask for an update.*

Player: "That thing is still out there prepping to drill!"

As if on cue, the ship is filled with the vibration and the noise of a drill boring into the hull!

Threat +1. Gain a Stress card (012).

211-62 *After a couple of failed blows, you realize the drone is too heavily armored, so you lash out at its legs, lopping off two of them, before kicking the drone spinning back into the void.*

New catchphrase: Ain't no party like a West Coast party, 'cause a West Coast party don't stop! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower Dial C by 3.

Then, if Small Blip C is still in play, move it to a sector of your choice.

211-63 *You open a channel to the Matilda. The Igno Captain appears on the bridge holofeed.*

Igno: "What is it now? You want to surrender?"

Make a **SWAGGER** skill check .

0-6 - go to 211-64

7-8 - go to 211-65

9+ - go to 211-66

211-64 *Player: "Listen, my friend. We are not going to let you re-open that wormhole! It took way too much effort to close it the first time!"*

Igno: "You're supposed to be pirates. Why are you so obsessed with this stupid wormhole?"

Player: "That wormhole leads to another universe! You don't know what's on the other side. We do! This is a matter of life or death here!"

Igno: "So you're not even pirates? Let me know how you cosplayers like this Undo-Ray Pro, compliments of Gigazon!"

A wide beam projects from the Matilda, enveloping the Zephyr in its blue glow and causing the ship to convulse from its effects.

Threat +1. Life Support -2.

211-65 *Player: "Listen, my friend. We are not going to let you re-open that wormhole! It took way too much effort to close it the first time!"*

Igno: "You're supposed to be pirates. Why are you so obsessed with this stupid wormhole?"

Player: "That wormhole leads to another universe! You don't know what's on the other side. We do! This is a matter of life or death here!"

Igno: "So you're not even pirates?"

You use this moment to signal to fire a shot, catching the Igno captain off guard. They cast an angry look at you, then the holo flickers off.

If Blip A is still in play, lower Dial A by 3. Otherwise, lower Dial B by 3.

Lock Action 02.

211-66 *Player: "Listen, my friend. We are not going to let you re-open that wormhole! It took way too much effort to close it the first time!"*

Igno: "You're supposed to be pirates. Why are you so obsessed with this stupid wormhole?"

Player: "That wormhole leads to another universe! You don't know what's on the other side. We do! This is a matter of life or death here!"

Igno: "So you're not even pirates?"

Player: "We're just reasonably attractive beings like you."

You convince the captain of the Matilda to give up, but he demands 1 profit \$ in exchange for a brand new beacon, which you attach the pirate signal to!

You have completed Eminent Domain. Banish its job card.

Return special device card 062, Pirate Signal, to the Ship Weapons & Devices section of the card catalog.

All players gain Rep +1.

Each player may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

211-67 *You attempt to collect an Amoebadon sample using the magnabeam.*

Is the special devices stack undamaged, and is there a small blip alone in the Magnabeam's firing arc?

Yes - go to 211-68

No - go to 211-72

211-68 You climb into the swivel chair of the magnabeam and grab the control grips. The professor's voice comes over the comms.

Zafor: "Look for a glob of Amoebadon matter that's been detached from the rest."

Player: "Got it! Powering up!"

Target a small blip that's alone and in the Magnabeam's firing arc.

Spend 2 power . If you do not have 2 power , you may spend any combination of life support and supplies to make up the difference.

Then, make a **TECHNICAL** skill check .

0-4 - go to 211-69

5-6 - go to 211-70

7+ - go to 211-71

211-69 You line up a glob of Amoebadon in your sights, but its formless nature makes it impossible for you to corral.

Player: "I'm losing it!"

Your spirits sink as the blob breaks up into a bunch of smaller blobs.

Gain a Stress card (012).

Move the target blip 1 sector toward the closest sector with another small blip, if able.

211-70 You adjust the beam dispersion on the magnabeam dashboard to widen the beam, and it seems to work more effectively, but when you gather the blob and try to place it in the cargo hold, you find actually getting it in the containment cube is tricky at best.

Draw a token from the bag and apply its effect to Engineering.

Place the target blip in the ship hold.

Improve +1.

211-71 You adjust the beam dispersion on the magnabeam dashboard to widen the beam, and you feel pretty good about yourself before gathering the blob and placing it in the cargo hold like a pro.

Place the target blip in the ship hold.

Rep +1. Perk Token +1.

211-72 You cannot use the Magnabeam at this time.

Choose 1:

- Power +2.
- Move to action 03, 04 or 05.

211-73 You hail a Forex ship.

Forex Thug: "We are Forex."

Player: "Love that for you! Listen, I'm about ready to launch a salvo of hullbores on you, and I'm required to give you a heads up."

Forex Thug: "Um, what are hullbores?"

Player: "Well, that's why I'm giving you a heads up. See, a hullbore punches a tiny hole in your ship, but once inside, it goes nuts, liquefying the pilot and crew. It's pretty gruesome and the treaty of 10-452 requires I notify you before use."

Make a **SWAGGER** skill check . Add 2 to your result if any of Dials A, B, or C are at 0.

0-5 - go to 211-74

6-7 - go to 211-75

8+ - go to 211-76

211-74 **Forex Thug:** "Notify this before use!"

And you gasp at the extremely rude gesture. Yeah, you know the one.

Risk +1.

211-75 **Forex Thug:** "Wait, can we talk about this?"

Player: "Nope!"

You cut the comms and wait to see how they respond.

Improve +1. Lock Action 02.

If all enemy blips are red, choose the enemy blip with the lowest dial and lower that dial to 0. Otherwise, flip an enemy blip to its red side.

211-76 **Forex Thug:** "No need to liquefy anybody! We'll withdraw."

Improve +1. Lock Action 02.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

211-77 You attempt to contact the enemy gunship.

Choose 1:

Intimidate - go to 211-78

Negotiate - go to 211-82

211-78 You hail your foe, and put some gravel in your voice.

Perk Token +1. Make a **SWAGGER** skill check .

0-6 - go to 211-79

7 - go to 211-80

8+ - go to 211-81

211-79 The Forex gunship responds with laser fire!

Threat +1. Lock Action 02.

211-80 **Forex Thug:** "Wait, what? Why would you even say that to us?"

The enemy hesitates, giving you an opportunity.

Improve +1. Lock Action 02.

If all enemy blips are red, choose the enemy blip with the lowest dial and lower that dial to 0. Otherwise, flip an enemy blip to its red side.

211-81 You must have hit a nerve as one of the Forex pilots appears disgruntled.

Forex Thug: "They don't pay me enough for this abuse!"

You watch as they turn and jump to light speed.

Improve +1. Lock Action 02.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

211-82 You hail the gunship, and try to sound reasonable.

Perk Token +1. Make a **COMMUNICATE** skill check .

0-5 - go to 211-79

6-7 - go to 211-83

8+ - go to 211-84

211-83 You're able to work out a risky side deal with a disgruntled Forex pilot.

Risk +1. Lock Action 02.

You may spend 2 supplies to choose the enemy blip with the lowest dial and lower that dial to 0.

Move the enemy blip with the highest dial 2 sectors toward sector 4.

211-84 You easily pay off one of the Forex in a sneaky side deal.

Improve +1. Lock Action 02.

You may spend 2 supplies to choose the enemy blip with the lowest dial and lower that dial to 0.

211-85 **Player:** "Maybe we can talk our way out of this? They're probably super-reasonable folks."

Perk Token +1. Make a **COMMUNICATE** skill check .

0-4 - go to 211-86

5 - go to 211-87

6+ - go to 211-88

211 - CONTINUED

211-86 You open a channel to the adjudicators.

Player: "Officers, this is an emergency!"

Officer: "It's going to be a medical emergency, Zephyr, if you don't power down and prepare to be boarded!"

Threat +1.

211-87 You open a channel to the adjudicators.

Player: "Officers, this is an emergency! We have a pregnant Tandorian on board that's about to give birth! We need to get them to a doctor, stat!"

Officer: "Don't you have a med bot on board?"

Player: "Yes, but it lost its arms in a tragic circumcision accident."

Patch: "MEEP MOOP!"

Officer: "You're in luck! I'm actually a trained midwife. I delivered all my own children using the zero-G method, and I highly recommend it. Prepare to be boarded. I'll grab some gloves, oh, and hot water!"

Sena sounds floored.

Sena: "They're lowering the magnabeams?"

Risk +1. Lock Action 02.

211-88 You open a channel to the adjudicators.

Player: "Officers, this is an emergency! We have a pregnant Tandorian on board that's about to give birth! We need to get them to a doctor, stat!"

Officer: "Don't you have a med bot on board?"

Player: "Yes, but it lost its arms in a tragic colonoscopy accident."

Patch: "MEEP MOOP!"

Officer: "Okay, follow us! We'll get you to the nearest medical facility. Hey, just remember to name the kid after me!"

Everyone exchanges awkward laughter over the comms. Sena seems floored.

Sena: "They're lowering the magnabeams?"

Rep +1. Lock Action 02.

211-89 Player: "Let's try communicating with the foe."

Choose 1:

Intimidate - go to 211-90

Negotiate - go to 211-93

211-90 You hail the gunship, and put some gravel in your voice.

Perk Token +1. Make a **SWAGGER** skill check .

0-5 - go to 211-91

6+ - go to 211-92

211-91 There is awkward silence as the gunship doesn't bother responding.

Threat +1. Lock Action 02.

211-92 Most would find your choice of words distasteful, but in this instance it's for the best. You watch as the gunship comes to a halt, giving you an opening.

Improve +1. Lock Action 02.

Choose 1:

• Lower Dial A by 2.

• Flip Large Blip B to its red side.

211-93 You hail the gunship, and try to sound reasonable.

Perk Token +1. Make a **COMMUNICATE** skill check .

0-5 - go to 211-94

6+ - go to 211-95

211-94 There is awkward silence as the gunship doesn't bother responding.

Threat +1. Lock Action 02.

211-95 You find the signal of an enemy engineer's personal tablet and contact them on an encrypted frequency. You offer to transfer some credits to them, if they agree to sabotage the ship and mask it as a malfunction. You find them amenable to the offer.

You may spend 3 supplies to choose 1:

• Set Dial A to 0 and remove Blip A.

• Flip Large Blip B to its red side.

Gain an Inspired card (015).

Lock Action 02.

211-96 Player: "Let's try communicating with the foe."

Choose 1:

Intimidate - go to 211-97

Negotiate - go to 211-100

211-97 You hail the lead fighter, and put some gravel in your voice.

Perk Token +1. Make a **SWAGGER** skill check .

0-5 - go to 211-98

6+ - go to 211-99

211-98 There is awkward silence as the enemy fighter doesn't bother responding.

Threat +1. Lock Action 02.

211-99 Most would find your choice of words distasteful, but in this instance it's for the best. You watch as a fighter peels off from the others and retreats.

Improve +1. Lock Action 02.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

211-100 You hail the lead fighter, and try to sound reasonable.

Perk Token +1. Make a **COMMUNICATE** skill check .

0-5 - go to 211-101

6+ - go to 211-102

211-101 There is awkward silence as the enemy fighter doesn't bother responding.

Threat +1. Lock Action 02.

211-102 You offer to transfer some credits to the pilot, if they agree to retreat. You find them amenable to the offer.

You may spend 2 supplies to choose the enemy blip with the lowest dial and lower that dial to 0.

Gain an Inspired card (015). Lock Action 02.

211-103 Is Dial A higher than 0?

Yes - go to 211-104

No - go to 211-108

211-104 The Void Syndicate use advanced shielding to protect their fragile ships, so you attempt to prevent their shields from recharging.

Perk Token +1. Make a **TECHNICAL** skill check .

0-4 - go to 211-105

5 - go to 211-106

6+ - go to 211-107

211-105 You fire a tachyon beam at the enemy ship to probe its shields.

Sena: "What did you do?"

Player: "Trust me, Sena, I know what I'm doing."

Sena: "You meant to give the enemy the equivalent of a target lock?"

Player: "Um... No?"

Sena: "They're launching a torpedo!"

Place Small Blip D (Torpedo) on a sector adjacent to Large Blip B.

Set Dial D to 3.

211-106 *Player: "Okay, this should do it. I've recalibrated our cannons so that each hit on their shields will prevent recharge!"*

Perk Token +1. Flip Large Blip A to its red side. Lock Action 02.

211-107 *Player: "Okay, this should do it. I've recalibrated our cannons so that each hit on their shields will prevent recharge!"*

Rep +1. Flip Large Blip A to its red side. Lower Dial A by 4. Lock Action 02.

211-108 *Your mind works furiously to come up with something.*

Player: "Yeah, I got nothing."

Move to Action 03, 04, or 05.

211-109 *You attempt to intimidate the Ba'z Gang with some cocky threats and boasts.*

Make a **SWAGGER** skill check .

0-5 - go to 211-110

6-7 - go to 211-111

8+ - go to 211-112

211-110 *Player: "You better watch yourselves, Ba'z. We're wanted beings. We've got the death sentence on twelve systems!"*

Ba'z: "Pah! Thirteen over here!"

Sena chimes in.

Sena: "I'm detecting a missile lock."

Place Small Blip E (Torpedo) on a sector matching the number of a station you control. Set Dial E to 1.

211-111 *Player: "Check this out, I'm going to mimic a torpedo lock and scare the crap out of 'em."*

Sena: "Surely they are not that stupid?"

One of the Ba'z Gang's ships turns to evade the phantom torpedo, then realizes they've been had. The distraction gives you some time.

Flip an enemy blip to its red side. Shield +1.

211-112 *You broadcast on all local, active channels.*

Player: "Attention Ba'z Gang members. By Galactic Treaty 12.12.567, we have to inform you that we've just powered up our annihilation beam, which means one of you is going to die right now, for realiesies."

Choose the enemy blip with the lowest dial. Lower that dial to 0.

Lock Action 02.

211-113 Is Dial A at 0?

Yes - go to 211-114

No - go to 211-117

211-114 *You attempt to formulate a predictive subroutine that will analyze the enemy's tactics by looking for patterns.*

Make a **TECHNICAL** skill check .

0-4 - go to 211-115

5+ - go to 211-116

211-115 *Your meddling manages to do the reverse, giving the enemy an advantage.*

Risk +1. Gain a Stress card (012).

211-116 *You have some success, and the Krunk's projected flight path appears on the scanners.*

Gain 1 science project . Lock Action 02.

Draw 5 tokens from the bag. Return any risk tokens drawn to the supply, then return the rest to the bag without applying their effects.

211-117 *Sena: "What are you doing to my subroutines?"*

Player: "It's just temporary, Sena. I'm linking the proximity alert systems to the helm. If this works, the Zephyr will automatically evade when the Krunk try to ram us."

Make a **TECHNICAL** skill check .

0-4 - go to 211-118

5+ - go to 211-119

211-118 *You inadvertently take helm controls offline, and the Zephyr drifts aimlessly!*

Risk +1. Move Large Blip B 2 sectors toward sector 4. If Small Blip B is still in play, it remains on top of Large Blip A.

211-119 *You cross your fingers and hope it works.*

Perk Token +1. Lock action 02.

211-120 Is Small Blip C in play?

Yes - go to 211-121

No - go to 211-124

211-121 *Player: "I have an idea! We're butt-deep in cluckens. What if we shoot some out the airlock to trigger the snare? Then we get the heck outta here!"*

Sena: "This sounds unlikely to yield your desired results, but what do I know?"

Choose a cargo token on Navigation, Engineering, or Security, and return it to the supply.

You must try to herd some cluckens into the airlock.

Make an **AGILITY** skill check .

0-5 - go to 211-122

6+ - go to 211-123

211-122 *It takes time to herd the cluckens, but you finally get enough of them into the airlock. A single clucken makes eye contact with you. In its three eyes, you see all the wrongs of the universe, and it all comes crashing down on you...*

Player: "Sorry, little clucken, but if I don't do this, we might be held responsible for our actions. You get it, right?"

You unleash the cluckens, but instead of triggering the plasma snare, the flock of cluckens is sucked into the port side antimatter converter. The ship chugs momentarily as the cluckens are converted to raw energy. Well, some gave all.

Threat +1. Power +3.

211-123 *You herd the protesting cluckens into the airlock, and send them to their doom!*

Player: "Fly, you fools!"

The flock of cluckens tumble right into the center of the plasma snare, and the energy web collapses on them, mistaking them for a ship.

Rep +1. Remove Small Blip C from play.

211-124 *Sena: "I've intercepted a Galactic Authority transmission. They're requesting backup."*

Player: "Of course they are. I gotta get those cluckens to one of the spare rooms in Logistics and get them the heck out of our way!"

Make an **AGILITY** skill check .

0-5 - go to 211-125

6 - go to 211-126

7+ - go to 211-127

211 - CONTINUED

211-125 Cluckens are impossible to corral, and you're excited to discover they have surprisingly bad tempers. You return to the bridge covered in feathers and scratches.

Gain an Injured card (011).

Move a cargo token  from Navigation or Engineering to Security.

211-126 You manage to usher a few birds to Logistics, but it's a slow and tedious task. This isn't quite what you envisioned when you dreamed of being a spacer.

Gain a Stress card (012). Choose up to 2 cargo tokens on ship station boards and move them to the ship hold.

211-127 You take a bag of trail mix from the galley and use it to lure the cluckens into Logistics.

Cook-E: "Slow down, matey! I didn't authorize this!"

Player: "You don't authorize anything, Cook-E. You literally have no authority!"

Cook-E: "Arr, that's right. I keep forgettin'!"

Perk Token +1. Choose up to 3 cargo tokens  on ship station boards and move them to the ship hold.

211-128 Player: "I'm keeping my eye on the scanners in case they call in reinforcements!"

Patch: "MEEP MOOP!"

Player: "Yes, if we die, you can have my stuff. Tactful as always, Patch."

Make a **TECHNICAL** skill check .

0-4 - go to 211-129

5-6 - go to 211-130

7+ - go to 211-131

211-129 You manage to accidentally alert a nearby Krunk vessel, and it changes course toward your location.

Patch: "MEEP MOOP."

Player: "No, you can't start going through my things now."

Threat +1.

211-130 The coast seems clear, so you have a little time to check your Swipe profile for messages. Weird. Nothing.

Perk Token +1. Supplies +1. Lock Action 02.

211-131 The coast is clear, so you take the free time to optimize targeting.

Rep +1. All players at Action 04 gain Perk Token +1. Lock Action 02.

211-132 You decide to open a comms channel.

Choose 1:

Team up with the Crimson Circle ship - go to 211-133

Intimidate the pirates - go to 211-137

211-133 Player: "Let's see if our brothes and sisters in retail would like some assistance."

Perk Token +1. Make a **COMMUNICATE** skill check .

0-5 - go to 211-134

6-7 - go to 211-135

8+ - go to 211-136

211-134 Player: "Crimson Circle freighter, this is the Zeph—ah, this is just your normal everyday Cargomart freighter. Would you like some assistance with these filthy pirates?"

Crimson Circle: "First pirates and now Cargomart? This is the worst day ever! No, we don't want your help! Take your guaranteed low prices and shove 'em!"

Somehow they find the bandwidth to fire on you!

Risk +1.

Draw a token from the bag and apply its effect to you or a station you control.

211-135 Player: "Crimson Circle freighter, this is the Zeph—ah, this is just your normal everyday Cargomart freighter. Would you like some assistance with these filthy pirates?"

Crimson Circle: "We're fighting for our lives here!"

You hear slag blasts and screams in the background.

Crimson Circle: "Any help would be great! You're a lifesaver! We'll try to hold out and coordinate our efforts!"

The console shows that the Crimson Circle freighter has removed its target lock on the Zephyr.

Rep +1. Lock Action 02. Gain the nickname 'Retail Therapist', replacing any nickname you currently have.

211-136 Player: "Crimson Circle freighter, this is the Zeph—ah, this is just your normal everyday CargoMart freighter. Would you like some assistance with these filthy pirates?"

Crimson Circle: "We're fighting for our lives here!"

You hear slag blasts and screams in the background.

Crimson Circle: "Any help would be great! You're a lifesaver! We'll try to hold out and coordinate our efforts!"

The console shows that the Crimson Circle freighter has removed its target lock on the Zephyr, and is now concentrating fire on the pirates.

Rep +1. Lock Action 02. Lower Dials B, C, and D by 1 each. Gain the nickname 'Retail Therapist', replacing any nickname you currently have.

211-137 Player: I'm gonna give those pirates what for."

Perk Token +1. Make a **SWAGGER** skill check .

0-5 - go to 211-138

6-7 - go to 211-139

8+ - go to 211-140

211-138 Player: "Attention, Scourge ships, this is the Cargomart hauler. You fools are outgunned and outclassed."

Pirate: "Har! It's like somebody's givin' us a free shoppin' spree! Fire at the Cargomart ship!"

Risk +1. Draw 2 tokens from the bag and apply their effects to you or a station you control.

211-139 Player: "Attention, Scourge ships, this is the Cargomart hauler. You fools are outgunned and outclassed."

Pirate: "Am I seein' a mirage? This is great! It's like a buy one, get one free." But his gloating turns to surprise when the Crimson Circle ship opens fire on him, and the holo cuts off.

Player: "Nice of our friends over on the other ship."

Sena: "Aren't you trying to rob them?"

Player: "Oh shush."

Shield +1. Move to Action 04. Lock Action 02.

211-140 Player: "Attention, Scourge ships, this is the CargoMart hauler. You fools are outgunned and outclassed."

Pirate: "Am I seein' a mirage? This is great! It's like a buy one, get one free." But his face falls as he looks you over.

Pirate: "Wait a minute! Healthy pallor... eyes suggestin' ye still have somethin' to live fer... Ye ain't CargoMart employees at all! It's a trap!"

The holo goes dark.

Player: "That might be the nicest thing anyone's said about me."

Gain an Inspired card (015). Lock Action 02.

Choose a small enemy blip. Lower the chosen blip's dial to 0.

211-141 You attempt to jam the Krunk scout's communications so it can't call for backup. Who knows how many Krunk are out here in the spin?

Perk Token +1. Make a **TECHNICAL** skill check .

0-4 - go to 211-142

5 - go to 211-143

6+ - go to 211-144

211-142 Not only do you fail, you're pretty sure the Krunk ship knows what you tried to do.

Threat +1.

211-143 You didn't quite jam the signal, but you're able to scramble it, which will hopefully have a similar effect.

Improve +1. Lock Action 02.

211-144 Oh, you jammed him up pretty good!

Even if you left right now, that ship wouldn't be able to use the comms again for some time.

Rep +1. Lock Action 02.

211-145 You attempt to open a channel to the Armada fighters, but your comms are damaged.

Choose 1:

Reboot the system - go to 211-146

Send out a distress call - go to 211-150

211-146 Perk Token +1. Make a **TECHNICAL** skill check .

0-3 - go to 211-147

4 - go to 211-148

5+ - go to 211-149

211-147 The system flickers back to life, and you hear the crackling voice of an Armada fighter pilot.

Fighter Pilot: "...or we will destroy you, repeat, stand down..."

Then the system crashes again.

Threat +1.

211-148 One of the fighter pilots catches a glimpse of your ship ID as their comms fill with static. They break off their attack run.

Fighter Pilot: "Dragonwing Leader, this is Dragonwing Three. Something's up. I'm holding off my attack and making another pass."

Rep +1. Place a lock token under an enemy blip.

211-149 Player: "Armada squadron, call off your attack! This is freeship Zephyr, a freighter caught in the wrong place at the wrong time. We only defend ourselves as must!"

Fighter Pilot: "Roger that, Zephyr. Dragonwing squadron standing down."

Improve +1. Lower all enemy dials to 0. Then, move all standees on Actions 03 and 04 to Action 05.

211-150 You broadcast a distress call on all channels. It's a clever move, but broadcasts your location to adversary looking for you.

Are you wanted by Dragonwing?

Yes - go to 211-151

No - go to 211-152

211-151 Player: "Our distress signal should indicate to the Armada fighters that something is off about this fight."

Sena: "Spacer, look at the insignia on the fighters. Aren't those Dragonwing?"

Player: "Oh. Right."

Cook-E: "Arrr, they ain't none too fond of us, is they?"

Player: "Thank you, Cook-E."

Cook-E: "So why'd ye remind 'em who we are?"

Player: "Thank. You. Cook-E."

Threat +1. All players gain Perk Token +1. Lock Action 02.

211-152 Is C-1 circled in the ship log database?

Yes - go to 211-153

No - go to 211-154

211-153 One fighter sees the ship ID on the distress signal and breaks off its attack. It flies alongside you and the helmeted pilot looks over and gives a polite nod. You return the gesture. They then flash you the quick universal hand gesture for "Hey, sorry about that, totally our mistake. Hope there are no hard feelings and everybody's well. Please give your mom my love." It's actually kind of a complicated gesture.

Lower all enemy dials to 0. Then, move all standees on Actions 03 and 04 to Action 05.

211-154 One fighter sees the ship ID on the distress signal and breaks off its attack.

Risk +1. Choose the enemy blip with the lowest dial. Lower that dial to 0.

211-155 Is the special devices stack damaged?

Yes - go to 211-156

No - go to 211-157

211-156 You spend your time fixing the magnabeam enough to get it back in working order.

Remove all damage tokens from the special devices stack.

211-157 Player: "I'm going to use the magnabeam! Prepare for a drain on power!"

Spend 2 power . If you do not have 2 power , you may spend any combination of life support and supplies to make up the difference.

Then, make a **TECHNICAL** skill check .

0-4 - go to 211-158

5-6 - go to 211-159

7+ - go to 211-160

211-158 You curse under your breath as you fire the magnabeam wildly, missing every drone you attempt to target.

211-159 Using the magnabeam, you grab a drone and pitch it into the crackling rift.

Perk Token +1. Lock Action 02. Choose a small blip in the Magnabeam's firing arc. Lower the chosen blip's dial to 0.

211-160 Using the magnabeam, you grab a drone and throw it into the side of the escort ship.

Rep +1. Lower Dial A by 4. Lock Action 02. Choose a small blip in the Magnabeam's firing arc. Lower the chosen blip's dial to 0.

211-161 You are attempting to collect a sample of the Amoebadon using the magnabeam.

You cannot use the Magnabeam if the special devices stack is damaged.

Is there a small blip alone in the Magnabeam's firing arc?

Yes - go to 211-162

No - go to 211-166

The Magnabeam is damaged - go to 211-167

211-162 You fire the magnabeam, easily striking the blob.

Choose a small blip that is alone and in the Magnabeam's firing arc.

Spend 2 power . If you do not have 2 power , you may spend any combination of life support and supplies to make up the difference.

Then, place the chosen blip in the ship hold.

Next - go to 211-163

211-163 You rush to create a stable containment field for the sample, lest it damage the ship.

Make a **TECHNICAL** skill check .

0-4 - go to 211-164

5+ - go to 211-165

211-164 The containment field begins to fail! You curse your luck as you jettison the sample.

Hull -1. Return the blip to the sector you obtained it from.

211-165 You quickly recalibrate the containment field to hold the Amoebadon sample. It's not perfect, but it'll do for now.

Rep +1.

211-166 Move to Action 03, 04, or 05.

211-167 The magnabeam is malfunctioning. You attempt a hasty repair.

Make a **REPAIR** skill check  .

0-4 - go to 211-168

5+ - go to 211-169

211-168 Using Klamar gum and a roll of duct tape, you craft a hasty bypass, but the device is running unbearably hot!

Gain a Stress card (012). Move a damage token from the special devices stack to a ship weapon of your choice.

211-169 You've successfully repaired the magnabeam!

Perk Token +1.

Return all damage tokens from the special devices stack to the bag.

Is there a small blip alone in the Magnabeam's firing arc?

Yes - go to 211-162

No - go to 211-166

211-170 Player: "Let's try communicating with the foe."

Choose 1:

Intimidate - go to 211-171

Negotiate - go to 211-174

211-171 You hail your foe, and put some gravel in your voice.

Perk Token +1. Make a **SWAGGER** skill check  .

0-5 - go to 211-172

6+ - go to 211-173

211-172 There is awkward silence as the enemy doesn't bother responding.

Threat +1. Lock Action 02.

211-173 Most would find your choice of words distasteful, but in this instance it's for the best. The enemy comes to a halt, giving you an opening.

Improve +1. Lock Action 02.

If all enemy blips are red, choose the enemy blip with the lowest dial and lower that dial to 0. Otherwise, flip an enemy blip to its red side.

211-174 You hail the gunship, and try to sound reasonable.

Perk Token +1. Make a **COMMUNICATE** skill check  .

0-5 - go to 211-172

6+ - go to 211-175

211-175 You offer to transfer some credits to a pilot, if they agree to retreat. You find them amenable to the offer.

You may spend 2 supplies  to choose the enemy blip with the lowest dial and lower that dial to 0. Gain an Inspired card (015). Lock Action 02.

Choose your current context:

Cave of Worms - go to 212-1

Take Finch Home - go to 212-2

Trinards' Call - go to 212-3

Krunk Patrol A - go to 212-4

Mind Heist - go to 212-5

Ostium Syndicate - go to 212-6

Krunk Strike - go to 212-7

Meet Cheppa Nok - go to 212-10

The Resonant Web - go to 212-11

Gateway to Doom - go to 212-12

Eminent Domain - go to 212-13

Amoebadon Attack - go to 212-14

Takeover - go to 212-15

Adjudicator Checkpoint - go to 212-16

Narrasa Gunship - go to 212-19

Narrasa Fighters - go to 212-22

Void Syndicate - go to 212-25

Ba'z Gang Attack - go to 212-28

Viral Annihilation - go to 212-31

Real Pirating - go to 212-32

Marauding Krunk B - go to 212-35

Crimson Tuesday - go to 212-38

Blast That Krunk - go to 212-9

Anomaly 1 Armada - go to 212-41

Marauding Krunk C - go to 212-44

Hunt the Amoebadon - go to 212-47

None/Other - go to 212-50

212-1 You hold your fire, waiting for the Banshee to get right in your target reticule, then unleash a torrent of cannon fire that rips into its flank. You give a cheer, then look around to see if anybody else noticed.

New catchphrase: "And that's how I earn my dinner!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1. Lower the target's dial by 6.

212-2 You fire a stream of hyperbolts that rip into the side of the sleek pirate corvette, and although you're locked in battle, you can't help but feel regret for what you've done to that beautiful ship.

Rep +1. Lower the target's dial by 6. You may banish a skill card from your draw or discard pile. If you do, reshuffle.

212-3 Timing is everything in ship combat. You wait for the perfect shot, even passing up easier shots until you get your chance. Patience pays off! As the hyperbolts rip into the side of the target ship, you beam with justified smugness!

New catchphrase: "And that's how the sausage gets made!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1. Lower the target's dial by 6.

212-4 Sometimes, just a single well-aimed shot yields the most spectacular results. This is one of those times. The resulting explosion illicit cheers from the crew!

New catchphrase: "Available!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Choose the enemy blip with the lowest dial. Lower that dial to 0.

212-5 Player: "Gimme something to shoot at, anything!"

You deftly manage the firing grips while keeping your eye on the targeting

reticle. The Alphamite and its torpedoes are fast, but your reflexes are faster. You may banish a skill card from your draw or discard pile. If you do, reshuffle. Lower the target's dial by 6.

212-6 Player: "Gimme something to shoot at, anything!"

You deftly manage the firing grips while keeping your eye on the targeting reticle. The Syndicate and their torpedoes are fast, but your reflexes are faster. You may banish a skill card from your draw or discard pile. If you do, reshuffle. Lower the target's dial by 6.

212-7 Do you have a catchphrase?

Yes - go to 212-8

No - go to 212-9

212-8 *You close your eyes and let a mystic sort of calm flow through you and guide your firing. But it turns out that's a terrible way to shoot enemy ships, and you don't hit a damned thing, so you just squeeze the trigger and lay down an absurd amount of fire. That works much better.*

Rep ☆+1. Lower the target's dial by 6.

212-9 *You have the enemy in your sights and you're not letting up! As you squeeze the trigger, you proudly utter the words your mother once taught you.*

New catchphrase: Awesome socks! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-10 *You grip the controls of the ship cannons and try to get one of the agile torbats in the targeting reticle. Finally, your patience pays off when one of the creatures exposes its vulnerable underside, and you unleash the cannon's fury. You cheer as the hyperbolts rip into the torbat's belly, spraying quicksilver blood into the void.*

New catchphrase: Behold your new god! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-11 *As the strange Necryptid ship passes, it crosses your field of fire so close you'd be blind to miss it! You give a battlecry as coils of inky black matter are ripped away from the enemy ship by your superbly aimed cannon fire.*

New catchphrase: Bless the maker and his water! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-12 *The alien vessel moves back and forth like a fish, but it's a predictable pattern, obviously not a defense mechanism. It makes it easy to get it in your sights and send some slag up its keister.*

New catchphrase: Break time! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower the target's by 7.

212-13 *You patiently wait for the target to line up in your reticle, then with surgical precision, you squeeze the grips and unleash the cannon! Then without any precision at all, you tilt your head back and shout!*

New catchphrase: Butter these biscuits! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-14 *Blasting blobs is satisfying business, and you succeed in breaking up big chunks of amoeba into smaller blobs. You cry triumphantly as your cannon fire splatters the gooey blobs into oblivion.*

New catchphrase: "Bye now!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6. If more than one blip remains in the target's sector, you may move one of them to an adjacent sector.

212-15 *One of the Forex ships makes the foolish decision to fly straight at your cannon as it fires away. Shot after shot hits the ship, tearing it apart!*

New catchphrase: Cheese and crackers! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial to 0.

212-16 Do you have a catchphrase?

Yes - go to 212-17

No - go to 212-18

212-17 *You fire the cannon, attempting to disable the Adjudicators rather than destroy, but, uh, you sure wouldn't know it!*

Sena: "That's going to get points on your license, for sure."

Rep ☆+1. Lower the target's dial by 6.

212-18 *You fire the cannon, attempting to disable the Adjudicators rather than destroy, but, uh, you sure wouldn't know it!*

Sena: "That's going to get points on your license, for sure."

New catchphrase: Chili con carne! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-19 Do you have a catchphrase?

Yes - go to 212-20

No - go to 212-21

212-20 *The enemy withers before your devastating fire.*

Rep ☆+1. Lower the target's dial by 6.

212-21 *The enemy withers before your devastating fire.*

New catchphrase: Chopped liver! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-22 Do you have a catchphrase?

Yes - go to 212-23

No - go to 212-24

212-23 *The enemy withers before your devastating fire.*

Rep ☆+1. Lower the target's dial by 6.

212-24 *The enemy withers before your devastating fire.*

New catchphrase: "Dad was wrong about me!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-25 Do you have a catchphrase?

Yes - go to 212-26

No - go to 212-27

212-26 *You giggle like an idiot as you blast any enemy foolish enough to cross your field of fire.*

Rep ☆+1. Lower the target's dial by 6.

212-27 *You giggle like an idiot as you blast any enemy foolish enough to cross your field of fire.*

New catchphrase: Did you see that? You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-28 Do you have a catchphrase?

Yes - go to 212-29

No - go to 212-30

212-29 *With a perma-smirk, you wait for the right moment when it feels like the entire universe slows down, allowing you to score the perfect shot even before your targeting reticule flashes! As the hyperbolts rip into the side of the target ship, you howl with glee!*

Rep ☆+1. Lower the target's dial by 6.

212-30 *With a perma-smirk, you wait for the right moment when it feels like the entire universe slows down, allowing you to score the perfect shot, even before your targeting reticule flashes!*

As the hyperbolts rip into the side of the target ship, you howl with glee!

New catchphrase: Excelsior! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-31 *Player: "I could do this with my eyes closed!"*

Sena: "Oh, save us, please don't."

You do, and laugh with glee as you blindly cover the Krunk ship in cannon fire.

New catchphrase: "Fancypants!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-32 Do you have a catchphrase?

Yes - go to 212-33

No - go to 212-34

212-33 *With a clucken on your lap, you still somehow manage to get a solid shot on the aft thruster of one of the GA ships.*

Rep ☆+1. Lower the target's dial by 6, minus the number of cargo tokens ☼ on the Security board.

212-34 *With a clucken on your lap, you still somehow manage to get a solid shot on the aft thruster of one of the GA ships.*

New catchphrase: "Flapjacks!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6, minus the number of cargo tokens ☼ on the Security board.

212-35 Do you have a catchphrase?

Yes - go to 212-36

No - go to 212-37

212-36 *You feel unnaturally focused today as you bring the targeting array to bear and zoom in on the approaching Krunk ship. You can almost make out the Krunk's surprised eye lamps as you pull the firing grips.*

Rep ☆+1. Lower the target's dial by 6.

212-37 *You feel unnaturally focused today as you bring the targeting array to bear, and zoom in on the approaching Krunk ship. You can almost make out the Krunk's surprised eye lamps as you pull the firing grips.*

New catchphrase: From hell's heart I stab at thee! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-38 Do you have a catchphrase?

Yes - go to 212-39

No - go to 212-40

212-39 *Blasting pirates is one of your favorite pastimes, and you take great pride in your kill count. Some of your fellow crew think today they might steal your crown, and you aren't about to let them have the satisfaction. You take aim, and let rip.*

Rep ☆+1. Lower the target's dial by 6.

212-40 *Blasting pirates is one of your favorite pastimes and you take great pride in your kill count. Some of your fellow crew think today they might steal your crown, and you aren't about to let them have the satisfaction. You take aim, and let rip.*

New catchphrase: Gong bong! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-41 Do you have a catchphrase?

Yes - go to 212-42

No - go to 212-43

212-42 *You giggle like an idiot as you blast any enemy foolish enough to cross your field of fire.*

Rep ☆+1. Lower the target's dial by 6.

212-43 *You giggle like an idiot as you blast any enemy foolish enough to cross your field of fire.*

New catchphrase: Guns don't kill people — I do! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-44 Do you have a catchphrase?

Yes - go to 212-45

No - go to 212-46

212-45 *You close your eyes and let a mystic sort of calm flow through you and guide your firing. But it turns out that's a terrible way to shoot enemy ships, and you don't hit a damned thing, so you just squeeze the trigger and lay down an absurd amount of fire. That works much better.*

Rep ☆+1. Lower the target's dial by 6.

212-46 *You close your eyes and let a mystic sort of calm flow through you and guide your firing. But it turns out that's a terrible way to shoot enemy ships, and you don't hit a damned thing, so you just squeeze the trigger and lay down an absurd amount of fire.*

That works much better.

New catchphrase: "Ham salad!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

212-47 Do you have a catchphrase?

Yes - go to 212-48

No - go to 212-49

212-48 *Vaporizing blobs is satisfying business, and you succeed in breaking up big chunks of the Amoebadon into smaller blobs.*

Rep ☆+1. Lower the target's dial by 6. If the target was Large Blip A, move any other blips in its sector to adjacent sectors.

212-49 *Vaporizing blobs is satisfying business, and you succeed in breaking up big chunks of the Amoebadon into smaller blobs.*

New catchphrase: "High five!" You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6. If the target was Large Blip A, move any other blips in its sector to adjacent sectors.

212-50 *You laugh maniacally as you blast any target foolish enough to cross your field of fire.*

New catchphrase: I got more where that came from! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Lower the target's dial by 6.

213

Choose your current context:

Cave of Worms - go to 213-1
 Take Finch Home - go to 213-17
 Trinards' Call - go to 213-24
 Krunk Patrol A - go to 213-39
 Special Delivery - go to 213-53
 Mind Heist - go to 213-60
 Krunk Strike - go to 213-82
 Meet Cheppa Nok - go to 213-91
 The Resonant Web - go to 213-95
 Gateway to Doom - go to 213-101
 Eminent Domain - go to 213-123
 Amoebadon Attack - go to 213-143
 Takeover - go to 213-146
 Gunrunning B - go to 213-161
 Adjudicator Checkpoint - go to 213-176
 Narrasa Gunship - go to 213-186
 Narrasa Fighters - go to 213-190
 Void Syndicate - go to 213-200
 Ba'z Gang Attack - go to 213-210
 Viral Annihilation - go to 213-226
 Real Pirating - go to 213-231
 Marauding Krunk B - go to 213-246
 Crimson Tuesday - go to 213-268
 Blast That Krunk - go to 213-279
 Anomaly 1 Armada - go to 213-290
 Marauding Krunk C - go to 213-306
 Hunt the Amoebadon - go to 213-326
 None/Other - go to 213-329

213-1 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 213-2

No - go to 213-6

213-2 *The Banshee trails a gray cloud and begins moving to withdraw. Dweezle Grift appears on the holo.*

Dweezle Grift: "You guys are a buncha jerk faces, you know that?"

Player: "Don't start fights you can't win, you fool!"

Are any enemy blips still in play?

Yes - go to 213-3

No - go to 213-4

213-3 *The Banshee's departure is covered by the incoming torpedoes.*

One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that blip's sector number.

Next - go to 213-4

213-4 *You exhale in relief, then begin scanning the area for good salvage.*

Gain special device card 068, Foldspace Capacitor. Gain 2 arms cargo .

Next - go to 213-5

213-5 *Player: "That's one big worm. Between that huge, thing and having to contend with that Drift dolt, Octoff better show us some appreciation!"*

You have completed Cave of Worms. Banish its job card.

All players gain Rep +1. Profit +4.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-6 *Player: "We gotta shake this guy!"*

Choose 1:

Continue fighting - go to 213-7

Attempt to disengage - go to 213-14

213-7 Choose one of the following entries at random to go to:

213-8

213-9

213-10

213-11

213-12

213-13

213-8 *Player: "Here comes the Banshee. This is gonna get bumpy."*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

One at a time, for each of Small Blips C, D, and E in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move Large Blip B 1 sector clockwise.

The Banshee launches a torpedo! Place Small Blip E (Torpedo) on a sector adjacent to Large Blip B, and set Dial E to 4.

Begin a new round in the location book.

213-9 *Player: "Here comes the Banshee. This is gonna get bumpy."*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

One at a time, for each of Small Blips C, D, and E in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move Large Blip B 2 sectors clockwise.

The Banshee launches a torpedo! Place Small Blip E (Torpedo) on a sector adjacent to Large Blip B, and set Dial E to 4.

Begin a new round in the location book.

213-10 *Player: "Here comes the Banshee. This is gonna get bumpy."*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

One at a time, for each of Small Blips C, D, and E in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move Large Blip B 3 sectors clockwise.

The Banshee launches a torpedo! Place Small Blip E (Torpedo) on a sector adjacent to Large Blip B, and set Dial E to 4.

Begin a new round in the location book.

213-11 *Player: "Here comes the Banshee. This is gonna get bumpy."*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

One at a time, for each of Small Blips C, D, and E in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move Large Blip B 1 sector counterclockwise.

The Banshee launches a torpedo! Place Small Blip E (Torpedo) on a sector adjacent to Large Blip B, and set Dial E to 4.

Begin a new round in the location book.

213 - CONTINUED

213-12 Player: "Here comes the Banshee. This is gonna get bumpy."

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

One at a time, for each of Small Blips C, D, and E in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move Large Blip B 2 sectors counterclockwise.

The Banshee launches a torpedo! Place Small Blip E (Torpedo) on a sector adjacent to Large Blip B, and set Dial E to 4.

Begin a new round in the location book.

213-13 Player: "Here comes the Banshee. This is gonna get bumpy."

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

One at a time, for each of Small Blips C, D, and E in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

The Banshee launches a torpedo! Place Small Blip E (Torpedo) on a sector adjacent to Large Blip B, and set Dial E to 4.

Begin a new round in the location book.

213-14 Operations must make a **PILOT** skill check .

0-5 - go to 213-15

6+ - go to 213-16

213-15 *The Banshee's guns tear into you, but are unable to prevent your escape.*

Threat +1. Draw 3 tokens from the bag and apply their effects to Logistics, Engineering, or Science (you can choose a different player for each token).

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-16 *You imagine Dweezle Grift's shrieks of rage over your escaping, and they warm your hearts.*

Player: "I hope Octoff appreciates all this."

Threat +1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-17 Pass the first player token to the left.

Are any enemy blips in play?

Yes - go to 213-18

No - go to 213-23

213-18 *Sena: "That corvette is a real problem. What do you propose to do?"*

Choose 1:

Continue fighting - go to 213-19

Attempt to disengage - go to 213-20

213-19 Player: "Here they come. Gonna get ugly."

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip A's sector number.

One at a time, remove each small blip from play and set its dial to 0. For each small blip removed this way, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move Large Blip A 2 sectors toward sector 4 (if it is on sector 3 or 5, move it only 1 sector).

The corvette launches torpedoes! Roll the chance die. On a roll of 1, place Small Blip B (Torpedo) on a sector adjacent to Large Blip A, and set Dial B to 4. On a roll of 2, Place Small Blips B and C (Torpedoes) on a sector adjacent to Large Blip A, and set Dial B and C to 4. On a roll of 0, nothing happens.

Begin a new round in the location book.

213-20 Operations must make a **PILOT** skill check .

0-6 - go to 213-21

7+ - go to 213-22

213-21 *You escape while taking heavy fire from the opposing ship.*

Threat +1. One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-22 *You escape your predatory opponent, thankful to be free of them.*

Threat +1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-23 *You shake as the pirate corvette blows to pieces. It was a beautiful craft, but you definitely prefer its destruction to your own. A quick patrol of the area produces good salvage.*

Gain 1 arms cargo token . All players gain Rep +1.

Gain an Unarmed Torpedo card (067).

Upgrade an undamaged level 1 weapon system for free.

Remove all game pieces from the location book and close it.

You may gain risk +1 to work the ship. Then, travel on the galactic star map.

213-24 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-25

No - go to 213-38

213-25 Choose one of the following entries at random to go to:

213-26

213-33

213-34

213-35

213-36

213-37

213-26 Player: "They're making their attack run!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number. Move all enemy blips 1 sector clockwise. If Small Blip E is in play, lower its dial to 0.

Choose 1:

Continue fighting - go to 213-27

Attempt to disengage - go to 213-30

213-27 Is Small Blip A still in play?

Yes - go to 213-28

No - go to 213-29

213-28 Player: "We're not running away from these bastards! Everybody get ready!"

Risk +1. Begin a new round in the location book.

213-29 *The Ba'z gang has lost its will to fight and begins to flee! You cheer as they run, then begin searching for salvage.*

All players gain Rep +1. Gain 1 arms cargo . Gain an Unarmed Torpedo card (067). Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-30 Player: "This fight is getting too rough. Time to go!"

Operations must make a **PILOT** skill check .

0-5 - go to 213-31

6+ - go to 213-32

213-31 *You escape, but the Monger opens fire, giving you a parting gift.*

Threat ⚔+1. One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-32 *You cheat B'az of his prize, and neatly escape.*

Threat ⚔+1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-33 *Player: "They're making their attack run!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 2 sectors clockwise.

If Small Blip E is in play, lower its dial to 0.

Choose 1:

Continue fighting - go to 213-27

Attempt to disengage - go to 213-30

213-34 *Player: "They're making their attack run!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 3 sectors clockwise.

If Small Blip E is in play, lower its dial to 0.

Choose 1:

Continue fighting - go to 213-27

Attempt to disengage - go to 213-30

213-35 *Player: "They're making their attack run!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 1 sector counterclockwise.

If Small Blip E is in play, lower its dial to 0.

Choose 1:

Continue fighting - go to 213-27

Attempt to disengage - go to 213-30

213-36 *Player: "They're making their attack run!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 2 sectors counterclockwise.

If Small Blip E is in play, lower its dial to 0.

Choose 1:

Continue fighting - go to 213-27

Attempt to disengage - go to 213-30

213-37 *Player: "They're making their attack run!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number. If Small Blip E is in play, lower its dial to 0.

Choose 1:

Continue fighting - go to 213-27

Attempt to disengage - go to 213-30

213-38 *You've defeated the enemy, and created some excellent opportunities for salvage.*

All players gain Rep ☆+1. Gain 1 arms cargo token ☼.

Upgrade an undamaged level 1 ship weapon for free.

Remove all game pieces from the location book and close it.

You may gain risk ⚠+1 to work the ship. Then, travel on the galactic star map.

213-39 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-40

No - go to 213-52

213-40 *The Krunk attack the Zephyr with imprecise but powerful weapons!*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 213-41

213-41 *The Krunk maneuver, ignoring complex formations or sophisticated attack strategies.*

Roll the chance die twice and total the results. Move all enemy blips clockwise that number of sectors.

The first player must choose 1:

Continue fighting - go to 213-42

Attempt to disengage - go to 213-43

213-42 *Player: "Let's send these guys to the big off switch in the sky."*

Begin a new round in the location book.

213-43 *Player: "We can't fight every Krunk ship in this sector. Get us out of here!"*

The first player must choose a player to pilot the Zephyr out of this mess.

The chosen player must make a **PILOT** skill check 🎲👁.

0-5 - go to 213-44

6+ - go to 213-51

213-44 *The short-range fighters chase the Zephyr until they run out of power and you're finally free of their harassing fire.*

Threat ⚔+1. Draw 2 tokens from the bag and resolve their effects.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 213-45

Leave the Remnants of Aldess and return to the galactic star map - go to 213-50

213-45 Remove all game pieces from the location book and turn to page 41.

Move the Zephyr standee from the galactic star map to its most recent location on the Remnants of Aldess mini-map.

Move any waypoint rings from the Remnants of Aldess location (318) on the galactic star map to the appropriate locations on the mini-map.

If H-1 is circled in the ship log database, lock Action 01.

Select the active job you are currently resolving.

None - go to 213-46

Breaking of Aldess - go to 213-47

Mine Verdium - go to 213-48

Weapons of War - go to 213-49

213-46 You may gain Risk ⚠+1 to work the ship. Then, travel on the mini-map.

213-47 Move the waypoint ring for Breaking of Aldess to the Red Moon Redoubt location (341) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Breaking of Aldess*.

You may gain Risk ⚠+1 to work the ship. Then, travel on the mini-map.

213 - CONTINUED

213-48 Move the waypoint ring for Mine Verdium to the Place of Sorrow location (339) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Verdium*.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the mini-map.

213-49 Move the waypoint ring for Weapons of War to the Red Moon Redoubt location (341) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Weapons of War*.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the mini-map.

213-50 Remove all game pieces from the location book and close it.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

213-51 *The short-range fighters chase the Zephyr until they run out of power and you're finally free of their harassing fire.*

Threat Ⓜ+1.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 213-45

Leave the Remnants of Aldess and return to the galactic star map - go to 213-50

213-52 *It's suddenly quiet as the last Krunk ship spins out of control and breaks apart as its hull loses integrity. At least they were thoughtful enough to leave behind some useful salvage.*

All players gain Rep ☆+1. Gain 1 arms cargo token Ⓜ.

Gain special device card 068, Foldspace Capacitor.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 213-45

Leave the Remnants of Aldess and return to the galactic star map - go to 213-50

213-53 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 213-54

No - go to 213-55

213-54 *An explosion from the aft leaves the Interceptor crippled. Just to be sure they can't follow you, you disable the Interceptor's power cells and torpedo pods before turning away.*

All players gain Perk Token Ⓜ+1. Gain an Unarmed Torpedo card (067).

Remove all game pieces from the location book and close it.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

213-55 *Player: "Man, these guys are persistent. We need to shake them off."*

Choose 1:

Continue fighting - go to 213-56

Attempt to outrun - go to 213-57

213-56 *Player: "Here they come, trying to take a bite out of us."*

Choose either Large Blip B's sector, or a sector adjacent to it.

Draw 3 tokens from the bag and apply their results to either the player who controls the station matching the chosen sector number.

The Interceptor tries to get behind the Zephyr. Move Large Blip B 2 sectors toward sector 4 (if it is on sector 3 or 5, move it only 1 sector).

Begin a new round in the location book.

213-57 *Player: "Take us out of here!"*

Operations must make a **PILOT** skill check Ⓜ.

0-5 - go to 213-58

6+ - go to 213-59

213-58 *The interceptor fires on you as you flee.*

Threat Ⓜ+1. Draw 3 tokens from the bag and apply their effects.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-59 *You swing about in a surprising direction, then take off, leaving the interceptor behind.*

Threat Ⓜ+1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-60 Pass the first player token to the left.

Is Dial A at 0?

Yes - go to 213-61

No - go to 213-62

213-61 *The Alphamite spinliner drifts, clouds of vapor leaking from several places along its sleek hull. The Mite's little, soot-stained face appears on holofeed, antennas all askew.*

Alphamite: "Fine, I give up! I'll pay you, just stop shooting at us!"

Player: "Well, that's awfully decent of you!"

The feed goes dark.

Profit Ⓜ+1. Remove all game pieces from the location book and close it.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

213-62 *The Alphamite fires on your ship!*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip A's sector number.

Is either Small Blip B or C (Torpedo) in play?

Yes - go to 213-63

No - go to 213-75

213-63 Choose one of the following entries at random to go to:

213-64

213-70

213-71

213-72

213-73

213-74

213-64 One at a time, for each of Small Blips B and C in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dials B and C to 0. Move Large Blip A 1 sector clockwise.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-65 *Player: "Their engines took some damage. They might not be able to catch us if we disengage now."*

Choose 1:

Attempt to disengage - go to 213-66

Continue fighting - go to 213-69

213-66 *Player: "Somebody get us away from this lunatic!"*

The first player must choose a player to pilot the Zephyr out of this battle.

The chosen player must make a **PILOT** skill check Ⓜ.

0-5 - go to 213-67

6+ - go to 213-68

213-67 *You zip away, but not before the Alphascore scores a number of hits on your aft.*

Threat +1. One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-68 *You zip away, leaving the Alphascore's pilot to deal with his anger issues.*

Threat +1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-69 *Player: "We're not letting that entitled little jerk out of this!"*

Risk +1. Begin a new round in the location book.

213-70 One at a time, for each of Small Blips B and C in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dials B and C to 0. Move Large Blip A 2 sectors clockwise.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-71 One at a time, for each of Small Blips B and C in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dials B and C to 0. Move Large Blip A 3 sectors clockwise.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-72 One at a time, for each of Small Blips B and C in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dials B and C to 0. Move Large Blip A 1 sector counterclockwise.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-73 One at a time, for each of Small Blips B and C in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dials B and C to 0. Move Large Blip A 2 sectors counterclockwise.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-74 One at a time, for each of Small Blips B and C in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dials B and C to 0.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-75 Choose one of the following entries at random to go to:

213-76

213-77

213-78

213-79

213-80

213-81

213-76 *The Alphascore circles the Zephyr, looking for an opening as it launches twin torpedoes!*

Move Large Blip A 1 sector clockwise. Place Small Blips B and C (Torpedoes) on sectors adjacent to Large Blip A. Set Dials B and C to 3.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-77 *The Alphascore circles the Zephyr, looking for an opening as it launches twin torpedoes!*

Move Large Blip A 2 sectors clockwise. Place Small Blips B and C (Torpedoes) on sectors adjacent to Large Blip A. Set Dials B and C to 3.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-78 *The Alphascore circles the Zephyr, looking for an opening as it launches twin torpedoes!*

Move Large Blip A 2 sectors clockwise. Place Small Blips B and C (Torpedoes) on sectors adjacent to Large Blip A. Set Dials B and C to 3.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-79 *The Alphascore circles the Zephyr, looking for an opening as it launches twin torpedoes!*

Move Large Blip A 1 sector counterclockwise. Place Small Blips B and C (Torpedoes) on sectors adjacent to Large Blip A. Set Dials B and C to 3.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-80 *The Alphascore circles the Zephyr, looking for an opening as it launches twin torpedoes!*

Move Large Blip A 2 sectors counterclockwise. Place Small Blips B and C (Torpedoes) on sectors adjacent to Large Blip A. Set Dials B and C to 3.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-81 *The Alphascore circles the Zephyr, looking for an opening as it launches twin torpedoes!*

Place Small Blips B and C (Torpedoes) on sectors adjacent to Large Blip A. Set Dials B and C to 3.

Is Action 02 locked?

Yes - go to 213-65

No - go to 213-66

213-82 Pass the first player token to the left.

Is Large Blip B still in play?

Yes - go to 213-83

No - go to 213-90

213-83 *Player: "That ship isn't done with us yet."*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

Next - go to 213-84

213-84 *The Krunk ship circles for advantage.*

Move all enemy blips 2 sectors toward sector 4.

Choose 1:

Continue fighting - go to 213-85

Attempt to disengage - go to 213-86

213 - CONTINUED

213-85 *Player: "Come on! Let's finish the job!"*

Begin a new round in the location book.

213-86 The first player must choose a player to pilot the Zephyr out of this mess. The chosen player must make a **PILOT** skill check .

0-5 - go to 213-87

6+ - go to 213-89

213-87 *The enemy ship gives chase, blasting the Zephyr as you make your desperate escape!*

Threat +1. Draw 3 tokens from the bag and apply their effects.

Choose 1:

Travel on the Scion Nebula mini-map - go to 213-88

Leave the nebula and return to the galactic star map - go to 157-23

213-88 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Spectra's Veil location (320) on the mini-map.

Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring on the Cloud Sphere location (334) on the mini-map.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

213-89 *The enemy's attacks miss the Zephyr as you make your escape.*

Threat +1.

Choose 1:

Travel on the Scion Nebula mini-map - go to 213-88

Leave the nebula and return to the galactic star map - go to 157-23

213-90 *You watch proudly as the Krunk vessel explodes. You have saved Cebri IV and now have some good salvage.*

All players gain Rep +1. Gain 2 arms cargo tokens .

Move the galactic struggle dial one space toward peace.

Upgrade 1 undamaged ship weapon for free.

Choose 1:

Travel on the Scion Nebula mini-map - go to 213-88

Leave the nebula and return to the galactic star map - go to 157-23

213-91 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-92

No - go to 213-94

213-92 *The torbats swoop in and attack your ship!*

One at a time, for each enemy blip still in play on a numbered sector, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

For each enemy blip still in play on the central Zephyr sector, Hull -1.

Next - go to 213-93

213-93 Move all enemy blips still in play to the central Zephyr sector on page 26. These blips are too close to fire on, and cannot be targeted by ship weapons. Unlock Action 02 and make it required .

Begin a new round in the location book.

213-94 *Phidia: "Zephyr, we sure do appreciate this. You're clear to land. We've prepared a wide clearing for you, and have posted a reward to your account. Welcome to Gemin!"*

Profit +1. All players gain Perk Token +1. Make Action 06 required .

Remove all game pieces from the location book and turn to page 33.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Meet Cheppa Nok.*

Begin a round in the location book.

213-95 Pass the first player token to the left.

Which of the following is true?

Both Dial A and B are at 0 - go to 213-96

Neither Dial A or B are at 0 - go to 213-98

Dial B is at 0; Dial A is not - go to 213-99

Dial A is at 0; Dial B is not - go to 213-100

213-96 The next entry is for the Nexu player.

Next - go to 213-97

213-97 *You reach the edge of the inscrutable Ink Well, and soon the Frey elders intrude upon your thoughts.*

Frey: "It is you! Alone, you've managed to fortify the rift and protect our galaxy from the Necryptids. Of almost equal significance, you've also mended the ancient rift between our people."

Player: "But I wasn't alone. I did it with my crew. They accept me as I am."

Frey: "As do we. Extend to them our gratitude."

You have completed The Resonant Web. Banish its job card. Profit +2.

Circle 1-3 in the ship log database.

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-98 *The Necryptid ship circles like a bird of prey. Ports along its hull open like eyelids and glow green before launching balls of sickly green energy at the Zephyr.*

Move Large Blip A 3 sectors in a direction of your choice (clockwise or counterclockwise), 1 sector at a time.

As Large Blip A enters a sector, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that sector number.

Begin a new round in the location book.

213-99 *The Nexu boards the Zephyr, exhausted, the Starsong complete! The rift is stitched shut!*

Next - go to 213-98

213-100 Raise Dial A by the value of Dial B. Then, lower Dial B to 0.

Remove the Nexu player's standee from Action 02.

Lock Action 02.

Next - go to 213-98

213-101 Are any small blips (tethers) green side up on the central Zephyr sector on page 26?

Yes - go to 213-102

No - go to 213-119

213-102 Is Dial A higher than 0?

Yes - go to 213-103

No - go to 213-118

213-103 *The evil, alien vessel is not about to let you escape!*

Life Support -1.

For each small green blip that is on the central Zephyr sector on page 26, draw 2 tokens from the bag and apply their effects.

If Large Blip A is on sector 1, the alien vessel pulls you toward the rift. Threat +1. Otherwise, move Large Blip A 2 sectors toward sector 1 (if it is on sector 2 or 6, move it only 1 sector).

All players on the central Zephyr sector must make a **FIGHT** group skill check . Goal: 4 plus the number of red blips on the central sector.

Success - go to 213-104

Fail - go to 213-113

No players occupy the central Zephyr sector - go to 213-117

213-104 The alien craft lashes at you with its severed tethers, threatening to knock you out into the inky void. But you resist and fight back, damaging the tethers even further.

If you disengage, you will gain threat  and damage to the hull .

Choose 1:

Let's disengage - go to 213-105

Can't risk it - go to 213-112

213-105 Sena: "The alien ship's hold is too strong!"

Player: "Then let's try going with it!"

You set an oblique heading. Instead of fighting the pull, you attempt to fly the ship to the side, and hopefully avoid being pulled in.

Player: "It's working!"

Sena: "Hull integrity warning!"

Then everything goes all crazy. The world around you feels like it's a kaleidoscope of liquid color swirling down a drain. You look at your own hand as it elongates to join the spiral.

Sound, smell, all your senses, even your thoughts are absorbed into the unreality taffy and stretched impossibly.

You awaken to alarms chiming. The Zephyr drifts aimlessly through space.

Player: "Sena, where are we? I see stars."

Sena: "Estimating location now."

Threat +1.

Hull -1 for each green blip on the central Zephyr sector on page 26.

Move the Zephyr standee to your choice of any Anomaly location on the galactic star map.

Next - go to 213-106

213-106 Player: "Nice to see stars again."

Sena: "Incoming holo from Farrack."

The Simian scientist appears on holo, his hair frazzled as usual.

Player: "Hey, boss, we just left the Ink Well. Found your interdimensional rift. It's bad! Maybe worse than you thought!"

Farrack: "I was afraid of that! I'm going to reach out to the Frey on Halas. They just might have a solution."

You have completed Gateway to Doom. Banish its job card.

All players gain Rep +1. Profit +3.

Is any player a Nexu?

Yes - go to 213-107

No - go to 213-111

213-107 Is job card 074, Nexu Vision, currently in the Jobs section of the card catalog?

Yes - go to 213-108

No - go to 213-110

213-108 The next entry is for the Nexu player.

Next - go to 213-109

213-109 A wave of uncomfortable emotion comes over you like nausea, and you lean on a bulkhead for support. Your mind is filled with a doomsday vision of Necryptid ships emerging from the rift by the thousands! An invasive thought enters your mind, calling you. It's a summoning to the Ra System.

Gain job card 074, Nexu Vision.

Pass the first player token to the left.

Move the galactic struggle dial one space toward war.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-110 The uncomfortable feeling of existential dread takes hold of your ghost. The desperate voices of the Frey in your mind clamor for your attention, but you suppress them.

The Nexu player gains a Stress card (012).

Pass the first player token to the left.

Remove all game pieces from the location book and close it.

Move the galactic struggle dial one space toward war.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-111 Pass the first player token to the left.

Move the galactic struggle dial one space toward war.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-112 Your crew member who has been acting strangely suddenly attempt to steer the Zephyr into the rift. The rest of you wrestle them from the controls and hold on the floor!

Each other player must reveal the top card of their draw pile. If the revealed card does not show the  icon, draw again until you either reveal a  icon or can draw no more. Total the number of cards revealed. If it's higher than the threat , gain 1 threat . Then, each player places all revealed cards into their discard pile.

The first player gains the nickname 'Charmed', and removes the lock token from their character sheet to show that the spell has been broken.

All players gain Perk Token +1. Pass the first player token to the left.

Next - go to 213-106

213-113 The alien craft lashes at you with its severed tethers, threatening to knock you out into the inky void!

Each participant gains an Injured card (011), and must now choose either to remove their standee from page 26 or leave it there.

If you disengage, you will gain threat  and damage to the hull .

Choose 1:

Let's disengage - go to 213-105

Can't risk it - go to 213-114

213-114 Is the first player under the mind control spell (lock token)?

Yes - go to 213-115

No - go to 213-116

213-115 If there are any standees on the central Zephyr sector, the first player must place their standee on Action 02. Otherwise, the first player must place their standee on Action 01.

Begin a new round in the location book.

213-116 Begin a new round in the location book.

213-117 If you disengage, you will gain threat  and damage to the hull .

Choose 1:

Let's disengage - go to 213-105

Can't risk it - go to 213-112

213-118 The ugly rift looms over you as you knock the lifeless tethers off the hull and get back to your stations.

Player: "Okay, let's turn it around and get outta here!"

Sena: "The shortest path to normal space is approximately 8.43 parsecs, give or take 8 parsecs."

Player: "Precision be damned! Make it so!"

Sena: "Moving away from the rift."

Each player removes all lock tokens from their character sheet to show that the spell has been broken.

Next - go to 213-106

213 - CONTINUED

213-119 Is the first player under the mind control spell (lock token)?

Yes - go to 213-120

No - go to 213-122

213-120 *Your crew member who has been acting strangely suddenly attempt to steer the Zephyr into the rift. The rest of you wrestle them from the controls and hold on the floor!*

Each other player must reveal the top card of their draw pile. If the revealed card does not show the  icon, draw again until you either reveal a  icon or can draw no more. Total the number of cards revealed. If it's higher than the threat , gain 1 threat . Then, each player places all revealed cards into their discard pile.

The first player gains the nickname 'Charmed', and removes the lock token from their character sheet to show that the spell has been broken.

Next - go to 213-121

213-121 *This isn't the first time a spacer has fallen victim to this alien mind control field. It happens from time to time, but few have struggled with it as valiantly or as successfully as you.*

All players gain Perk Token  +1.

Next - go to 213-122

213-122 *Player: "Okay, let's turn it around and get outta here!"*

Sena: "The shortest path to normal space is approximately 8.43 parsecs, give or take 8 parsecs."

Player: "Precision be damned! Make it so!"

Sena: "Moving away from the rift."

Next - go to 213-106

213-123 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 213-124

No - go to 213-125

213-124 *Igno: "That's it, I'm outta here! No job's worth this kind of toxic work environment! I don't care how good the benefits are, Gigazon can kiss my carapace!"*

Disgruntled employee Dug turns the Matilda around and leaves, trailing gases from the damage you've done to his ship. He leaves some equipment behind too: a top-of-the-line beacon you can attach the pirate signal to, not to mention other useful tools.

You have completed Eminent Domain. Banish its job card.

Return special device card 062, Pirate Signal, to the Ship Weapons & Devices section of the card catalog.

Gain 2 common cargo tokens . Gain 1 science project .

Each player may banish a skill card from their draw or discard pile, then reshuffle.

All players gain Rep  +1. Profit  +3.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring at this location - go to 320-1

213-125 *The Matilda fires upon your ship.*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

Is Small Blip C in play?

Yes - go to 213-126

No - go to 213-136

213-126 Is Small Blip C on the central Zephyr sector on page 26?

Yes - go to 213-127

No - go to 213-135

213-127 *The no-frills Drill-Kill drills for thrills.*

Hull  -2.

Next - go to 213-128

213-128 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

213-129

213-130

213-131

213-132

213-133

213-134

213-129 *The Matilda circles for a shot.*

Move Large Blip A 1 sector clockwise.

Begin a new round in the location book.

213-130 *The Matilda circles for a shot.*

Move Large Blip A 2 sectors clockwise.

Begin a new round in the location book.

213-131 *The Matilda circles for a shot.*

Move Large Blip A 3 sectors clockwise.

Begin a new round in the location book.

213-132 *The Matilda circles for a shot.*

Move Large Blip A 1 sector counterclockwise.

Begin a new round in the location book.

213-133 *The Matilda circles for a shot.*

Move Large Blip A 2 sectors counterclockwise.

Begin a new round in the location book.

213-134 *The Matilda stands her ground.*

Begin a new round in the location book.

213-135 *The Drill-Kill drone swoops in and lands on the Zephyr with a loud thunk as it sinks its vibratalons into the hull and prepares its drill bit.*

Draw a token from the bag and apply its effect.

Place Small Blip C on the central Zephyr sector on page 26. While Blip C is on the Zephyr, you cannot target it with ship weapons. To deal with it, you must Improvise (Action 02). Remove all lock tokens from Action 02.

Next - go to 213-128

213-136 Choose one of the following entries at random to go to:

213-137

213-138

213-139

213-140

 213-141

213-142

213-137 *The Matilda circles for a shot and launches a Drill-Kill Drone.*

Move Large Blip A 1 sector clockwise. Place Small Blip C (Drill-Kill Drone) on a sector adjacent to Large Blip B. Set Dial C to 4.

Begin a new round in the location book.

213-138 *The Matilda circles for a shot and launches a Drill-Kill Drone.*

Move Large Blip A 2 sectors clockwise. Place Small Blip C (Drill-Kill Drone) on a sector adjacent to Large Blip B. Set Dial C to 4.

Begin a new round in the location book.

213-139 *The Matilda circles for a shot and launches a Drill-Kill Drone.*

Move Large Blip A 3 sectors clockwise. Place Small Blip C (Drill-Kill Drone) on a sector adjacent to Large Blip B. Set Dial C to 4.

Begin a new round in the location book.

213-140 *The Matilda circles for a shot and launches a Drill-Kill Drone.*

Move Large Blip A 1 sector counterclockwise. Place Small Blip C (Drill-Kill Drone) on a sector adjacent to Large Blip B. Set Dial C to 4.

Begin a new round in the location book.

213-141 *The Matilda circles for a shot and launches a Drill-Kill Drone.*

Move Large Blip A 2 sectors counterclockwise. Place Small Blip C (Drill-Kill Drone) on a sector adjacent to Large Blip B. Set Dial C to 4.

Begin a new round in the location book.

213-142 *The Matilda launches a Drill-Kill Drone.*

Place Small Blip C (Drill-Kill Drone) on a sector adjacent to Large Blip B. Set Dial C to 4. Begin a new round in the location book.

213-143 *The Amoebadon lashes out, slapping the Zephyr with its caustic slime.*

Pass the first player token to the left.

One at a time, for each small blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that blip's sector number.

If Large Blip A is on the central Zephyr sector, Hull  -2.

Is there a blip in the ship hold?

Yes - go to 213-144

No - go to 213-145

213-144 *Zafor: "This is stupendous!"*

Professor Zafor is joyous as you turn the ship around and head toward safe space.

Player: "Setting course for Mar Mar station!"

Zafor: "Make sure to fly smoothly."

Player: "We always do! Wait a minute, why?"

Zafor: "Well, the containment cube is um, how shall I say, experimental? Wouldn't want that thing loose inside your ship now would we?"

As you navigate the space lanes like seasoned spacers, the Amoebadon follows, seeking its missing blob.

Remove all game pieces from the location book and close it.

Return the blip in the ship hold to the supply.

Move the waypoint ring for Amoebadon Attack to the Mar Mar Station location (317) on the galactic star map.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

213-145 *Player: "We still need that sample. Let's move quick before that thing destroys us!"*

If dial A is higher than 0, Move Large Blip A onto the central Zephyr sector.

If dial A is at 0, move Large Blip A to sector 4 and set dial A to 4. Then move all small blips 1 sector in a single direction toward sector 4.

If there are no small blips in play, add blip B to any empty sector and set dial B to 3.

Begin a new round in the location book.

213-146 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-147

No - go to 213-160

213-147 Choose one of the following entries at random to go to:

213-148

213-155

213-156

213-157

213-158

213-159

213-148 *Sena: "The Forex are attacking!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 1 sector clockwise.

Next - go to 213-149

213-149 *Player: "The Forex aren't done with us. What do we want to do?"*

Choose 1:

Continue fighting - go to 213-150

Attempt to disengage - go to 213-151

213-150 *Player: "We're gonna make these guys pay for their arrogance!"*

Begin a new round in the location book.

213-151 *Player: "If we can get to Tybalt, the Forex won't dare pursue. Get us out of here!"*

The first player must choose a player to pilot the ship. The chosen player must make a **PILOT** skill check  .

0-5 - go to 213-152

6+ - go to 213-154

213-152 *The Forex express their displeasure at your fleeing from their grasp.*

One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect. Lower all dials to 0.

Next - go to 213-153

213-153 *Player: "I hate those losers!"*

Sena reminds you of your connections.

Sena: "Remember, the Zephyr has clout here on Paradise Moon. Mention the Zephyr or Sena to get in to see the Trinards. In their situation, they need us as much as we need that Profit!"

The holo winks on with a cheerful control officer.

Loki Spaceport: "PHG-004, this is Loki Spaceport. You're cleared for touchdown. Welcome to Paradise!"

Player: "Maybe this place isn't so bad after all."

Remove all game pieces from the location book and turn to page 43.

Make Actions 01 and 05 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Takeover*.

Begin a round in the location book.

213-154 *The Forex watch helplessly as you escape their grasp.*

Lower all dials to 0.

Next - go to 213-153

213-155 *Sena: "The Forex are attacking!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 2 sectors clockwise.

Next - go to 213-149

213 - CONTINUED

213-156 Sena: "The Forex are attacking!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 3 sectors clockwise.

Next - go to 213-149

213-157 Sena: "The Forex are attacking!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 1 sector counterclockwise.

Next - go to 213-149

213-158 Sena: "The Forex are attacking!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 2 sectors counterclockwise.

Next - go to 213-149

213-159 Sena: "The Forex are attacking!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 213-149

213-160 Player: "I'm already having a good time at this place! I love kicking Forex butt!"

Sena reminds you of your connections.

Sena: "Remember, the Zephyr has clout here. Mention the Zephyr or Sena to get in to see the Trinards. In their situation, they need us as much as we need that money!"

The holo winks on with a cheerful control officer.

Loki Spaceport: "PHG-004, this is Loki Spaceport. You're cleared for touchdown. Welcome to Paradise!"

Player: "Yeah, I think we could get use to this place"

All players gain Rep ☆+1.

A quick patrol of the area produces good salvage.

Upgrade an undamaged level 1 ship weapon for free.

Gain an Unarmed Torpedo card (067).

Gain 1 common cargo token ☼.

Remove all game pieces from the location book and turn to page 43.

Make Actions 01 and 05 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Takeover*.

Begin a round in the location book.

213-161 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-162

No - go to 213-175

213-162 Choose one of the following entries at random to go to:

213-163

213-170

213-171

213-172

213-173

213-174

213-163 Player: "The Forex are firing on us!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 1 sector clockwise.

Choose 1:

Continue fighting - go to 213-164

Attempt to disengage - go to 213-167

213-164 Is Large Blip A still in play?

Yes - go to 213-165

No - go to 213-166

213-165 Player: "Let's finish this!"

Risk ⚠+1. Begin a new round in the location book.

213-166 Without the gunship to back them up, the remaining Forex call off their attack and flee. You congratulate yourselves, then hungrily the eye the opportunities for salvage.

All players gain Rep ☆+1.

The first player gains a MedKit card (023), and may keep it or give it to another player. Gain special device card 068, Foldspace Capacitor.

Remove all game pieces from the location book and turn to page 43.

Make Action 06 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

213-167 Player: "Get us out of here! If we escape to Tybalt, the Forex won't dare pursue!"

Operations must make a **PILOT** skill check 🎯 🎯.

0-5 - go to 213-168

6+ - go to 213-169

213-168 You break away, but the Forex make you pay for your cowardice.

Threat ⚠+1. One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect.

Remove all game pieces from the location book and turn to page 43.

Make Action 06 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

213-169 You neatly escape the Forex, and head for the safety of Tybalt.

Threat ⚠+1.

Remove all game pieces from the location book and turn to page 43.

Make Action 06 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

213-170 Player: "The Forex are firing on us!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 2 sectors clockwise.

Choose 1:

Continue fighting - go to 213-164

Attempt to disengage - go to 213-167

213-171 Player: "The Forex are firing on us!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 3 sectors clockwise.

Choose 1:

Continue fighting - go to 213-164

Attempt to disengage - go to 213-167

213-172 *Player: "The Forex are firing on us!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 1 sector counterclockwise.

Choose 1:

Continue fighting - go to 213-164

Attempt to disengage - go to 213-167

213-173 *Player: "The Forex are firing on us!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Move all enemy blips 2 sectors counterclockwise.

Choose 1:

Continue fighting - go to 213-164

Attempt to disengage - go to 213-167

213-174 *Player: "The Forex are firing on us!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Choose 1:

Continue fighting - go to 213-164

Attempt to disengage - go to 213-167

213-175 *You've defeated the Forex scum, and you hungrily eye the salvage that awaits.*

All players gain Rep ☆+1.

The first player gains a MedKit card (023), and may keep it or give it to another player. Gain special device card 068, Foldspace Capacitor.

Remove all game pieces from the location book and turn to page 43.

Make Action 06 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

213-176 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-177

No - go to 213-185

213-177 Is Action 02 locked?

Yes - go to 213-178

No - go to 213-181

213-178 *Onboard the Adjudicator ship, there is a general state of confusion.*

Adjudicator: "You know, I'm really starting to suspect there is no pregnant Tandorian on that craft."

The first player must choose a player to pilot the ship out of this mess. The chosen player must make a **PILOT** skill check ☉ ☆.

0-5 - go to 213-179

6+ - go to 213-180

213-179 *You flash away, but the adjudicators open fire on you!*

Threat ☉+1. Draw 4 tokens from the bag and apply their effects.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-180 *Adjudicator: "They're running for it! Open fire!"*

Adjudicator: "Belay that order! We can't risk the lives of mother and child. We'll just have to accept this mystery for the ages."

Rep ☆+1. Risk ☉+1.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-181 *The Adjudicators open fire on you!*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

If Small Blips A and B are on sectors other than 3 and/or 5, move them to sectors 3 and/or 5.

Next - go to 213-182

213-182 *Player: "We absolutely have to get out of here, now!"*

Sena: "Not with those magnabeams on us."

Player: "Feed everything we've got to the engines! Now!"

Engineering must make a **TECHNICAL** skill check ☉ ☉. You may spend any combination of power ☉, life support ☉, and supplies ☉ to add an equal number to your result.

0-8 - go to 213-183

9+ - go to 213-184

213-183 *The Zephyr strains, but manages to break free, though you catch gunfire in the aft as you flee!*

Threat ☉+1. One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that blip's sector number.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-184 *The Zephyr strains, but manages to break free. You've made your escape!*

All players gain Perk Token ☉+1. Threat ☉+1.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-185 *The Adjudicators are no longer capable of pursuit, a fact you appreciate as you zip away.*

All players gain Rep ☆+1. Threat ☉+1.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-186 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-187

No - go to 213-189

213-187 *Sena: "The Krunk gunship is firing on us!"*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number. If Action 02 is not locked, draw 2 additional tokens from the bag and apply their effects normally.

Is Dial B higher than the number of players?

Yes - go to 213-188

No - go to 213-189

213 - CONTINUED

213-188 *Player: "The gunship is coming around."*

Move Large Blip B 3 sectors clockwise.

Begin a new round in the location book.

213-189 *Player: "They're breaking off their attack!"*

The enemy gunship turns to flee, leaving behind a heavily damaged Armada ship and the wreckage of battle. An Armada officer comes over the comms.

Officer: "We appreciate the assist, Zephyr. We're going to transfer a mercenary fee to your account. It's not much more than a gesture, but help yourself to any salvage. Long live the Armada!"

Profit +1. Gain 2 common cargo tokens .

If you are wanted by Dragonwing, erase the checked box. You've redeemed yourselves, and are no longer wanted by them.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-190 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-191

No - go to 213-192

213-191 *Player: "The fighters are attacking!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

How many enemy blips remain?

1 - go to 213-192

2+ - go to 213-193

213-192 *Player: "They're breaking off their attack!"*

The enemy ships turn to flee, leaving behind a heavily damaged Armada ship and the wreckage of battle. An Armada officer comes over the comms.

Officer: "We appreciate the assist, Zephyr. We're going to transfer a mercenary fee to your account. It's not much more than a gesture, but help yourself to any salvage. Long live the Armada!"

Profit +1. Gain 2 common cargo tokens .

If you are wanted by Dragonwing, erase the checked box. You've redeemed yourselves, and are no longer wanted by them.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-193 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

213-194

213-195

213-196

213-197

213-198

213-199

213-194 *Player: "Watch our flanks, they're circling!"*

All enemy blips move 1 sector clockwise.

Begin a new round in the location book.

213-195 *Player: "Watch our flanks, they're circling!"*

All enemy blips move 2 sectors clockwise.

Begin a new round in the location book.

213-196 *Player: "Watch our flanks, they're circling!"*

All enemy blips move 3 sectors clockwise.

Begin a new round in the location book.

213-197 *Player: "Watch our flanks, they're circling!"*

All enemy blips move 1 sector counterclockwise.

Begin a new round in the location book.

213-198 *Player: "Watch our flanks, they're circling!"*

All enemy blips move 2 sectors counterclockwise.

Begin a new round in the location book.

213-199 *Player: "Keep them off our flanks!"*

All blips remain in place.

Begin a new round in the location book.

213-200 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-201

No - go to 213-209

213-201 Choose 1:

Continue fighting - go to 213-202

Attempt to disengage - go to 213-206

213-202 *Sena: "The Void Syndicate is making its attack run."*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

Next - go to 213-203

213-203 *Torpedo strike!*

One at a time, for each of Small Blips C and D in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number. Then, lower Dials C and D to 0.

Next - go to 213-204

213-204 *The Void Syndicate ship circles for the kill!*

Move Large Blip B 2 sectors clockwise

If Action 02 is not locked, raise Dial A by 2.

Next - go to 213-205

213-205 *Sena: "They're launching a torpedo!"*

Place Small Blip C (Torpedo) on a sector adjacent to Large Blip B.

Set Dial C to 3.

Begin a new round in the location book.

213-206 *Player: "We can't beat this beast. Let's get out of here!"*

Operations must make a **PILOT** skill check .

0-6 - go to 213-207

7+ - go to 213-208

213-207 *The Void Syndicate ship unloads its armaments as you make a run for it.*

Threat +1. Draw 2 tokens from the bag and apply their effects to Engineering.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-208 *The Void Syndicate is unable to prevent such a capable escape.*

Threat +1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-209 *You feel grim satisfaction as you watch the Void Syndicate vessel collapse. And it looks like a good salvage opportunity as well.*

All players gain Rep +1. Gain an Unarmed Torpedo card (067).

Gain special device card 068, Foldspace Capacitor.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

213-210 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-211

No - go to 213-217

213-211 *Player: "Ba'z and his mongrels are opening fire!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

If Small Blip E is in play, lower its dial to 0.

Next - go to 213-212

213-212 Choose one of the following entries at random to go to:

213-213

213-221

213-222

213-223

213-224

213-225

213-213 *Sena: "Careful! Don't let them get behind you."*

All enemy blips move 1 sector clockwise.

Next - go to 213-214

213-214 Choose 1:

Continue fighting - go to 213-215

Attempt to disengage - go to 213-218

213-215 Is Small Blip A (The Monger) still in play?

Yes - go to 213-216

No - go to 213-217

213-216 *Player: "Ba'z isn't going to retreat, is he, Sena?"*

Sena: "Sadly, that's not like him."

Player: "Then let's finish this!"

Risk ⚠+1. Begin a new round in the location book.

213-217 *Ba'z's ship goes into a spiral, large, billowing clouds of red trailing from its engines.*

Sena: "Oh my. He's trying to jump to light speed."

Player: "Not with that damage!"

But he does. The starboard engine explodes as the Monger vanishes in a flash.

Player: "Holy smokes. He just bit the dust at light speed!"

Sena: "Perhaps. That's one leech the galaxy has had a tough time plucking off."

Player: "Nice simile, Sena!"

Sena: "Metaphor."

Player: "Okay, let's not get cute."

You survey the wreckage and see a lot you could salvage.

All players gain Rep ★+1. Gain 1 arms cargo token ☸.

Upgrade an undamaged level 1 ship weapon for free.

Remove all game pieces from the location book and close it.

You may gain Risk ⚠+1 to work the ship. Then, travel on the galactic star map.

213-218 *Player: "Man, these guys are annoying. Let's get out of here before things get worse!"*

Operations must make a **PILOT** skill check ☹ ☸.

0-5 - go to 213-219

6+ - go to 213-220

213-219 *Ba'z says something snarky over the comms, but you aren't listening. The Zephyr takes off while gunfire thunks against the hull.*

Threat ☹+1. One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-220 *Ba'z says something snarky over the comms, but you aren't listening. You leave harder and faster than his mom did back in '94.*

Threat ☹+1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-221 *Sena: "Careful! Don't let them get behind you."*

All enemy blips move 2 sectors clockwise.

Next - go to 213-214

213-222 *Sena: "Careful! Don't let them get behind you."*

All enemy blips move 3 sectors clockwise.

Next - go to 213-214

213-223 *Sena: "Careful! Don't let them get behind you."*

All enemy blips move 1 sector counterclockwise.

Next - go to 213-214

213-224 *Sena: "Careful! Don't let them get behind you."*

All enemy blips move 2 sectors counterclockwise.

Next - go to 213-214

213-225 *Sena: "Careful! Don't let them get behind you."*

All blips remain in place.

Next - go to 213-214

213-226 Pass the first player token to the left.

Is Dial B higher than 0?

Yes - go to 213-227

No - go to 213-230

213-227 *The Krunk assault ship unleashes a devastating broadside volley.*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

Is Dial A higher than 0?

Yes - go to 213-228

No - go to 213-229

213-228 *The Krunk assault ship pivots toward the Zephyr, and engages its thrusters for a ram attack.*

Move Large Blip B 2 sectors clockwise.

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

If Action 02 is locked, choose 1 of those tokens and return it to the bag without applying its effect.

Begin a new round in the location book.

213-229 *Sena: "You've defanged the Krunk assault ship, but they still have the virus."*

Player: "Not for long, Sena."

Sena: "Great!"

Player: "Meaning we're going to kill them."

Sena: "Yeah, I got it."

Player: "Kill 'em dead!"

Risk ⚠+1. Move Large Blip B 3 sectors clockwise.

Begin a new round in the location book.

213 - CONTINUED

213-230 The Krunk assault ship disappears in a ball of irradiated gas. The viral toxin is forever lost, making the galaxy a far safer place.

You have completed Viral Annihilation. Banish its job card.

All players gain Rep ☆+1. Profit ₪+3.

Move the galactic struggle dial one space toward peace.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

213-231 Pass the first player token to the left.

Are there any large enemy blips in play?

Yes - go to 213-232

No - go to 213-245

213-232 One at a time, for each large blip still in play, draw 3 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

If a station other than Logistics receives a damage token, return a cargo token Ⓜ (clucken) from that station to the supply, if able.

If Small Blip C is on sector 1, Life Support Ⓜ-2.

Next - go to 213-233

213-233 Player: "They're trying to outmaneuver us!"

If Small Blip C is still in play, move it 2 sectors toward sector 1.

Next - go to 213-234

213-234 Choose one of the following entries at random to go to:

213-235

213-240

213-241

213-242

213-243

213-244

213-235 Player: "They're trying to outmaneuver us!"

All large enemy blips move 1 sector clockwise.

Next - go to 213-236

213-236 Is Small Blip C still in play?

Yes - go to 213-237

No - go to 213-238

213-237 Officer: "Pirate vessel, this is the Galactic Authority! You cannot escape. Power down and prepare to be boarded."

A loose clucken accidentally steps on the comms, and unloads of loud clucks, squawks, and be-gocks.

Officer: "Okay, pirate vessel. You wanna play clucken with the authorities? That's your choice."

Threat Ⓜ+1.

Begin a new round in the location book.

213-238 Player: "Let's try to leave these guys in the dust! Plot a course out of here!"

The first player must choose a player to pilot the Zephyr out of this jam.

The chosen player must make a **PILOT** skill check Ⓜ Ⓜ. If there are any cargo tokens Ⓜ on the Navigation board, you may not use any perk tokens Ⓜ in the skill check.

0-6 - go to 213-237

7+ - go to 213-239

213-239 The Zephyr spins and jukes between laser blasts, and then, just as the authorities are about to launch another snare, you make the jump and escape.

Captain Travius "Blackbeak" Muldoon appears on holo.

Blackbeak: "There's a lot of chaos on the police scanners. Something about

a pirate attack. I trust you landed some worthy loot, representing me out there?"

Player: "Heck yeah, we've been pirating around like nobody's business. Super piratey action!"

Blackbeak: "Good! But don't get cocky! You can only ever hope to be number two to me!"

And with that, he cuts the feed.

You have completed Real Pirating. Banish its job card.

All players gain Rep ☆+1. Profit ₪+1.

Move all cargo tokens Ⓜ on station boards to the ship hold.

Choose 1:

Leave - You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Deep Space-2

213-240 Player: "They're trying to outmaneuver us!"

All large enemy blips move 2 sectors clockwise.

Next - go to 213-236

213-241 Player: "They're trying to outmaneuver us!"

All large enemy blips move 3 sectors clockwise.

Next - go to 213-236

213-242 Player: "They're trying to outmaneuver us!"

All large enemy blips move 1 sector counterclockwise.

Next - go to 213-236

213-243 Player: "They're trying to outmaneuver us!"

All large enemy blips move 2 sectors counterclockwise.

Next - go to 213-236

213-244 Player: "They're trying to outmaneuver us!"

All large enemy blips remain in place.

Next - go to 213-236

213-245 Captain Travius "Blackbeak" Muldoon appears on holo.

Blackbeak: "There's a lot of chaos on the police scanners. Something about a pirate attack. I trust you landed some worthy loot, representing me out there?"

Player: "Heck yeah, we've been pirating around like nobody's business. Super piratey action!"

Blackbeak: "Good! But don't get cocky! You can only ever hope to be number two to me!"

And with that, he cuts the feed. You survey the scene of your battle, and manage to salvage something tasty.

You have completed Real Pirating. Banish its job card.

All players gain Rep ☆+1. Profit ₪+1. Gain an Unarmed Torpedo card (067).

Move all cargo tokens Ⓜ on station boards to the ship hold.

Choose 1:

Leave - You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Deep Space-2

213-246 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-247

No - go to 213-267

213-247 Choose 1:

Continue fighting - go to 213-248

Attempt to disengage - go to 213-264

213-248 Player: "They're coming around!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 213-249

213-249 Choose one of the following entries at random to go to:

213-250

213-259

213-260

213-261

213-262

213-263

213-250 Player: "They're trying to line up a new attack run."

All enemy blips move 1 sector clockwise.

Next - go to 213-251

213-251 Is Action 02 locked?

Yes - go to 213-252

No - go to 213-258

213-252 Sena: "I believe the enemy is attempting to retreat."

Choose 1:

Pursue the Krunk - go to 213-253

Let them escape - go to 213-254

213-253 Player: "They're not getting away that easy!"

Operations must make a **PILOT** skill check .

0-5 - go to 213-254

6+ - go to 213-257

213-254 Player: "Well, that's that. The fight's over at least."

Remove all game pieces from the location book.

Did you destroy any Krunk ships?

Yes - go to 213-255

No - go to 213-256

213-255

You have failed to complete Marauding Krunk B. Return its job card to the Jobs section of the card catalog.

Profit +1 for each enemy blip destroyed in battle. Threat +1.

Close the location book.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-256 You have failed to complete Marauding Krunk B. Return its job card to the Jobs section of the card catalog.

Threat +1. Move the galactic struggle dial one space toward war.

Close the location book.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-257 Player: "Where do you robo-bozos think you're going? Er, no offense, Cook-E."

Cook-E: "Oh, none taken, matey! I know ye'd ne'er call me a bozo!"

Player: "Mmm."

Perk Token +1. Begin a new round in the location book.

213-258 Sena: "There is another Krunk ship incoming."

Player: "Damn it! This is getting out of hand!"

Place Small Blip D (Krunk Ship) on sector 6. Set Dial D to 7. Lock Action 02. Begin a new round in the location book.

213-259 Player: "They're trying to line up a new attack run."

All enemy blips move 1 sector clockwise.

Next - go to 213-251

213-260 Player: "They're trying to line up a new attack run."

All enemy blips move 2 sectors clockwise.

Next - go to 213-251

213-261 Player: "They're trying to line up a new attack run."

All enemy blips move 3 sectors clockwise.

Next - go to 213-251

213-262 Player: "They're trying to line up a new attack run."

All enemy blips move 1 sector counterclockwise.

Next - go to 213-251

213-263 Player: "They're trying to line up a new attack run."

All enemy blips remain in place.

Next - go to 213-251

213-264 Player: "We can't take the heat! Get us out of here!"

Operations must make a **PILOT** skill check .

0-5 - go to 213-265

6+ - go to 213-266

213-265 You escape, but not before the Krunk make you pay for your cowardice.

One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that blip's sector number.

Remove all game pieces from the location book.

Did you destroy any Krunk ships?

Yes - go to 213-255

No - go to 213-256

213-266 You escape the wrathful Krunk, luckily still in one piece.

Remove all game pieces from the location book.

Did you destroy any Krunk ships?

Yes - go to 213-255

No - go to 213-256

213-267 Cheers erupt on the bridge as the last Krunk ship is blown to pieces. You admire your handiwork and note the good salvaging opportunities.

You have completed Marauding Krunk B. Return its job card to the Jobs section of the card catalog.

All players gain Rep +1. Profit +1 for each enemy blip destroyed in battle.

Gain an Unarmed Torpedo card (067).

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Deep Space-2

213-268 Pass the first player token to the left.

Are any small enemy blips still in play?

Yes - go to 213-269

No - go to 213-272

213-269 Was any player given the nickname 'Retail Therapist'?

Yes - go to 213-270

No - go to 213-278

213 - CONTINUED

213-270 *Sena: "The pirates are firing at us."*

One at a time, for each small blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that blip's sector number.

Lower Dial A by 1 for each small blip in its sector or an adjacent sector. If Dial A reaches 0, do not remove Large Blip A.

Move all small blips 1 sector toward Large Blip A.

Next - go to 213-271

213-271 Roll the chance die. Is the result equal to or higher than the number of small blips in play?

Yes - go to 213-272

No - go to 213-277

213-272 *Sena: "The pirate ships are fleeing!"*

Player: "Excellent news! Okay, everybody, we've still got a job to do. There are probably pirates still on board that Crimson Circle hauler. Let's get in there and show 'em some customer service!"

All players gain Rep ☆+1.

Next - go to 213-273

213-273 *Player: "Let's enter from the opposite end of the breach!"*

You pilot the Zephyr to the far end of the Crimson Circle ship, away from where the pirate raiders entered. As you leave the Zephyr and embark on the freighter, you're met with the haze and ozone smell of a slag blaster battle, but it's otherwise quiet. Is the fighting over?

All players must make a **(SNEAK)** group skill check    . Goal: 6

Success - go to 213-274

Fail - go to 213-275

213-274 *You come upon a frightened group of Crimson Circle crew in their red shirts and khakis.*

Crimson Circle: "We're out of ammo. All we can do is wait for them to leave. We tried to fight them, but they brought one of those big cargomech loaders. Thing's a beast!"

You happily hand out ammo and decide to try to split the pirates' forces.

Player: "You guys take this ammo. Do you think you can take out the marauders while we take out the big guy?"

The employee slaps a power cell into her blaster.

Crimson Circle: "Their customer satisfaction will NOT be our number one priority!"

Player: "Great, we'll coordinate our attacks and stuff 'em back in that tin can they flew in on!"

All players gain Perk Token +1.

Turn to page 29 in the location book.

Set Dial A (Armor) to 9. Set Dial B (Pilot) to the number of players plus the threat . Lock Actions 04, 06, and 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Crimson Tuesday*.

Begin a round in the location book.

213-275 *You move through the unfamiliar ship, following the clunking sounds of cargo being loaded. Before you reach the source of the noise, you're ambushed by marauders!*

It's a brief firefight and easily repelled, but some of you are hurt.

Each player who failed their part of the group  skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Next - go to 213-276

213-276 *Leaving the bodies of the marauders behind, you find the source of the noise: a chunky, military grade cargomech loader! The pilot sees you and drops the cargo crate from the loader's arms, preparing for a fight!*

Turn to page 29 in the location book.

Set Dial A (Armor) to 5. Set Dial B (Pilot) to the number of players plus the threat . Lock Actions 04, 06, and 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Crimson Tuesday*.

Begin a round in the location book.

213-277 *Player: "We aren't out of this yet!"*

Threat +1. Begin a new round in the location book.

213-278 *Sena: "The pirates are firing at us."*

One at a time, for each blip still in play, draw a token from the bag (if it is a large blip, draw 2 instead) and apply its effect to the player who controls the station matching that blip's sector number.

Lower Dial A by 1 for each small blip in its sector or an adjacent sector. If Dial A reaches 0, do not remove Large Blip A.

Move all small blips 1 sector toward Large Blip A.

Next - go to 213-271

213-279 Pass the first player token to the left.

Is Dial B higher than 0?

Yes - go to 213-280

No - go to 213-289

213-280 *Player: "The fight's not over. What do we wanna do?"*

Choose 1:

Continue fighting - go to 213-281

Disengage - go to 213-286

213-281 Is Action 02 locked?

Yes - go to 213-282

No - go to 213-285

213-282 *The Krunk scout ship attacks back!*

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

If Dial A is higher than 0, raise it by 1.

Are any of Blips C, D, or E in play?

Yes - go to 213-283

No - go to 213-284

213-283 *Sena: "Incoming fire from the drones!"*

One at a time, for each of Small Blips C, D, and E in play, draw a token from the bag and apply its effect to the player who controls the station matching that blip's sector number.

Next - go to 213-284

213-284 *Player: "The enemy is reforming!"*

Move Large Blip B 2 sectors toward sector 4.

For each of Small Blips C, D, and E that is in play, roll the chance die and move it a number of sectors counterclockwise equal to the result.

If Action 02 is locked, remove a lock token from it.

Begin a new round in the location book.

213-285 *Player: "Here comes backup! Krunk drones incoming!"*

Choose a dial (C, D, or E) that is at 0. Set that dial to the number of players, and place its matching blip on sector 4.

Next - go to 213-282

213-286 *Player: "Get us out of here!"*

Operations must make a **PILOT** skill check ☉ ⚙.

0-5 - go to 213-287

6+ - go to 213-288

213-287 *The enemy can't stop you from escaping, but you wince as the Zephyr shakes from the incoming fire.*

You have failed to complete Blast that Krunk. Banish its job card. Threat ⚙+1.

Draw a number of tokens from the bag equal to the number of enemy blips in play, and apply their effects.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-288 *You breathe a sigh of relief as you escape.*

You have failed to complete Blast that Krunk. Banish its job card. Threat ⚙+1.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-289 *Everyone cheers as the Krunk ship begins breaking apart. It looks like you have nice salvaging opportunities as well.*

You have completed Blast That Krunk. Banish its job card.

All players gain Rep ☆+1. You may upgrade a level 1 ship weapon for free.

Gain 1 arms cargo token ⚙ and 1 rare cargo token ⚙.

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - You may gain Risk ⚙+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Deep Space-2

213-290 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-291

No - go to 213-305

213-291 Are all enemy blips locked?

Yes - go to 213-292

No - go to 213-293

213-292 *One Armada fighter flies alongside you and the helmeted pilot looks over and gives a polite nod. You return the gesture, and with that, the Armada squadron breaks off their attack, and turn away.*

Set all enemy dials to 0.

Remove all game pieces from the location book and close it.

Move the galactic struggle dial one space toward peace.

You may gain Risk ⚙+1 to work the ship. Then, travel on the galactic star map.

213-293 Choose 1:

Keep fighting - go to 213-294

Attempt to disengage - go to 213-302

213-294 *The Armada ships open fire.*

One at a time, for each unlocked enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number. Then, remove all lock tokens from enemy blips.

Next - go to 213-295

213-295 Choose one of the following entries at random to go to:

213-296

213-297

213-298

213-299

213-300

213-301

213-296 *Player: "Enemy ships coming around!"*

Move all blips 1 sector clockwise.

Begin a new round in the location book.

213-297 *Player: "Enemy ships coming around!"*

Move all blips 2 sectors clockwise.

Begin a new round in the location book.

213-298 *Player: "Enemy ships coming around!"*

Move all blips 3 sectors clockwise.

Begin a new round in the location book.

213-299 *Player: "Enemy ships coming around!"*

Move all blips 1 sector counterclockwise.

Begin a new round in the location book.

213-300 *Player: "Enemy ships coming around!"*

Move all blips 2 sectors counterclockwise.

Begin a new round in the location book.

213-301 *Player: "Enemy ships coming around!"*

All blips remain in place.

Begin a new round in the location book.

213-302 *Player: "This isn't the right place to fight. Hold on everybody, we're getting out of here!"*

Operations must make a **PILOT** skill check ☉ ⚙.

0-5 - go to 213-303

6+ - go to 213-304

213-303 *The Armada fighters pepper the Zephyr with gunfire as you turn tail and flee.*

Threat ⚙+1. Draw a number of tokens from the bag equal to the number of enemy blips in play, and apply their effects.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-304 *You blast away from the Armada fighters, and they seem happy to let you go.*

Threat ⚙+1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-305 *You breathe a deep sigh of relief as the fighting ends.*

All players gain Rep ☆+1.

Remove all game pieces from the location book and close it.

You may gain Risk ⚙+1 to work the ship. Then, travel on the galactic star map.

213-306 Pass the first player token to the left.

Is Dial A at 0?

Yes - go to 213-307

No - go to 213-308

213 - CONTINUED

213-307 *Everyone cheers as the escort ship collapses and the remaining drones go dead. You eye the wreckage, eager to salvage something good.*
You have completed Marauding Krunk C. Return its job card to the Jobs section of the card catalog.

All players gain Rep ☆+1. Profit ₪+3.

Move the galactic struggle dial one space toward peace.

Gain special device card 068, Foldspace Capacitor.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - You may gain Risk ⚠+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Anomaly-2

213-308 Choose 1:

Continue fighting - go to 213-309

Attempt to disengage - go to 213-323

213-309 *The Krunk escort ship opens fire, its drones following suit.*

One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that blip's sector number.

Move Large Blip B one sector clockwise.

Next - go to 213-310

213-310 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

213-311

213-318

213-319

213-320

213-321

213-322

213-311 *Player: "The enemy is on the move!"*

All enemy blips move 1 sector clockwise.

Next - go to 213-312

213-312 Is Large Blip B on sector 3, 4 or 5?

Yes - go to 213-313

No - go to 213-316

213-313 *Your determination proves too much for the Krunk escort ship, and you watch as it turns in an attempt to flee.*

Operations must make a **PILOT** skill check ⚙️ 🎯.

0-5 - go to 213-314

6+ - go to 213-315

213-314 *You sigh as the Krunk vessel engages its faster-than-light drives and vanishes. Seconds later, the rift flickers and disappears.*

You have failed to complete Marauding Krunk C. Return its job card to the Jobs section of the card catalog. Threat ⚠+1.

Remove all game pieces from the location book and close it.

Move the galactic struggle dial one space toward war.

Choose 1:

Leave - You may gain Risk ⚠+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Anomaly-2

213-315 *The Krunk ship turns, only to have the Zephyr rise up in front of it, blocking its retreat!*

Perk Token 🎯+1.

Begin a new round in the location book.

213-316 *The Zephyr groans as the gravitational pull of the rift draws you closer.*

You must spend resources to engage a powerful burst of thrust and break the pull of the gravitational vortex.

Spend 3 of any combination of power ⚡, supplies 📦, and life support 🩹.

We did it - go to 213-313

We don't have the resources - go to 213-317

213-317 *All you can do is shake your heads in frustration as the rift pulls you in and spits you out in some distant system.*

Remove all game pieces from the location book and close it.

You have failed to complete Marauding Krunk C. Return its job card to the Jobs section of the card catalog. Threat ⚠+1.

Move the galactic struggle dial one space toward war.

Move the Zephyr standee to your choice of any anomaly location on the galactic star map.

You may gain Risk ⚠+1 to work the ship. Then, travel on the galactic star map.

213-318 *Player: "The enemy is on the move!"*

All enemy blips move 2 sectors clockwise.

Next - go to 213-312

213-319 *Player: "The enemy is on the move!"*

All enemy blips move 3 sectors clockwise.

Next - go to 213-312

213-320 *Player: "The enemy is on the move!"*

All blips move 1 sector counterclockwise.

Next - go to 213-312

213-321 *Player: "The enemy is on the move!"*

All blips move 2 sectors counterclockwise.

Next - go to 213-312

213-322 *Player: "The enemy is staying course!"*

All blips remain in place.

Next - go to 213-312

213-323 *Player: "Get us out of here!"*

Operations must make a **PILOT** skill check ⚙️ 🎯.

0-5 - go to 213-324

6+ - go to 213-325

213-324 *You manage to escape, but not before the Krunk scatter slag bolts across your hull.*

One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect to your choice of Logistics, Engineering, or Science.

You have failed to complete Job 106, Marauding Krunk C. Return its job card to the Jobs section of the card catalog. Threat ⚠+1.

Remove all game pieces from the location book and close it.

Move the galactic struggle dial one space toward war.

Choose 1:

Leave - You may gain Risk ⚠+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Anomaly-2

213-325 *You deftly maneuver away and take off, though you suspect the Krunk vessel is pleased to let you go.*

You have failed to complete Marauding Krunk C. Return its job card to the Jobs section of the card catalog. Threat ⚠+1. Perk Token 🎯+1.

Remove all game pieces from the location book and close it.

Move the galactic struggle dial one space toward war.

Choose 1:

Leave - You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Anomaly-2

213-326 *Tendrils of protoplasm reach out and buffet the Zephyr with caustic ooze.*

Pass the first player token to the left.

One at a time, for each enemy blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that blip's sector number.

If Dial A is higher than 6, draw an additional 2 tokens from the bag for Large Blip A (Amoebadon).

Is there a blip in the ship hold?

Yes - go to 213-327

No - go to 213-328

213-327 *Player: "Okay, we got our sample. Time to get scientific!"*

You turn the Zephyr around and head toward a safer section of space.

Patch: "MEEP MOOP!"

Player: "Yes, but let's compile as much data as we can before we shoot this thing out the airlock."

Sena: "Where it will likely grow into another massive menace?"

Player: "Good point, Sena. We'll aim for a star."

You have completed Hunt the Amoebadon. Banish its job card.

Return the blip from the ship hold to the supply.

Gain 1 science project . All players gain Rep +1. Profit +3.

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to Anomaly-2

213-328 *Player: "The Amoebadon is reforming!"*

If Dial A is lower than 15, move Large Blip A 2 sectors toward sector 1. Then, raise Dial A by 6. If Dial A is already at 15, move Large Blip A 1 sector toward sector 1. Then, move all small blips 2 sectors toward Large Blip A.

Remove all lock tokens from Action 02.

Begin a new round in the location book.

213-329 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 213-330

No - go to 213-341

213-330 *Player: "What's our play?"*

Choose 1:

Continue fighting - go to 213-331

Attempt to disengage - go to 213-338

213-331 Choose one of the following entries at random to go to:

213-332

213-333

213-334

213-335

213-336

213-337

213-332 *Player: "Enemy ships are lining up for an attack!"*

One at a time, for each blip still in play, draw a token from the bag (if it is a large blip, draw 2 instead) and apply its effect to the player who controls the

station matching that blip's sector number.

All enemy blips move 1 sector clockwise.

Begin a new round in the location book.

213-333 *Player: "Enemy ships are lining up for an attack!"*

One at a time, for each blip still in play, draw a token from the bag (if it is a large blip, draw 2 instead) and apply its effect to the player who controls the station matching that blip's sector number.

All enemy blips move 2 sectors clockwise.

Begin a new round in the location book.

213-334 *Player: "Enemy ships are lining up for an attack!"*

One at a time, for each blip still in play, draw a token from the bag (if it is a large blip, draw 2 instead) and apply its effect to the player who controls the station matching that blip's sector number.

All enemy blips move 3 sectors clockwise.

Begin a new round in the location book.

213-335 *Player: "Enemy ships are lining up for an attack!"*

One at a time, for each blip still in play, draw a token from the bag (if it is a large blip, draw 2 instead) and apply its effect to the player who controls the station matching that blip's sector number.

All enemy blips move 1 sector counterclockwise.

Begin a new round in the location book.

213-336 *Player: "Enemy ships are lining up for an attack!"*

One at a time, for each blip still in play, draw a token from the bag (if it is a large blip, draw 2 instead) and apply its effect to the player who controls the station matching that blip's sector number.

All enemy blips move 2 sectors counterclockwise.

Begin a new round in the location book.

213-337 *Player: "Enemy ships are lining up for an attack!"*

One at a time, for each blip still in play, draw a token from the bag (if it is a large blip, draw 2 instead) and apply its effect to the player who controls the station matching that blip's sector number.

Begin a new round in the location book.

213-338 *Player: "We gotta get out of here!"*

Operations must make a **PILOT** skill check .

0-5 - go to 213-339

6+ - go to 213-340

213-339 Threat +1. One at a time, for each enemy blip still in play,

draw a token from the bag and apply its effect to your choice of Logistics, Engineering, or Science.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-340 *Player: "We gotta get out of here!"*

Threat +1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

213-341 *You've defeated the enemy!*

All players gain Rep +1. Gain 1 arms cargo token .

A quick patrol of the area produces good salvage. Upgrade 1 undamaged ship weapon for free.

Remove all game pieces from the location book and close it.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

214

Choose your current context:

- Bury the Hatchet - go to 214-1
- Crimson Tuesday - go to 214-2
- Nexu Vision - go to 214-3
- Thin Air - go to 214-4

214-1 Annoyed by the shrillness of your scream, Thumper lumbers toward you as you try to put as many cargo crates between the two of you as possible. But the crates don't deter Thumper, who tosses them aside like children's toys.

Dismiss a readied card.

Lock action 01. Unlock Actions 06 and 07. Move to Action 06.

214-2 You find a nearby janitor closet to hide in, but when you open the door, you see a handful of Cargomart employees are already crammed in there.

Player: "Uh, room for one more?"

Employee: "Piss off!"

You're left out in the open as a concussion grenade tumbles in your direction!

Dismiss a readied card.

Unlock Actions 06 and 07. Move to Action 06.

214-3 You scream in an octave so high the creature shudders, then turns its attention toward you! The beast floats your way, tentacles flailing and cracking like whips in the air as you panic, shedding your gear to escape!

Dismiss a readied card.

Unlock Actions 06 and 07. Move to Action 06.

214-4 Deep in the recesses of your mind, you can hear Grandmaster Nyliia scream for you to run.

You scream too as you scramble for refuge behind a pillar, but the creature moves more quickly and snatches you up!

Dismiss a readied card.

Unlock Actions 06 and 07. Move to Action 06.

215

Choose your current context:

- Bury the Hatchet - go to 215-1
- Crimson Tuesday - go to 215-2
- Nexu Vision - go to 215-3
- Thin Air - go to 215-4

215-1 You're searching for a safe place to hunker down when Thumper sees you and begins stomping in your direction. You crouch behind a stack of pallets and pray he doesn't find you. Your prayers are answered when he spots another crew member and redirects his focus.

Unlock Actions 04 and 07. Move to Action 07. Move 1 standee from Action 03 to Action 04. Move 1 standee from Action 02 to Action 03. Lock Action 01.

215-2 You skirt the shadows looking for a hiding spot. The cargo mech loader pilot sees you and targets you, but his attention is briefly diverted by your fellow crew mates taking potshots at him.

Unlock Actions 04 and 07. Move to Action 07. Move 1 standee from Action 03 to Action 04. Move 1 standee from Action 02 to Action 03. Lock Action 01.

215-3 You're tumbling, weightless, searching for a place to hide! You're fortunate to be momentarily in the creature's blind spot, so it turns its attention on your crew mates.

Unlock Actions 04 and 07. Move 1 standee from Action 03 to Action 04. Move 1 standee from Action 02 to Action 03. Lock Action 01.

215-4 Deep in the recesses of your mind, you can hear Grandmaster Nyliia scream for you to run. You take her advice and scramble behind a wide pillar. The creature follows after you, but is diverted when it spots a fellow crew mate and turns its attention to them.

Unlock Actions 04 and 07. Move to Action 07. Move 1 standee from Action 03 to Action 04. Move 1 standee from Action 02 to Action 03. Lock Action 01.

216

Choose your current context:

- Bury the Hatchet - go to 216-1
- Crimson Tuesday - go to 216-2
- Nexu Vision - go to 216-3
- Thin Air - go to 216-4

216-1 You take advantage of the chaos to find a place where Thumper can't get to you. Unfortunately, this means his attention for the moment is focused on your friends. Hopefully they will appreciate this hiding spot should the going get rough.

Improve  +1.

Unlock Actions 04 and 07. Move to Action 07. Move all standees from Action 03 to Action 04. Move all standees from Action 02 to Action 03. Lock Action 01.

216-2 You find a hiding spot in a nearby break room. They even have a drink machine with Joost! While you load up on electrolytes and deadly levels of caffeine, your crew mates are fighting the good fight.

Improve  +1.

Unlock Actions 04 and 07. Move to Action 07. Move all standees from Action 03 to Action 04. Move all standees from Action 02 to Action 03. Lock Action 01.

216-3 You find a good hiding place to regroup.

Improve  +1.

Unlock Actions 04 and 07. Move all standees from Action 03 to Action 04. Move all standees from Action 02 to Action 03. Move all blips from Action 01 to Action 07. Lock Action 01.

216-4 Deep in the recesses of your mind, you can hear Grandmaster Nyliia scream for you to run. You heed her warning and scurry away to find cover behind a wide pillar. Your fellow crew mates aren't so lucky.

Improve  +1.

Unlock Actions 04 and 07. Move to Action 07. Move all standees from Action 03 to Action 04. Move all standees from Action 02 to Action 03. Lock Action 01.

217

Choose your current context:

- Bury the Hatchet - go to 217-1
- Crimson Tuesday - go to 217-2
- Nexu Vision - go to 217-3
- Thin Air - go to 217-4

217-1 You get in close to Thumper. You're inside his reach and he awkwardly tries to get his paws on you, but either you're too fast or he's too slow. You spy the rows of Joost tanks slashing on his back, surgically embedded in his lumpy skin.

You gleefully smash one of the ampules. Purple fluid splatters on the deck with a hiss, and Thumper bellows with rage!

New catchphrase: I have the power! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower Dial A by 3.

217-2 You charge the cargo loader, dropping low until you're right on one of its legs. The pirate pilot sneers at you.

Pirate: "Arrr, ye'll never damage these mighty, hydraulic-powered legs!"

Player: "What if I cut the rubber tubes feeding your hydraulics?"

Pirate: "Ye can't! That's cheatin'!"

New catchphrase: I'd buy that for a dollar! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower Dial A by 3.

217-3 You push yourself off the wall and into the mass of writhing tentacles. You hack and slash from left and right until you're covered in foul-smelling alien fluids.

Player: "Get your suction cups off of me so I can pop you in the eyeball!"

New catchphrase: I'm actualizing my success! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower Dial A by 3.

Improve +1.

217-4 You rush headlong toward the creature, getting in close to strike at its thorax.

Inside your mind, Grandmaster Nylia begs you to kill her.

Player: "Hang in there, Grandmaster! Uh, no pun intended!"

New catchphrase: I'm suddenly confident! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower Dial A by 3.

218

Choose your current context:

Bury the Hatchet - go to 218-1

Crimson Tuesday - go to 218-8

Nexu Vision - go to 218-16

Thin Air - go to 218-23

218-1 Is Dial B at 0?

Yes - go to 218-2

No - go to 218-5

218-2 Thumper staggers, smashing into a charging station, then stumbles the other way until he's teetering on the edge of the landing platform. His face registers a look of drunken bewilderment as if he can't believe he's been defeated. Then his eyes roll back in his head and the vile Guttergit ogre silently plummets off the edge and into the equatorial trench.

You've defeated Thumper!

Next - go to 218-3

218-3 Sena: "Finally! Can we get of here? I swear I hate spaceports."

Player: "Sena, we are ready to go! Get those engines going, why don't you?"

The Zephyr lifts up and out of the deep trench and begins its ascent into space.

Choose 1:

Leave - go to 218-4

Stay to resolve another waypoint ring at this location - go to 322-2

218-4 Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

218-5 You spot a hoverlift loaded with a stack of empty pallets and you get an idea. You scurry to the lift and attempt to quickly ascertain how to use it.

Make a **TECHNICAL** skill check .

0-5 - go to 218-6

6+ - go to 218-7

218-6 You watch in dismay as the hoverlift takes off across the landing platform and disappears into the equatorial trench, leaving you crouched in the open like a fool. Thumper growls when he sees you and stomps over, snatching you in his crushing grip.

Unlock and move to Action 06., Lock Action 05.

218-7 The lift takes off across the platform and smashes into Thumper, staggering him for a moment. He bellows with blind rage, strange fluid leaking from a gash in his leg.

Player: "This guy bleeds Joost!"

Gain an Inspired card (015).

All players at Action 06 gain Perk Token +1.

Lower Dial B by 1. Lock Action 05.

218-8 Is Dial B at 0?

Yes - go to 218-9

No - go to 218-13

218-9 The cargo mech loader staggers backwards, leaking hydraulic fluids and sending out showers of sparks from its servos. The defiant pirate pilot rages at you.

Pirate: "Ye filthy retailers are gonna pay fer this! I'll see ye all in—"

The mech explodes and crumples. Sena pops up in your earpieces.

Sena: "Well you've defeated the pirates and somehow saved the ship you were meant to rob. But I'd advise you leave immediately. The explosion from the mech has breached the cargo hold's containment field. You have minutes before it depressurizes."

You make it back and pass through the airlock into the Zephyr.

Player: "Get us outta here, Sena!"

Sena: "Way ahead of you!"

Next - go to 218-10

218-10 **Player:** "Get on that magnabeam! Let's at least scavenge what we can from these Scourge ships before we make the jump. Sena, what's the status of the Crimson Circle freighter?"

Sena: "The hold burst, but the crew sealed the bulkheads to the rest of the ship. They're probably fine."

Player: "That ruptured hold will add to the bounty."

Supplies +2. Gain 1 arms cargo tokens .

Gain the Pirate Signal special device card (062).

Gain an Unarmed Torpedo card (067).

Next - go to 218-11

218-11 Later that day Sena tells you all to check the news feeds. You turn on the holo and give a low whistle.

Newscaster: "...In this striking new video just obtained by HRN, you can see a Cargomart vessel joining forces with a Crimson Circle freighter to thwart an attack by vicious Scourge Pirates..."

You have completed Crimson Tuesday. Banish its job card.

All players gain Rep +1. Profit +3.

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Move the galactic struggle dial one space toward war.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 218-12

Stay to resolve another waypoint ring in this system - go to Deep Space-2

218-12 Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

219-220

218-13 You spot a barrel filled with some kind of fluid standing next to a stack of crates, and get an idea. Risking gunfire, you scramble to the crates and kick the barrel over, sending it rolling toward the cargo mech.

Make a **TECHNICAL** skill check .

0-5 - go to 218-14

6+ - go to 218-15

218-14 The cargo mech pilot sees the barrel and easily swivels to blast it with his guns. It explodes harmlessly, but the pilot is enraged by your attempt, and turns his attention toward you!

Unlock and move to Action 06. Lock Action 05.

218-15 The barrel rolls toward the cargo mech, and when it gets close, you shoot it until it bursts, momentarily swamping the cargo mech.

Gain an Inspired card (015). Lower Dial B by 1. Lock Action 05.

All players at Action 06 gain Perk Token +1.

218-16 Is Dial B at 0?

Yes - go to 218-17

No - go to 218-20

218-17 The beast lets out one final wailing, growling, gurgling sound, then it goes limp. You marvel as its body just floats there quietly.

All players gain Rep +1. Supplies +2. Gain 1 science project .

Next - go to 218-18

218-18 With the Resonant Web in your possession, you make your way out of the ancient ruins. The worried wonkies are all too happy to fly you back.

You have completed Nexu Vision. Banish its job card.

All players gain Rep +1. Profit +2.

The next entry is for the Nexu player.

Next - go to 218-19

218-19 Back on the Zephyr, you feel a Windward elder intrude upon your thoughts with a question. You answer them.

Player: "I have the Resonant Web and I'm bringing it back to Halas."

Frey: "No! You must take it to the temporal breach inside the Ink Well and use it to heal the scar."

Player: "Why me?"

Frey: "It is your responsibility! The Necryptids who enslaved your kind left this universe to save themselves. In doing so, they created a dimensional scar. That scar is now rupturing, and they want to return, only now they are far more powerful and malicious than ever imagined."

Player: "How do I do it?"

Frey: "You must learn the Starsong! We will teach you."

Gain job card 075, The Resonant Web.

Remove all game pieces from the location book and close it.

Next - go to 321-20

218-20 You get an idea after noticing the creature wincing at the sounds of screaming sidekicks. You pull out your data pad and search your playlists for tracks that are loud as heck.

Make a **HUNT** skill check .

0-6 - go to 218-21

7+ - go to 218-22

218-21 The creature turns on you, and you drop your datapad as a swarm of flailing tentacles wrap around your limbs and drag you toward the beast's toothy maw!

Unlock and move to Action 06.

218-22 The creature shrieks and tries to find its ears so it can rip them out.

All players at Action 06 gain Perk Token +1. If no players are at Action 06, lower Dial A by 1 instead. Lock Action 05.

218-23 Is Dial B at 0?

Yes - go to 218-24

No - go to 218-26

218-24 You work together, attacking the appendages and keeping them from dragging you into the scything claws. Your efforts are successful and you manage to break several limbs, leaving them dangling useless from the creature's body. It gives up, retreats to its hole, and falls inside. As soon as its body vanishes from view, so too does the hole. Where once was a hole is now a stone slab, and upon it, a now-familiar glyph.

All players at Action 06 gain a Stress card (012). Lower Dial A by 2.

Next - go to 218-25

218-25 Patch fusses as you settle Nylia onto the medlab exam table.

Patch: "MEEP MOOP!"

Nylia's voice flows through your mind, proving to be a soothing antidote for the anguish the creature inflicted on your psyche.

Nylia: "My mind is free again, thanks to you!"

She loses consciousness.

Player: "Sena, warm up the thrusters!"

You travel back to Halas, where you're greeted with praise and respect by the Windwards. The unique telepathic ability of the Frey people has been restored. The Windwards offer no clue to the nature or origin of the creature you fought, but they don't seem as surprised as you would have thought they would be.

You have completed Thin Air. Banish its job card.

All players gain Rep +1. Supplies +3. Profit +3.

Remove all game pieces from the location book and close it.

Next - go to 321-20

218-26 You make a daring attempt to rescue Grandmaster Nylia! Rushing the creature, you slide beneath its claws, then leap onto the body. You pull out a blade and attempt to cut her free from her bonds.

Make an **AGILITY** skill check .

0-7 - go to 218-27

8+ - go to 218-28

218-27 Grandmaster Nylia screams as you're snatched up in the creature's claws. She reaches out to you, and your fingers touch briefly. In that moment, your mind is torn asunder by indescribable horror so absolute you're not sure you'll ever recover.

Unlock and move to Action 06.

Each player must discard 1 perk token , if able.

218-28 You slash through tubes and wires that hiss and flail around as if looking for a new way to enter Nylia's body. Then you feel a painful stab in your back as the creature snatches you! But as it's pulling you away, you reach out and link arms with the grandmaster! There's a sucking sound as the Baksi monk's frail body pulls free of the creature and you both fall from its clutches onto the cold floor.

Gain an Inspired card (015).

Lower Dial B by 1.

All players at Action 06 gain Perk Token +1.

Lock Action 05.

219

Choose your current context:

- Bury the Hatchet - go to 219-1
- Crimson Tuesday - go to 219-5
- Nexu Vision - go to 219-9
- Thin Air - go to 219-13

219-1 Is Dial B at 0?

- Yes - go to 218-2
- No - go to 219-2

219-2 *Thumper goes on a rampage, grabbing an empty gravpallet in each fist and smashing you like a demented cymbal-banging monkey!*

All players at Action 06 must make an **AGILITY** group skill check. Goal: 7

- Success - go to 219-3
- Fail - go to 219-4

219-3 *You scramble out of the way just in time, and use the opportunity to strike at the mountainous mutant's vulnerable parts.*

All players at Action 06 gain a Stress card (012). Lower Dial A by 1.

219-4 *Your humiliating screams fill the hangar bay.*

Threat +1. Each participant must dismiss a readied item or sidekick card (020 or 050 only), if able, and then gain an Injured card (011).

219-5 Is Dial B at 0?

- Yes - go to 218-9
- No - go to 219-6

219-6 *A red dot appears on the wall by your location, and you look in horror as the cargo mech loader produces a multi-barrel, compact missile launcher and unleashes a swarm of seekers at you and your friends!*

All players at this action must take their action at the same time, and make an **AGILITY** group skill check. Goal: 6

- Success - go to 219-7
- Fail - go to 219-8

219-7 *You manage to scramble to safety as the tiny missiles explode all around you, ripping into the bulkheads and causing untold amounts of damage to the interior of the cargo hold. A pipe bursts near the cargo hauler, spraying the pirate pilot with coolant.*

Pirate: "Arrr, me precious eyes!"

All players at Action 06 gain a Stress card (012). Lower Dial A by 2.

219-8 *You scramble for cover, but the seekers follow. Everyone ducks, but the missiles explode, badly damaging the cargo hold and wounding you with twisted shrapnel.*

Threat +1.

Each player at Action 06 must dismiss a readied card. If they cannot, they gain an Injured card (011) instead.

219-9 Is Dial B at 0?

- Yes - go to 218-17
- No - go to 219-10

219-10 *You're being held in the creature's tentacles. It's either going to squeeze the guts out of you, or toss you into its wide mouth. Both outcomes seem equally dreadful.*

All players at Action 6 must make a **STRENGTH** group skill check. Goal: 6

- Success - go to 219-11
- Fail - go to 219-12

219-11 *Someone gets a blade into one of the creature's tentacles, and it releases you. You press the attack!*

Player: "I'll hold it, you stab it!"

All participants gain a Stress card (012).

Lower Dial A by 2. Move all blips from Action 06 to Action 07.

219-12 *You're feeling sufficiently ready to die, when someone finally gets their blade into the creature's tentacle. It makes a pained noise and releases you.*

Player: "I'll hold it, you stab it! I mean the tentacles, not me!"

Threat +1. Each participant must either return a readied card to the card catalog, or gain an Injured card (011).

219-13 Is Dial B at 0?

- Yes - go to 218-24
- No - go to 219-14

219-14 *The creature pulls you in using the various hooks and barbs on its spindly appendages. As you're dragged closer, the scythe-like claws on the creature's thorax begin slashing at you.*

All players at this action must make a **STRENGTH** group skill check. Goal: 6

- Success - go to 219-15
- Fail - go to 219-16

219-15 *You you work together, attacking the appendages and keeping them from dragging you into the scything claws.*

Each participant gains a Stress card (012). Lower Dial A by 2.

219-16 *Your screams of torment fill the chamber.*

Threat +1. Each participant must return a readied item or sidekick card (020 or 050 only) to the card catalog, or gain an Injured card (011).

220

Choose your current context:

- Bury the Hatchet - go to 220-1
- Crimson Tuesday - go to 220-7
- Nexu Vision - go to 220-13
- Thin Air - go to 220-19

220-1 Pass the first player token to the left.

Is Dial B at 0?

- Yes - go to 218-2
- No - go to 220-2

220-2 *Player: "Thumper sure can take a thumping. What's the play?"*

Choose 1:

- Run - go to 220-3
- Fight - go to 220-6

220-3 *Player: "We don't have time for this! Let's get out of here!"*

All players must make an **AGILITY** group skill check. Goal: 7

- Success - go to 220-4
- Fail - go to 220-5

220-4 *Thumper is too weary to pursue you, and you scramble up the cargo plank into the Zephyr.*

Player: "Get us outta here Sena!"

Sena: "Way ahead of you!"

Threat +1.

- Next - go to 218-3

220-5 You try to flee, but Thumper leaps forward and begins swatting you from the ramp. Eventually you're able to concentrate fire on him, and the Guttergit thug falls back, arms raised to protect his face. You use the opportunity to break away, battered but alive, and scramble up the cargo plank into the Zephyr.

Player: "Get us outta here Sena!"

Sena: "Way ahead of you!"

Threat +1. Each player who failed their part of the group skill check gains an Injured card (011).

Next - go to 218-3

220-6 Player: "We aren't running from this Joost-head!"

If Dial A is higher than 0 but lower than 6, unlock Action 06 and make it required . Lock Action 04, if it isn't already locked.

Begin a new round in the location book.

220-7 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 218-9

No - go to 220-8

220-8 AI: "Warning! Containment field failing. All customers should proceed to the nearest exit. Warning! Containment field failing. All employees must be clocked out prior to dying from depressurization."

The ship shakes and you hear the groan of metal under terrible stress.

Player: "The fighting must have damaged the cargo hold containment field! We need to finish this thing off, or get the helix out of here!"

Choose 1:

Retreat to the Zephyr - go to 220-9

Battle the cargo mech loader - go to 220-12

220-9 Player: "Damn it, we were so close! Back to the ship, everyone!"

All players must make an **AGILITY** group skill check . Goal: 6

Success - go to 220-10

Fail - go to 220-11

220-10 You make it back and pass through the airlock into the Zephyr.

Player: "Get us outta here, Sena!"

Sena: "Way ahead of you!"

Threat +1.

Next - go to 218-10

220-11 Fires burn unabated, making the route back treacherous. You find your way back to the ship, burned and battered, but still kicking.

You scramble up the cargo plank into the Zephyr.

Player: "Get us outta here, Sena!"

Sena: "Way ahead of you!"

Threat +1. Each player who failed their part of the group skill check gains an Injured card (011).

Next - go to 218-10

220-12 Sena: "I recommend an immediate evacuation."

Player: "Sorry, Sena but we have a job to do. Plus, I wanna be able to brag that we took out a mech!"

Sena: "It's just a labor mech."

Player: "Semantics!"

Risk +1. Lock Actions 04 and 06, if they aren't already locked.

Begin a new round in the location book.

220-13 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 218-17

No - go to 220-14

220-14 Player: "This thing is tough! What do we wanna do?"

Choose 1:

Flee - go to 220-15

Fight - go to 220-18

220-15 Player: "Let's run! I mean float fast outta here!"

All players must make an **AGILITY** group skill check . Goal: 6

Success - go to 220-16

Fail - go to 220-17

220-16 The creature screeches at you as you launch yourselves toward the exit, its tentacles swirling around your heels. Everyone makes it back, but as you pass the exit, you're alarmed to see the beast try to wriggle through it!

Threat +1.

Next - go to 218-18

220-17 The creature screeches at you as you launch yourselves toward the exit, its tentacles swirling around your heels. Each time you think you're getting away, somebody else gets grabbed and tugged backward. You end up having to concentrate fire enough to make the beast recoil before you can finally break away, battered but alive.

Threat +1. Each player who failed their part of the group skill check gains an Injured card (011).

Next - go to 218-18

220-18 Player: "We're honoring the great and revered tradition of looting artifacts that don't belong to us from ancient temples that also don't belong to us. Are we gonna let some beast stop us? Flux no! Let's finish this thing off!"

Lock Actions 04 and 06, if they aren't already locked.

Begin a new round in the location book.

220-19 Pass the first player token to the left.

Is Action 05 locked?

Yes - go to 220-20

No - go to 220-21

220-20 The creature shudders and dances about on its spindly legs, seeking fresh prey. You drag Grandmaster Nylia away and sit her up behind a pillar.

The creature rises up and your minds are savaged by a psychic wave of unfathomable darkness. But it hesitates, and then the creature crawls back to the hole and climbs down inside it. When its last appendage disappears, the hole does as well, and in its place is the now-familiar glyph.

Nylia: "They're coming for us. All of us!"

Player: "Who?"

Nylia: "Necryptid."

Next - go to 218-25

220-21 Is Dial B at 0?

Yes - go to 218-24

No - go to 220-22

220-22 The tiny platelets that make up the creature flip and rearrange. Platelets on the floor slide toward the creature, joining it to be absorbed, filling in the damaged areas caused by your crew!

Nylia: "Kill it! Do not worry about me!"

Threat +1. Raise Dial A by 1, to a maximum of 11. Lock Actions 04 and 06.

Begin a new round in the location book.

221

Choose your current context:

Toxic Avengers - go to 221-1

None/Other - go to 221-8

221-1 Rumor has it that a chunk of volcanic rock, launched at Gemin by their rival, planet Rubal, recently hit a smuggling freighter full of contraband, bound for Ak-Hyza. It crashed somewhere in the Integral Forest. Even though you're sick as all get out, you still have bills to pay, and so you set out to brave dart flies, snar pits, and the deadly thirty-foot-long zybers that slither through the forest in search of prey. Honestly, getting eaten by a zyber might feel better than this.

If any player is a Nexu, they may choose now to participate in this expedition, even if their standee is at a different action.

Next - go to 221-2

221-2 You rent an old gonpoon and head out at dawn into the trees. As you leave Jyk City, the forest gets gradually thicker, blocking out the light from the Siward sun. By midday, you're forced to tether the gonpoon and strike out on foot. The going is tough with how you feel, but the bursts of jittery energy you get from Cook-E's jaw-crackers help push you along.

Player: "We should be getting close."

All players at this action, plus any additional Nexu participant, must make a

HUNT group  skill check  . Goal: 6

Success - go to 221-3

Fail - go to 221-7

221-3 After a couple of hours of coughing and hacking your way through the forest, you find a maneuvering thruster in a patch of burnt vegetation! Your first evidence yet, of the rumored crash. Following similar signs of wreckage and debris, you push on through blurred vision and wobbly legs, and find the crashed transport ship. A small hole in its side allows you to enter and collapse inside.

Each participant gains Perk Token +1.

Next - go to 221-4

221-4 Inside the ship, you find the corpses of the crew, two of whom have had their midsections emptied and the flesh stripped from their legs. Searching the vessel, you find the cargo hold is stacked with shipping containers. Brushing the dust off of one label, You read: Total QC - The Quantum Cure. A tagline says: "The stuff that cures everything!"

Player: "The whole cargo hold is filled with alternative medicine and cure-alls! This is just what we need!"

You grab a container, and work together to move it toward the exit, when you uncover a secret smuggling compartment.

Player: "Oh man, this QC stuff could save us, but that smuggling hold looks filled as well."

Do you take the contents of the smuggling compartment, or make off with a lifetime supply of medicine?

Choose 1:

Take the medical supplies - go to 221-5

Take the smuggled goods - go to 221-6

221-5 Everyone guzzles down a desperate amount of Quantum Cure, then loads up the gonpoon with all it can carry. The QC doesn't cure you during the trip back, but the copious drugs in the serum make for an entertaining, hallucinogenic ride.

Risk +1. Supplies +3.

Each player at this action (not including any additional Nexu participant) may remove a status card from their draw or discard pile, then reshuffle.

221-6 You load up the gonpoon with a box of what are surely stolen gemstones. There's also a living Tangora Microcosm! It does not get any more illegal than one of those things. You each take swigs of the cure-all, but discover it's mostly booze. Still, it helps make the ride back more pleasant.

Each participant gains Rep +1. Each player at this action (not including any additional Nexu participants) gains Perk Token +1.

Gain 2 illegal cargo tokens .

221-7 You hear a zip and feel a sharp pain in your leg!

Player: "Ah! Get it off!"

A dart fly sticks out of your leg, its long snout embedded deep into your thigh! Soon dart flies are zipping this way and that and your shrill screams are followed by wicked coughing fits. You run as fast as you can, but blurred vision and shortness of breath undermine your efforts.

Player: "Up ahead! Let's hide in there!"

Through streaming tears you spot the wreckage of a small transport ship and rush to take refuge in its bowels, crawling the last few yards when your legs give out.

Player: "Is this it? Is this the ship we're looking for?"

It certainly appears to be.

Each player who failed their part of the group  skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Next - go to 221-4

221-8 The Integral Forest, so-named for the Phidia's absolute reliance upon it, covers the entirety of the continent of Bos'kee and is home to countless cities and towns. It also has wide stretches of untamed wilds, perfect for exploring.

Choose 1 (If a Phidia player is at Action 01, the Expedition to Mosstar option cannot be chosen):

Help fight fires - go to 221-9

Study atypical fungi - go to 221-12

Expedition to Mosstar - go to 221-22

221-9 The colossal forests of Gemin reset your sense of scale. As you make your way through the outskirts of the forest-city, you find the experience marred by the distant fires and the smell of smoke. A small clump of Phidia citizens carrying firefighting equipment hurry by, headed toward the smoke.

Player: "Let's help. They look like they could use it, and it might get us in good with the locals."

You volunteer, and the Phidia there are happy to strap you onto the backs of amphibians called bulbo, each the size of a hovercar. The bulbo can leap long distances and carry large volumes of water in their mouths. You get some instructions, then the backs of the bulbo are slapped. Your screams echo through the forest as the bulbo take off at frightening speeds.

All players at this action must make an **AGILITY** group  skill check  . Goal: 6

Success - go to 221-10

Fail - go to 221-11

221-10 First you are leaping through the forest at breakneck speed, then you're under water in one of the many Gemin lakes where the bulbos fill their mouths with sparkly green water. Next you're soaring through the air again, then suddenly in the midst of raging fire. The bulbos spew their water at the fire line until it is contained.

Phidia: "Great work, visitors! You did an excellent job for first-timers!"

You look at each other in stunned, soggy silence, unsure if you did anything other than hold on tight.

All participants gain Rep +1. Profit +1. Lock Action 01.

221-11 First you are leaping through the forest at breakneck speed, then you're under water in one of the many Gemin lakes where the bulbos fill their mouths with sparkly green water. Then you're soaring through the air again, and that's when you begin falling off, one by one. Now riderless, the bulbos return and empty their mouths of water, before beginning to have a nibble on you. The fire containment efforts are stymied as the locals have to save you from your mounts.

Each player at Action 01 gains an Injured card (011). Myriad and Nexu don't taste good, however, so they instead gain a Stress card (012).

221-12 Off-worlders have often spoken of a rumored fungus on Gemin that grows on a single, ancient tree deep in the Integral Forest. This could prove to be a valuable scientific find, but there is also danger. Dart flies, snar pits, and the deadly thirty-foot-long zybers that slither through the forest looking for prey are just some of the hazards that await you in the thick, verdant forest. You head into the trees anyway, but take a couple of local guides and a porter just in case.

All players at this action must make a **(HUNT)** group  skill check  .

Goal: 6

Success - go to 221-13

Fail - go to 221-19

221-13 Deep in the heart of the integral forest, you find an ancient tree that is unlike any other there, a beautiful and unique anomaly, twisted and strange.

Player: "This has to be it!"

Patches of bright purple fungus grow between the plant's coiled roots. You painstakingly collect the strange and delicate fungus until your gloves are covered in pink dust.

Is one or more of the participants an air-breather (Human, Phidia, Tremok, or Muze)?

Yes - go to 221-14

No - go to 221-18

221-14 The next entry is for the air-breathers.

Next - go to 221-15

221-15 Sunbeams break through the forest canopy drenching everything in a rich pink glow. In its radiance, you can see the fungus undulate as if swaying to an old song. Drifting up from each of the purple patches are sparkling spores, catching the light like glitter and drawing your attention to their smallness.

You stumble and fall, and begin crawling toward the fungus, giggling. You reach out to touch the sparkles and when you do, everything changes around you.

Now you are small and floating, swirling in the air currents. You laugh and clap, then notice there are other tiny beings like you, only unfamiliar and alien, and they need your help.

Is any participant a Nexu or Myriad? If yes, the next entry is for them.

Yes - go to 221-16

No - go to 221-17

221-16 You are puzzled by your fellow spacers' sudden change in behavior. Their voices keep getting higher like they're breathing helium, and suddenly they're simply gone. You speak into the commlink.

Player: "Sena, we have a problem."

Sena: "What now?"

Player: "It's the others... they just disappeared! They all got on the ground like they were looking for the lost piece of a jigsaw puzzle, and then poof!"

Sena: "You're still upset about that puzzle?"

Player: "It was an important piece! It had the key, visual element on it!"

The next entry is for the air-breathers again.

Next - go to 221-17

221-17 Darkness surrounds you, and the other beings who float with you begin to glow.

Tardigrons: "We are the Tardigrons."

They speak in a chorus in your mind.

Tardigrons: "We need your help. The remnants of our people are trapped within the Coronux. Travel to Aldess and save them!"

Player: "Aldess is far away, and I'm sorry to tell you, it's gone! It got toasted long ago."

Tardigrons: "Please, you must save them. You are the first beings to discover our message in..."

The chorus of voices fades to silence then is replaced by the sounds of birds and bugs and other forest noises. You are back in the Integral Forest of Gemin, and you are no longer small.

All participants gain Rep +1 and Perk Token +1. Lock Action 01.

Gain a number of science projects  equal to the number of participants who passed their part of the group  skill check.

221-18 You hum peacefully to yourself while you collect fungus.

All participants gain Perk Token +1. Lock Action 01.

Gain a number of science projects  equal to the number of participants who passed their part of the group  skill check.

221-19 **Player:** "I think we've been going in circles, look!"

You point to a protein bar wrapper in a nearby bush. Your porter swallows the last of the bar and shrugs.

Phidia: "Don't look at me like that. It's biodegradable!"

Behind them, a zyber rears up and unfurls the red-tipped fins on its neck.

All players at this action must make a **(FIGHT)** group  skill check  .

Goal: 6

Success - go to 221-20

Fail - go to 221-21

221-20 You bring your weapons up and the porter shrieks.

Phidia: "It was just one wrapper! I won't litter again!"

Player: "Get down!"

The creature flees. Your guides warn you there are likely more around, and as the sun sets, they are likely to find you. There's nothing to do but turn back.

All participants gain Perk Token +1.

221-21 The slithering creature strikes, sending you scrambling in all directions!

Player: "Go for its head!"

Only then do you notice the zyber has a head at each end of its serpentine body! You're eventually able to lose the creature by tossing protein bars into the trees, and watching it fight itself over them. The day is lost, and you're forced to head back.

All participants gain a Stress card (012). Of the participants who have one or more readied sidekicks (050 only), the participant who is last in turn order must return one of those sidekicks to the card catalog.

221-22 You set out for legendary Mosstar, an ancient place constructed by an unknown alien species, and forbidden by the Phidia. You travel all day in the humid, buggy forest, until you arrive at a three-tiered cluster of waterfalls that fill the air with cool mist.

Player: "Seven Falls! Can't be far now."

An hour later you find the massive, moss-covered structure shaped like a pentagram: Mosstar!

Player: "Careful. The database says this place is protected by traps."

All participants may shuffle their draw and discard piles.

Next - go to 221-23

221-23 You search the area until you find a small, pentagon-shaped door that quietly slides open upon your approach. As you enter the structure, dim lights flicker on to illuminate your surroundings. You enter a long hallway and head down it. Halfway through, there is a clicking sound, then a crackling beam of energy spanning the width of the hallway speeds toward you at knee level!

Without talking, all participants must immediately choose which way they're dodging using thumbs up, thumbs down, or thumbs sideways. Do it now!

Next - go to 221-24

221-24 Did any participant choose thumbs down or sideways?

Yes - go to 221-25

No - go to 221-26

221-25 Screams fill the air as the energy beam catches the unsure or unlucky.

Each player who chose thumbs down or sideways gains an Injured card (011) and is no longer a participant at this action.

Are there any remaining participants?

Yes - go to 221-26

No - go to 221-32

221-26 You pass a shallow alcove on either side, where a scattering of bones lie ominously. A sudden cluster of three crackling beams rush toward you, spinning horizontally, then vertically, horizontally, vertically...

Without talking, all participants must immediately choose which way they're dodging using thumbs up, thumbs down, or thumbs sideways. Do it now!

Next - go to 221-27

221-27 Did any participant choose thumbs sideways?

Yes - go to 221-28

No - go to 221-29

221-28 Screams fill the air as the energy beam catches the unsure or unlucky.

Each player who chose thumbs sideways gains an Injured card (011) and is no longer a participant at this action.

Are there any remaining participants?

Yes - go to 221-29

No - go to 221-32

221-29 Player: "Gods, I hope that was the last one."

As if in answer, another trap sets off.

Player: "Two in a row? Not fair!"

A series of beams crackle toward you, spinning, some high, some low, some grouped in clusters.

Player: "Impossible! Totally impossible!"

All remaining participants must make an **AGILITY** group skill check.

Goal: 4 plus the threat.

Success - go to 221-30

Fail - go to 221-31

221-30 You emerge into the sleek interior of what looks like the bridge of a ship. Thick layers of dust cover the strange but elegant design. You marvel at the unknown technology, but a ringing noise sounds from somewhere distant. Fearful of another deterrent, you grab the first thing you can and flee.

All participants gain Rep $\star+1$. Profit $\star+1$. Lock Action 01.

Gain special device card 068, Foldspace Capacitor.

If card 068 is not available, check a ship upgrade in the ship log (excluding Smuggling Hold) and add its token to the draw bag.

221-31 You crawl sobbing into the sleek interior of what looks like the bridge of a ship. Thick layers of dust cover the strange but elegant design. You marvel at the unknown technology, but a ringing noise sounds from somewhere distant. Fearful of another deterrent, you grab the first thing you can and flee.

All remaining participants gain an Injured card (011).

All players at Action 01, even if they are no longer participants, gain Rep $\star+1$. Gain special device card 068, Foldspace Capacitor.

If card 068 is not available, check a ship upgrade in the ship log (excluding Smuggling Hold) and add its token to the draw bag.

Lock Action 01.

221-32 You awake hours later, every nerve in your bodies screaming. You crawl from the structure and collapse outside. The sun begins to set, and you are forced to head back in defeat.

Lock Action 01.

222

Choose your current context:

Toxic Avengers - go to 222-1

None/Other - go to 222-2

222-1 Is the player at this action a Myriad or Nexu?

Yes - go to 222-2

No - go to 222-11

222-2 You see an interesting sign posted on a nearby tree.

'CALL TO ACTION! CITIZENS DO YOUR PART!'

A code at the bottom of the sign gives directions and indicates a reward for participation. You've done worse for less!

Choose 1:

Note: If a Myriad player is at Action 02, they cannot choose the 'join the zeeb patrol' option.

Take Skywatch duty - go to 222-3

Join the zeeb patrol - go to 222-7

222-3 Phidia: "Okay, you maggots, let's get everyone strapped into those harnesses!"

You're a little insulted until you realize that those in charge of strapping you into your harness are indeed maggots. After everyone is secured, you report to Tree Thirty-Nine. Once there, the maggots hoist you hundreds of feet up to a swivel gun platform at the very top.

Dismiss all readied Slag Weapon item cards. Torbats are immune to them.

Make a **HUNT** skill check.

0-5 - go to 222-4

6-7 - go to 222-5

8+ - go to 222-6

222-4 Three hours later you are jolted awake when your commlink comes to life.

Phidia: "Skywatch Thirty-Nine, come in!"

You're startled by the radio chatter and fumble with the commlink, knocking it over the edge of the platform. As you watch the comm fall out of view, you fail to notice shadows passing silently overhead until it's too late. You power up the swivel gun and fire off a few ineffective shots.

The torbats easily penetrate your end of the Skywatch perimeter and head toward any refined metal they can get their jaws on: bridges, buildings, machinery, among many others.

You don't wait to be relieved, and instead slink off in shame.

Threat $\star+1$. Risk $\textcircled{1}+1$.

Move the galactic struggle dial one space toward war.

222-5 Three hours later you are jolted awake when your commlink comes to life.

Phidia: "Skywatch Thirty-Nine, come in!"

There is no time to respond for you look up and spy three massive torbats on a route toward the city! You power up the swivel gun and start blasting wildly at the giant, flying beasts. Eventually the others hear you and soon tracers fill the sky. You manage to get hits on all of them, but the closest one survives and headed directly toward the city looking for any refined metal it can get its jaws on.

Risk ④+1. Supplies ⑤+2. Gain an item card (020). Lock Action 02.

Move the galactic struggle dial one space toward war.

222-6 Three hours pass as you vigilantly watch the skies, waiting for the telltale fiery glow of torbats entering the atmosphere. But your vigilance pays off when you spy three massive torbats headed directly toward the city!

Player: "Come in, Skywatch command, this is Skywatch Thirty-Nine. I have visual on three torbats inbound on our perimeter, do you copy?"

Phidia: "Copy, Thirty-Nine."

In unison, the entire perimeter activates their swivel guns. You take steady aim, and with precision timing, the entire defense team unleashes a storm of fire on the menacing beasts!

Player: "I'm very confused right now!"

A steady stream of purple tracers fill the sky, and all three beasts are shredded.

Profit ③+1. Lock Action 02.

New catchphrase: Kah-ching! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Move the galactic struggle dial one space toward peace.

222-7 **Phidia:** "Thank you for volunteering. The cowards chose the Skywatch, but you all are the bravest of the brave!"

Player: "Wait, what?"

Phidia: "You will be taking the fight right to the torbats, fighting desperately in low atmo! Because torbats thrive on metal, you'll be riding these zeebs."

The Phidia hunter instructing you points to a cluster of bored-looking beetles chewing on leaves.

Phidia: "You cannot wear metal, and will fight instead with these wooden weapons, reinforced with tree resin."

Player: "I'm sorry, I've made a mistake and need to leave."

Phidia: "Ha! I salute humor in the face of mortal danger! Now saddle up!"

Dismiss all readied Weapon item cards.

Make a **(FIGHT)** skill check ④ ⑤.

0-5 - go to 222-8

6-7 - go to 222-9

8+ - go to 222-10

222-8 You take a selfie high above the treeline while flying on the back of your zeeb. sadly, that's the precise moment the torbats strike, and you and your zeeb are sent plummeting to the forest below. You regain consciousness back on the Zephyr. You learn the torbats tore into any metal they could get their jaws on bridges, buildings, and machinery. To make matters worse, your selfie went viral for all the wrong reasons.

Threat ④+1. Gain an Injured card (011).

222-9 You're on the back of a giant beetle, flying frighteningly high over the verdant forest of Gemin. It's probably a glorious sight, but you're too busy trying not to throw up.

Then the torbats arrive, and they are much larger than you expected, easily the size of five zeebs. You come in close and your zeeb grabs onto a torbat

with its powerful mandibles. The monster shrieks and, reaching back with its jaws, rips your zeeb from its back, leaving just the head with its mandibles locked in place. You leap to the severed zeeb head and stab the torbat repeatedly until it begins to lose altitude. The landing is rough, but you survive with just bruises. You fill your canteen with torbat blood, because you're weird... and because you wonder if it might be worth something.

Supplies ⑤+2. Gain 1 science project ③. Lock Action 02.

222-10 You're on the back of a giant beetle, flying over the verdant forest of Gemin, part of a formation of bug riders. What a glorious sight! When the torbats arrive, they are much larger than you expected, easily the size of five zeebs, so you whistle at a couple of wingmen and coordinate an attack.

The Torbat flails and twists in the air, knocking one of your wingmates off their zeeb, before you land the killing blow. Spotting the falling rider, you push your zeeb to dive toward the canopy. Your zeeb grabs them with its legs, but the additional weight makes it impossible to pull up in time and you plunge into one of Gemin's sparkling green lakes, all of you soggy, but safe.

Profit ③+1. Gain an Inspired card (015). Lock Action 02.

222-11 You see an interesting sign posted on a nearby tree.

'CALL TO ACTION! CITIZENS DO YOUR PART!'

A code at the bottom of the sign gives directions and indicates a reward for participation. You've done worse for less!

The registrar looks at your appearance when you report for duty and blanches.

Phidia: "Uh, you don't look like you're ready to fly on the back of a zeeb, so I'll send you to Skywatch duty."

You smile through the tears and try to give a thumbs up.

Next - go to 222-12

222-12 **Phidia:** "Okay, you maggots, let's get everyone strapped into—OH MY GOD."

The instructor leaps back from you.

Player: "It's okay, I'm good."

You smile which breaks several pustules on your face, which then leak down a cheek.

Phidia: "Kid, we disagree on the meaning of good."

You're strapped into a harness and sent to Tree Thirty-Nine. Once there, you are hoisted hundreds of feet up to a swivel gun platform at the very top. The dizzying height turns your delicate stomach, and you realize your vision is really blurry. This might not go well for you.

Dismiss all readied Slag Weapon item cards. Torbats are immune to them.

Perk Token ④+1. Make a **(HUNT)** skill check ④ ⑤.

0-7 - go to 222-4

8-9 - go to 222-5

10+ - go to 222-6

223

Choose your current context:

Toxic Avengers - go to 223-1

None/Other - go to 223-2

223-1 Is the current player at this action a Nexu?

Yes - go to 223-2

No - go to 223-10

223-2 One of the attractions of the Great Chirp is the war dance which is held on a tree stump so massive that hundreds of Phidia can dance on it at once. The dances are unfamiliar, but one thing you know is that dancing is fun as heck. When it's your turn to cross the stump, you decide to use your signature dance move.

What is your signature dance move?

Flarfin' on the Grop-Grop - go to 223-3

Doogle Batz Slaps the Boys - go to 223-3

The Ponklefletz - go to 223-3

223-3 Aw yeah, that's it. You confidently strut forward from your place in line, and begin doing your thing.

Next - go to 223-4

223-4 Choose one of the following entries at random to go to:

223-5

223-8

223-9

223-5 Make a **SWAGGER** skill check .

0-5 - go to 223-6

6+ - go to 223-7

223-6 You do your best, as nearby, a Phidian parent covers their child's eyes.

Phidia: "Don't look, sweet one. The bad thing will stop soon. Surely, if the gods be merciful, it must!"

Gain a Stress card (012). If you are the last player at Action 03, lock it.

The player to your right must choose one of the following nicknames for you:

- Scooter
- Twerky
- Skids

223-7 The magnificence of your performance is not lost on the crowd, and as you conclude your dance, you find yourself feeling a bit woozy. It doesn't take long to realize your dance was well-liked and you're being bombarded with Phidian pheromones as more than a few onlookers vie for your attention. The next day, Sena snaps at you.

Sena: "You turned your commlink off! Where have you been?"

Player: "Just spending some time with a new friend. It's a beautiful day, Sena. A beautiful day indeed!"

Improve +1. If you are the last player at Action 03, lock it.

223-8 Make an **AGILITY** skill check .

0-5 - go to 223-6

6+ - go to 223-7

223-9 Make a **COMMUNICATE** skill check .

0-5 - go to 223-6

6+ - go to 223-7

223-10 One of the attractions of the Great Chirp is the war dance which is held on a tree stump so massive that hundreds of Phidia can dance on it at once. The dances are unfamiliar, but one thing you know is that dancing is fun as heck. Maybe it will help you feel better? When it's your turn to cross the stump, you decide to use your signature dance move.

What is your signature move?

Yoodley's Snardlo Hop - go to 223-11

The Urk-El - go to 223-11

Taxman Goes a' Walkin' - go to 223-11

223-11 Ah, yes, that's it. You shuffle forward from your place in line, bobbing your head as you find the beat. But oh man, you feel horribly sick. Keep it together!

Make a **STRENGTH** skill check .

0-5 - go to 223-12

6+ - go to 223-12

223-12 You launch into the dance, but a painful gurgle comes from your guts. When you get to the portion where you slide on your back and pull your legs up, knees to your chest, you realize the terrible error you've made. The war dance of the Great Chirp ends in chaos as the assembled crowd quickly flees the scene.

Sena: "You're back already?"

Player: "Yeah, Sena."

Sena: "Are you okay?"

Player: "I just need to change my pants."

Sena: "Oh, what happened?"

Player: "Shut up, Sena!"

Discard 1 perk token .

If you are the last player at Action 03, lock it.

Any players remaining here cannot choose the 'Shake a Leg' option.

224

Choose your current context:

Toxic Avengers - go to 224-1

None/Other - go to 224-7

224-1 Cook-E spots some food vendors and begs you to sample some of their offerings to add to his flavor profiles.

Is the current player at this action a Nexu?

Yes - go to 224-2

No - go to 224-3

224-2 Player: "Food is not really my thing. Why don't you get some of..."

You look around and find a vendor selling cases of a frozen food stuff.

Player: "This! Some kind of frozen, fried protein nugget. The crew likes protein, yes?"

Cook-E: "Well, they kinda need it to live, matey."

Player: "Then they will love these. And look! The nuggets are shaped like fun dinos. Yes, buy these."

That night at mess, you feel your crew mates giving you the side eye as they eat their first meal of nuggets. You hope they like them, since Cook-E bought a month's supply.

Supplies +2.

224-3 Player: I dunno, food isn't really what my body wants right now."

Cook-E: "Come on, matey! A good meal will do ye some good!"

Choose 1:

Try some fried flea pods - go to 224-4

Snack on grilled fungoose - go to 224-4

Nosh on a PB and J - go to 224-4

224-4 You regret your choice almost as soon as you pop it into your mouth. Only a fear of violating social norms gives you the drive to chew and swallow it down.

Cook-E: "Ye okay, matey? Yer lookin' like a landlubber caught in a blow."

Make a **STRENGTH** skill check .

0-6 - go to 224-5

7+ - go to 224-6

224-5 You look at Cook-E with wild eyes as you hulk and your mouth fills. You shake as you try to control yourself. The robot cook grabs you by the shoulders.

Cook-E: "Fight it, matey! Ye can do it! Stare the devil in the eye and send it right back to hell!"

But it's no use. What happens next is purely reflexive, and you and Cook-E stand there, sharing a moment that neither enjoys.

Cook-E: "Matey. I'd appreciate a rag if ye can find one."

Gain a Stress card (012).

224-6 You look at Cook-E with wild eyes as you hulk and your mouth fills. You shake as you try to control yourself. The robot cook grabs you by the shoulders.

Cook-E: "Fight it, matey! Ye can do it! Stare the devil in the eye and send it right back to hell!"

It takes everything you've got, but you swallow.

Cook-E: "Arrr, good show! Yer made o' sterner stuff than ye look! Now, go get yerself a breath mint."

Gain an Inspired card (015).

224-7 Cook-E: "Arrr, I've been wantin' some fresh tidbits fer me flavor profiles. Do old Cook-E a solid, and bring me back sumthin' special, aye?"

Cook-E's words come to mind as the delectable aromas of food carts compete for your interest. You look around for something to taste.

Choose 1:

Nibble on fried malacari - go to 224-8

Slurp up glubsters on the half shell - go to 224-9

Partake of a hot dog - go to 224-10

I'm a Myriad! - go to 224-11

224-8 You take the stick with a crispy golden disc at the end that resembles a lollipop.

Player: "What is a malacari?"

Phidia: "It's like a guna. You know guna?"

The old Phidia mixes up something in a bowl.

Player: "No, is that like quer!"

You bite off the golden crispy disc and begin chewing. And chewing and chewing. It's kind of a lot of chew. The old Phidia stares at you in shock.

Player: "Heckuva chew, huh?"

Phidia: "That's not malacari, dear, that's a spoon. This is the malacari!"

And they hold up the bowl of food. When you return to the ship, a hopeful Cook-E approaches.

Cook-E: "How was the grub?"

Player: "Eh, too spicy for the rest of these guys, Cook-E. Me? Loved it! But these guys? No way."

Perk Token ☺+1.

If fiber were a resource in this game, you'd be getting +1 of that too.

224-9 **Player:** "Ewww! What the heck are these dis.....licious looking nibbles?"

The little old Phidia eyes you with suspicion.

Phidia: "Those are a Gemin delicacy, very good. You should try one."

Player: "Delicacy you say? Well sign me up!"

They hand you what looks like a shallow, cup-shaped piece of tree bark with a dead jellyfish in it, then turn away while you tilt your head back and swallow the cold, slimy lump as quickly as you can. The old Phidia fires up a small grill and turns back to face you.

Phidia: "Where did the glubster go?"

Then they notice you wiping your mouth.

Phidia: "Oh dear. Oh dear, oh dear."

Back on the Zephyr, Patch finishes scanning you.

Patch: "MEEP MOOP!"

Player: "Yeah, yeah, I'll bag it after. So how many days until it passes from my system?"

Gain 1 science project 🧪.

224-10 **Player:** "What the heck is that thing? Looks... inappropriate!"

The Phidia wearing the apron looks where you're pointing.

Phidia: "A mystery of the universe! Would you believe that almost every culture that has ever existed in the galaxy has at some point invented the same thing? This! The hot dog!"

Player: "What's it made out of?"

Phidia: "Part of the mystery is that, despite everyone making them, no one is really sure what's in them."

Player: "Screw it, I'm in!"

When you return to the ship, a hopeful Cook-E approaches, and you triumphantly hold up a box.

Player: "Cook-E, I brought hot dogs! And they're probably really healthy!"

Rep ☆+1. Supplies 🍔+1.

224-11 The Hyperion Colony Suit has its own food production plant and kitchens that provide the Myriad with the proper nutrition, but it can get rather boring after a while.

Big One: "Let's give the people what they want Marge. Put it to a vote!"

Marge: "They want that tubular thing, and so do I. The shape looks delicious."

Partake of a hot dog - go to 224-12

224-12 **Big One:** "What the heck is that thing?"

The Phidia wearing the apron looks where you're pointing.

Phidia: "A mystery of the universe! Would you believe that almost every culture that has ever existed in the galaxy has at some point invented the same thing? This! The hot dog!"

Big One: "What's it made out of?"

Phidia: "Part of the mystery is that, despite everyone making them, no one is really sure what's in them."

Big One: "Screw it, we're in!"

Phidia: "Ketchup and mustard?"

Big One: "Sure!"

You send the hot dog through the receiving port, where it's processed and portioned out by the kitchen staff.

Marge: "You get to have the first taste, Your Bigness!"

Marge presents you with a sample drizzled with a red and yellow sauce. You chomp down on something hard and white and it spoils your appetite, but the red sauce is truly amazing, so you bring back as much as you can for Cook-E.

Rep ☆+1. Supplies 🍔+2.

Choose your current context:

Race for the Cure - go to 225-1

None/Other - go to 225-9

225-1 Navigating your way through an unfamiliar city is made worse by the fact that nightfall is coming. You check the myalark in its stasis pod on the hovercart. The pod has a limited amount of juice left in its power cell. You quicken your pace when you hear a sound like millions of chirping insects getting louder, and you notice Phidia pausing in the streets, or slowing their hover vehicles to a halt, and generally stopping what they're doing. Then they

begin singing along with a complex lilting melody. It's hauntingly beautiful and you marvel at this sense of community.

Choose 1:

- Pause your trek and join in - go to 225-2
- Ignore the song and move on - go to 225-5
- I'm Phidia! - go to 225-8

225-2 You've got no clue what you're doing, but you were never one to hold back.

Make a **COMMUNICATE** skill check .

- 0-5 - go to 225-3
- 6+ - go to 225-4

225-3 You sing out, but you do so poorly. You were told once that enthusiasm is all that should matter in singing, and the quality of someone's voice should not be judged. The Phidia around you disagree. You hear some biting comments about respecting other cultures and the oafishness of foreigners, and some speciesist comments that seem shockingly out of touch. You shrug it off, though. You could care less what other people think of you. Until someone chucks a brick your way that is.

Gain an Injured card (011).

225-4 You realize you're physically incapable of mimicking Phidia singing, so you adapt, and match the melody with more species-appropriate sound. Your voice eloquently joins the song, interweaving with it, and adds to it without ever detracting. You receive several compliments from locals after the song concludes. You ask one if they know the way to the Nectar Clinic, and they offer to guide you there.

Rep +1. The player at Action 07 gains Perk Token +1.

225-5 You hurry along, ignoring the disapproving stares from locals. Then you come upon a Keeper of the Forest, who spots you! You don't have time for this, so you make a run for it.

Make an **AGILITY** skill check .

- 0-4 - go to 225-6
- 5+ - go to 225-7

225-6 It's hard to blend into an alien world where no one looks like you. The Keeper deftly uses a shortcut to head you off just as the Night Song is ending. Phidia: "Stop right there! Do not take another step!"

Player: "Officer, we're on a mission of great importance. We are racing to save a life, and if we do not get this myalark to the Nectar Clinic soon, it will be too late. Please! Do you want to be the one who caused a life to be lost?" The officer steps forward, pulls a datacard from their pocket and hands it to you.

Phidia: "Do better next time!"

The datacard contains the lyrics to the Night Song in nine hundred and twenty languages.

Threat +1. Perk Token +1.

225-7 You're not sure how you manage it, but somehow you lose the Keeper on the winding paths, and soon come upon a wider thoroughfare just as the Night Song ends.

Driver Bot: "Hey, bub! Need a lift?"

A nearby botbus driver tips its hat to you. Perfect!

Rep +1. The player at Action 07 gains Perk Token +1.

225-8 A stranger to Gemin, you have never participated in the Night Song, but now, here on the planet of your family's origin, you find yourself unable not to join in. It's difficult, and you mess up a few times, but an older Phidia notices you, and comes over. She sings beside you, letting you model your voice after hers. When the song concludes, she pats you on the back.

Phidia: "Welcome home, seedling."

As she walks away, you notice glowbugs appearing, slowly lighting a way to the clinic for you to follow.

Gain an Inspired card (015). The player at Action 07 gains Perk Token +1.

225-9 The night is winding down, and you're on your way back to the ship when you hear a sound like millions of chirping insects. As it gets louder you notice Phidia pausing in the streets, or slowing their hover vehicles to a halt, and generally stopping what they're doing.

They then begin singing along with the complex lilting melody. You feel sort of embarrassed just standing there, while this beautiful communal act takes place.

Choose 1:

- Join in and sing the Night Song - go to 225-10
- Silently mouth the word 'banana' while you pretend to sing - go to 225-14

225-10 Is the current player at this action a Phidia?

- Yes - go to 225-11
- No - go to 225-12

225-11 A stranger to Gemin, you have never participated in the Night Song, but now, here on the planet of your family's origin, you find yourself unable to not join in. It's difficult, and you mess up a few times, but an older Phidia notices you, and comes over to sing beside you, letting you model your voice after theirs. When the song concludes, they pat you on the back.

Phidia: "Welcome home, seedling."

Gain an Inspired card (015).

225-12 You've got no clue what you're doing, but you were never one to hold back.

Make a **SWAGGER** skill check .

- 0-5 - go to 225-3
- 6+ - go to 225-13

225-13 You realize you're physically incapable of mimicking Phidia singing, so you adapt, and match the melody with more species-appropriate sound. Your voice eloquently joins the song, interweaving with it, and adds to it without ever detracting. You receive several compliments from locals after the song concludes. An elderly Phidia touches you on the shoulder as they pass by, smile, and give a polite nod.

Rep +1. Gain the nickname 'Flowersong'.

225-14 You silently mouth the word 'banana', and as you pretend to sing, you see a group of Phidia youth glaring at you from across the street. They start following you after the Night Song finishes, so you duck between two trees that also appear to be businesses closed for the night, only to find you've hit a dead end. You're cornered by the youths.

Phidia: "What did you call me? I could see you mouthing off back there! Well, you want to call me that to my face?"

Player: "Banana?"

Make a **FIGHT** skill check .

- 0-6 - go to 225-15
- 7 - go to 225-16
- 8+ - go to 225-17

225-15 You arrive back at the Zephyr all banged up.

Patch: "MEEP MOOP!"

Player: "I dunno. People are mean sometimes, Patch."

The old robot pats you on the back.

Choose 1:

- Return a readied card (020 or 050 only) to the card catalog.
- Gain an Injured card (011).

226-229

225-16 You and the angry youth stare at each other unflinchingly for a full minute. Eventually your antagonist speaks up.

Phidia: "What does 'banana' even mean?"

Player: "It means get the helix out of my face."

And you kick them hard in the crotchular region before launching yourself at the others. You walk back to the ship with a few scrapes and bruises, but you gave as good as you got.

Improve +1. Gain a Stress card (012).

225-17 You stare at each other unflinchingly for a full minute, then the youth creeps forward, getting right in your face.

Phidia: "Go ahead, say it again and see what happens."

Then they drop like a sack of dirty diapers when you headbutt them in the face. You turn to face the others.

Player: "Banana!"

They abandon their friend and flee in fear.

Gain an item card (020).

You may banish a skill card from your draw or discard pile, then reshuffle.

226

Choose your current context:

Toxic Avengers - go to 226-1

None/Other - go to 226-2

226-1 You try to enter the chambers of the War Council but are barred at the door.

Phidia: "You cannot enter!"

Player: "Why not?"

Phidia: "Health scare. Supposedly some foreigners have landed, and there's worry they'll spread their alien filth. Until then, all War Council sessions are closed. If you wish to be useful, go kill some Krunk. We hear they're challenging our authority in nearby systems!"

Gain a random job card 106, Marauding Krunk C/D.

226-2 Is job card 096, The Volcannon, currently in the Jobs section of the card catalog?

Yes - go to 226-3

No - go to 226-4

226-3 You have listened to many Gemin citizens worry about being swept up in war. There's a lot of money to be made in these situations, so you attend a meeting of the war council. There is much division among the council. Some call for war, while other less scrupulous factions call for wiping out the Gar of Rubal with neurotoxin.

Phidia: "And break galactic law with genocide? We can talk about war after we've exhausted all diplomatic options!"

The room erupts in shouting, so you decide to interrupt.

Player: "Excuse me! Why don't you send in a small team of super-attractive experts with charm and skills, and a pack full of nanobombs, to destroy one of these Volcannons?"

An elder agrees.

Phidia: "Exactly! We'd have plausible deniability! Plus who cares if mercenaries die?"

Player: "Oh. Wow."

Perk Token +1. Gain job card 096, The Volcannon.

226-4 The War Council is pleased to see freelance spacers like yourselves in the capital.

Phidia: "Krunk have been spotted in the area. We don't know what's

brought them this far away from Krunk, but we can't let it go unchallenged. We're putting a bounty on Krunk forces. We'll pay top profit!"

Perk Token +1.

Gain a random job card 106, Marauding Krunk C/D.

227

Choose your current context:

Toxic Avengers - go to 227-1

None/Other - go to 227-2

227-1 Is the current player at this action a Nexu or Myriad?

Yes - go to 227-2

No - go to 227-7

227-2 Is E-2 circled in the ship log database?

Yes - go to 227-3

No - go to 227-6

227-3 *Phidia: "The Phidia and the Gar of Rubal share a common enemy: the Krunk! It is our belief that this common cause could grow into a lasting peace between our planets."*

Player: "Ancient Gar mistook your people for demons long ago. You've tried leaving them alone, but that only allowed the superstition to take root."

Phidia: "Yes, but supersitions are not laws of the universe! They can change. What if we could convince them they are in danger? Can they be reasoned with in any way?"

Is D-2 circled in the ship log database?

Yes - go to 227-4

No - go to 227-5

227-4 *Player: "Yes, the Gar are ultimately like any other species. Don't mistake your differences for barbarism. We have a contact among the Gar, an expatriate named Carl. He could help."*

You confer with the Peace Dealers and hatch a plan to escort a Gemin delegation to Rubal to talk to the leader of a Gar hive about peace, and the worsening torbat swarm. You make a recommendation.

Player: "You'll want gifts."

Phidia: "Like jewelry and rare gemstones?"

Player: "They got those. Rubal's needs are more fundamental. I'm talking toilet paper and strong drink."

Gain job card 099, Peace With Rubal.

227-5 *Player: "I'm not sure they can be reasoned with. They worship the torbats and the torbats wanna eat your metal. I don't see that changing."*

Phidia: "Very well, spacer, we appreciate your insights. You know how to reach us and we will continue to pay for any data you can share about life on Rubal."

Perk Token +1. Supplies +1.

227-6 The Peace Dealers are a loose collection of Phidia thought leaders who believe in prosperity through commerce and diplomacy. You pop into a lecture hall and catch the closing statements from Professor Ekskala, a prominent analyst. Behind her is a map of the galaxy with red circles everywhere except around Siward.

Phidia: "So as you can see, over the last ten cycles, there's been a marked decline in Krunk attacks in and around the Siward System, while elsewhere Krunk attacks have increased. Who can tell me why?"

You raise your hand.

Phidia: "Yes? You there, the person who doesn't belong here."

Player: "It's the torbats. They eat metal which means they eat Krunk. If the

torbats knew about Krunk, they'd swarm right on over for an all-you-can-eat buffet! Boom, no more Krunk!"

The bell rings and the lecture ends, but Ekskala pulls you aside.

Phidia: "Can you confirm this about the Krunk? If so, it could change the course of history!"

Gain job card 098, Krunk on Rubal.

227-7 Is E-2 circled in the ship log database?

Yes - go to 227-8

No - go to 227-10

227-8 Phidia: "The Phidia and the Gar of Rubal share a common enemy: the Krunk! It is our belief that this common cause could grow into a lasting peace between our planets."

Player: "Ancient Gar mistook your people for demons long ago. You've tried leaving them alone, but that only allowed the superstition to take root."

Phidia: "Yes, but superstitions are not laws of the universe! They can change. What if we could convince them they are in danger? Can they be reasoned with in any way?"

Is D-2 circled in the ship log database?

Yes - go to 227-9

No - go to 227-5

227-9 Player: "Gar! We have a contact among the Gar, an expatriate, but yes, the Gar are ultimately like any other species. Don't mistake your differences for barbarism."

You confer with the Peace Dealers and hatch a plan to escort a Gemin delegation to Rubal to talk to the leader of a Gar hive about peace, and about the worsening torbat swarm. You make a recommendation.

Player: "You'll want gifts."

Phidia: "Like jewelry and rare gemstones?"

Player: "They got those. Rubal's needs are more fundamental. I'm talking toilet paper and strong drink."

Phidia: "Easily done, but, uh, before we embark on a peacekeeping mission together, please promise you'll do something about your health. We wouldn't want to make the people of Rubal lose their lunch, would we?"

Gain job card 099, Peace With Rubal.

227-10 The Peace Dealers are a loose collection of Phidia thought leaders who believe in prosperity through commerce and diplomacy. You pop into a lecture hall and catch the closing statements from Professor Ekskala, a prominent analyst. Behind her is a map of the galaxy with red circles everywhere except around Siward.

Phidia: "So as you can see, over the last ten cycles, there's been a marked decline in Krunk attacks in and around the Siward System, while elsewhere Krunk attacks have increased. Who can tell me why?"

You raise your hand.

Phidia: "Yes? You there, the person who—oh sweet mercy! What's wrong with your face?"

Player: "Oh, uh, just a minor health concern. But about the torbats."

Phidia: "Dear visitor, please visit the Nectar Clinic as soon as possible!"

Player: "Oh sure, I know all about that place. Got to get there soon or I'm going to die from this little problem."

Phidia: "And you stopped in first to listen to a lecture?"

Player: "Er, well. Yes?"

Phidia: "Here, take this Medkit and get out of this hall immediately!"

You lurch out in shame. You'd frown about it, but it would only make the sores on your face burst.

Gain a Stress card (012). Gain a Medkit card (023).

228

The Phidia are shrewd traders and business dealers, but business has been in a slump due to the torbat threat.

You can purchase any number of cargo tokens , but not arms or illegal cargo. If you are only interested in acquiring arms or illegal cargo tokens , move to Action 06 now. Otherwise, to purchase cargo tokens , spend the supplies  listed on the token, then have Logistics place it in the ship hold. Then, lock Action 04.

229

Buyers browse the ships on the landing pads, many of those ships with their wares on display around them. It's not ideal, but it'll have to do.

Note: In order to sell illegal cargo, you must go to action 06, Speak to Cheppa Nok. You may move there now if it's unoccupied.

What is the current state of the galactic struggle?

Peace - go to 229-1

Unease - go to 229-5

War - go to 229-5

229-1 You offer your cargo to various buyers.

Choose any number of cargo tokens  from the ship hold to sell. Rare cargo is in demand. You cannot sell illegal cargo here.

Make a **COMMUNICATE** skill check  .

Add 1 to your total for each cargo token  being sold, and an additional +1 for each rare cargo being sold.

0-8 - go to 229-2

9-10 - go to 229-3

11+ - go to 229-4

229-2 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens  to the supply. Profit +1.

If you would you like to buy cargo at this time, go to 228. Otherwise, return to play.

229-3 You negotiate a deal that feels fair.

Return the chosen cargo tokens  to the supply. Profit +2.

If you would you like to buy cargo at this time, go to 228. Otherwise, return to play.

229-4 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens  to the supply. Profit +3.

If you would you like to buy cargo at this time, go to 228. Otherwise, return to play.

229-5 You offer your cargo to various buyers.

Choose any number of cargo tokens  from the ship hold to sell. Arms cargo is in demand. You cannot sell illegal cargo here.

Make a **COMMUNICATE** skill check  .

Add 1 to your total for each cargo token  being sold, and an additional +1 for each arms cargo being sold.

0-8 - go to 229-6

9-11 - go to 229-7

12+ - go to 229-8

229-6 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens  to the supply. Profit +1.

If you would you like to buy cargo at this time, go to 228. Otherwise, return to play.

229-7 You negotiate a deal that feels fair.

Return the chosen cargo tokens  to the supply. Profit +2.

If you would you like to buy cargo at this time, go to 228. Otherwise, return to play.

229-8 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens  to the supply. Profit +3.

If you would you like to buy cargo at this time, go to 228. Otherwise, return to play.

230

Choose your current context:

Race for the Cure - go to 230-1

Meet Cheppa Nok - go to 230-10

None/Other - go to 230-16

230-1 The Jyk City shadow market is run by Cheppa Nok, a ruthless kingpin who you don't want to cross. The armed guard at the base of a tree the size of a skyscraper holds up a green hand to stop you.

Phidia: "No weapons or muscle."

The air is abuzz with security drones and you decide to do as they say.

Phidia: "Why are you here?"

Dismiss all readied sidekicks and readied Weapon item cards.

Was any player given the nickname 'Softy'?

Yes - go to 230-2

No - go to 230-5

230-2 Player: "Ty Nahko. Rescued him from torbats and he told us to drop by."

The guard grunts, and waves you onto a glass lift. You enjoy the view as you ride up to the fortified treetop compound of Cheppa Nok.

You're greeted at the top by another armed guard who takes you to Cheppa's penthouse lair. A gathering of shadow market traders are mingling in the elegant, open-air penthouse, but you are whisked away to a side office.

Cheppa Nok is a tall Phidia with red fronds, and he sits behind a desk of polished sediwood.

Cheppa Nok: "I want to offer my gratitude. Ty has told me how your ship saved him and his crew. I can always use reliable help. Interested?"

Player: "We're always looking for work."

Cheppa Nok: "Ty tells me you're transporting a worm? A myalark?"

Player: "It's a job we're doing for someone out of Riva Station. Need it for something critical."

Cheppa Nok: "And did Octoff say who it was for?"

You're growing more and more uncomfortable with the laser-focused line of questioning.

Player: "Listen, I should really be on my way. Lots of stuff to do..."

You must make a **SWAGGER** skill check  .

0-6 - go to 230-3

7+ - go to 230-4

230-3 Cheppa Nok: "But you just got here! Allow me to get right to the point. I too know someone who is deathly ill: my mortal enemy, Mama Fang. My sources tell me she is desperate for this cure. They also tell me Octoff has mended his relationship with her. I want to be sure she never gets that cure! The galaxy would be a better place without a Joost dealer spreading that filth."

Cheppa pays you for your prior assistance, and offers much more if you deliver the serum to him.

Gain 1 illegal cargo token . Lock Action 06.

230-4 Cheppa Nok: "I beg you for a moment more of your time. I too know someone who is deathly ill: my mortal enemy, Mama Fang. My sources tell me she is desperate for this cure. They also tell me Octoff has mended his relationship with her. I want to be sure she never gets that cure! The galaxy would be a better place without a Joost dealer spreading that filth." Cheppa pays you for your prior assistance, and offers much more if you deliver the serum to him.

Rep +1. Profit +1. Lock Action 06.

230-5 You enjoy the view as you ride the glass lift up to the fortified treetop compound of Cheppa Nok.

You're greeted at the top by another armed guard who takes you to Cheppa's penthouse lair. A gathering of shadow market traders, shifty politicians, and established smugglers are mingling in the elegant open-air penthouse. Perfect! You approach what looks like a lackey.

Player: "I'd like to see Cheppa Nok."

Phidia: "Who wouldn't? Now get lost."

Cheppa Nok: "Hold on a moment."

A tall Phidia with red fronds nods for you to join him.

Cheppa Nok: "I don't normally talk to random spacers who show up, but I recently lost a top operative to torbats. I have a sensitive job that needs experienced hands. A dear friend of mine is ill, you see, and I'm trying to save them. Perhaps you'd like to hear about the job?"

You wonder just how many dear friends of crimelords are ill right now.

Choose 1:

Hear Cheppa Nok's offer - go to 230-6

Politely decline - go to 230-9

230-6 Cheppa Nok: "I require a serum made from a myalark worm. I hear there are spacers pushing around a cart with just such a worm in this city. Headed for the Nectar Clinic? I would pay prettily to receive that serum instead of the intended party."

Player: "Prettily, eh?"

Make a **SWAGGER** skill check  .

0-6 - go to 230-7

7+ - go to 230-8

230-7 You negotiate a rate with Cheppa Nok, without obliging the Zephyr to honor it. He offers money up front to make you more agreeable.

Supplies +2. Lock Action 06.

230-8 You negotiate a rate with Cheppa Nok, without obliging the Zephyr to honor it. He offers money now to make you more agreeable.

Profit +1. Lock Action 06.

230-9 Cheppa Nok: "Well, that is unfortunate. I was hoping you were up for the task, but I understand not every spacer is cut out for the dangerous life. I bid you good day."

Nok beckons to one of his goons to see you out.

Risk +1. Lock Action 06.

230-10 The Jyk City shadow market is run by Cheppa Nok, a ruthless kingpin who you don't want to cross. The armed guard at the base of a tree the size of a skyscraper holds up a green hand to stop you.

Phidia: "No weapons or muscle."

The air is abuzz with security drones and you decide to do as they say.

Dismiss all readied sidekicks and readied Weapon item cards.

Next - go to 230-11

230-11 You enjoy the view as you ride the glass lift up to the fortified treetop compound of Cheppa Nok. Sena chirps in your earpiece.

Sena: "Cheppa Nok holds more power on Gemin than most of the elected leaders. Be careful, spacer."

Player: "Thanks, Mom."

You're greeted at the top by another armed guard who takes you to Cheppa's penthouse lair. A gathering of shadow market traders, shifty politicians, and established smugglers are mingling in the elegant open-air penthouse. Perfect!

Perk Token +1. Make a **SWAGGER** skill check .

0-5 - go to 230-12

6 - go to 230-13

7+ - go to 230-15

230-12 You move among the crowd with casual confidence, looking for an opportunity to mingle and do business, not to mention take advantage of the hospitality bots. You're chatting it up with an attractive Slitharian when a tall Phidia with a headful of flowing red fronds interrupts you.

Cheppa Nok: "Mulla, you look ravishing tonight, what do you say we..."

Player: "Hey, pal, can't you see me and, uh, Mulla are having a convo? Go find your own partner!"

The room falls quiet. The red-fronded Phidia raises an eyebrow and snaps their long green fingers. A security guard appears.

Phidia: "Yes, Nok?"

If you have pants, you just peed them.

Cheppa Nok: "Please show this terribly important person outside. Via the balcony."

You are dragged screaming to the outer deck and pitched over the side, where you fall to Certain Doom. Certain Doom is, of course, a popular cult on Gemin, and luckily you land on the roof of their high-rise, only breaking some parts of your body.

Threat +1. Gain an Injured card (011). Lock Action 06.

You have failed to complete Meet Cheppa Nok, because, thankfully, he assumes you are dead. Deactivate this job by returning it to the Zephyr section of the card catalog.

230-13 You move among the crowd with casual confidence, looking for an opportunity to mingle and do business, not to mention take advantage of the hospitality bots. You get stuck listening to a chatty Lozan go on and on about import taxation on core worlds. When they finally ask what you do, you try to end the conversation tersely.

Player: "Just a spacer."

But it turns out the Lozan enjoys doing business with 'just spacers'.

Player: "Can you introduce me to Cheppa Nok?"

Next - go to 230-14

230-14 The Lozan hesitates. You're an unknown and introducing the wrong person to Cheppa Nok could be deadly. You offer a decent enough bribe and that seems to settle their nerves.

They take you to Cheppa Nok, a tall Phidian with red-tipped fronds.

Cheppa Nok: "Well, if this Lozan vouches for you, that's good enough for me. I could always use another gunrunner, if you're interested."

You have completed Meet Cheppa Nok. Banish its job card.

Profit +1. (You've split the profit with the Lozan.)

Gain a random job card 104, Gun Running A/B/C.

Choose 1:

- You may return any number of illegal cargo tokens from the ship hold to the supply. Profit +1 for each.
- You may gain up to 2 risk to gain an equal number of illegal cargo .
- Gain 1 risk to gain 1 arms cargo token .

Lock Action 06.

230-15 You move among the crowd with casual confidence, looking for an opportunity to meet Cheppa Nok, but the tall Phidia with red-tipped fronds is always surrounded by suck-ups. A hospitality bot tries to engage you.

Hospitality Bot: "Would you like to hear a knocking-at-the-door joke? You will find it humorous because it ends in an unexpected pun."

You step outside onto the deck to catch some fresh air when you notice a shadowy figure in a nearby tree. It's a sniper and they're aiming their weapon directly at Cheppa Nok! Foolhardiness takes hold and you break into a sprint. Before security can stop you, you tackle Cheppa Nok a split second before a plazbolt rips through the chest of a politician from Ad Ostium. The sniper jetpacks away.

Cheppa Nok is impressed with you!

Cheppa Nok: "You know, I'm always looking for good spacers like you. Talk to my people if you'd like work. Now. Someone clean up all this senator!"

You have completed Meet Cheppa Nok. Banish its job card. Profit +2.

Gain a random job card 104, Gunrunning A/B/C.

Choose 1:

- You may return any number of illegal cargo tokens from the ship hold to the supply. Profit +1 for each.
- Gain 1 risk to gain 1 arms cargo token .

Lock Action 06.

230-16 Are you wanted by Cheppa Nok?

Yes - go to 230-17

No - go to 230-18

230-17 Player: "I'm off. Wish me luck, because I'm going to try talking to Nok.

Sena: "I'd like to remind you that Cheppa Nok has put a contract on you.

His people will kill you before you even make it to him. How about you hang back and fix that leaky reclaim filter? It's not glamorous, but it also won't get you killed."

You give in to Sena's wisdom and hang back at the Zephyr, tinkering on some minor repairs.

Perk Token +1. Lock Action 06.

Roll the chance die and remove a number of damage tokens equal to the result from damaged stations.

230-18 Has job card 114, Meet Cheppa Nok, been banished?

Yes - go to 230-19

No - go to 230-20

230-19 You go to Cheppa Nok about gunrunning opportunities. It may be dangerous, but it pays well.

Gain a random job card 104, Gun Running A/B/C.

Choose 1:

- You may return any number of illegal cargo tokens from the ship hold to the supply. Profit +1 for each.
- You may gain up to 2 risk to gain an equal number of illegal cargo .
- Gain 1 risk to gain 1 arms cargo token .

Lock Action 06.

230-20 The Jyk City shadow market is run by Cheppa Nok, a ruthless kingpin who you don't want to cross. The armed guard at the base of a tree the size of a skyscraper holds up a green hand to stop you.

Phidia: "No weapons or muscle."

The air is abuzz with security drones and you decide to do as they say.

Dismiss all readied sidekicks and readied Weapon item cards.

Next - go to 230-21

230-21 You enjoy the view as you ride the glass lift up to the fortified treetop compound of Cheppa Nok.

You're greeted at the top by another armed guard who takes you to Cheppa's penthouse lair. A gathering of shadow market traders, shifty politicians, and established smugglers are mingling in the elegant open-air penthouse. Perfect! You approach what looks like a lackey.

Player: "I'd like to see Cheppa Nok."

Phidia: "Who wouldn't? Now get lost."

Make a **(SWAGGER)** skill check .

0-5 - go to 230-22

6 - go to 230-23

7+ - go to 230-24

230-22 You move among the crowd with casual confidence, looking for an opportunity to mingle and do business, not to mention take advantage of the hospitality bots. But your meager attempts at conversation do little more than drive home the fact that you don't belong here. Eventually a guard comes to you.

Phidia: "Come with me!"

You're escorted back to the lift, guns poking into your back.

Phidia: "Why are you snooping around asking questions?"

Player: "Looking for a job!"

You get hit in the stomach with the butt of a gun.

Phidia: "Try the unemployment tree! Next time you show up here you'll be leaving via the balcony!"

Threat +1. Gain an Injured card (011). Lock Action 06.

230-23 You move among the crowd with casual confidence, looking for an opportunity to mingle and do business, not to mention take advantage of the hospitality bots.

Player: "Come here often?"

Phidia: "Every day."

Player: "You must know Cheppa then."

Phidia: "Of course."

Player: "How does one get a job from him?"

Phidia: "I answered an ad on the holofeed. Can I get you another drink, or take your jacket perhaps?"

Player: "Oh oops, I'm sorry, I mistook you for somebody important. I mean, no, that came out really rude."

Phidia: "I understand. You're not looking to chat with another crapbag like yourself. Come, I'll introduce you to Fivo. She can offer you opportunities."

Fivo offers to supply you with some illegal exports, should you be so inclined.

Perk Token +1. Lock Action 06.

You may gain up to 2 risk to gain an equal number of illegal cargo .

230-24 You move among the crowd with casual confidence, looking for an opportunity to mingle and do business, not to mention take advantage of the hospitality bots. Luckily, you're noticed by an opulent merchant riding a bejeweled hover couch.

Mo: "Young spacers! Ah, how I adore the hopeful earnestness of youth! Come, float with me and let's talk. I'm Molobus Dogomo, but everyone just calls me Mo. I do a lot of business with Cheppa Nok. I'm always looking for spacers like you to move goods for me."

Rep +1. Lock Action 06.

Choose 1:

- You may return any number of illegal cargo tokens from the ship hold to the supply. Profit +1 for each.
- You may gain up to 2 risk to gain an equal number of illegal cargo .

Choose your current context:

Toxic Avengers - go to 231-1

Race for the Cure - go to 231-5

None/Other - go to 231-9

231-1 By the time you arrive at the Nectar Clinic, the toxin is so advanced that the technician, Barb, gives you a good scolding.

Phidia: "We'll be lucky if we can formulate a cure before it's too late! I hope you didn't waste time traipsing all over the city like there was nothing more pressing!"

Player: "Aw, heck no. That ain't us."

Make a **(STRENGTH)** skill check .

0-3 - go to 231-2

4 - go to 231-3

5+ - go to 231-4

231-2 Everyone pulls through just fine! Except the ones who don't.

Threat +1.

Each player must reshuffle, then reveal the top card of their draw pile.

Banish any sidekicks revealed that are not Robot, AI, or Android. All other revealed cards are discarded normally.

You have completed Toxic Avengers. Return its job card to the Jobs section of the card catalog.

Profit +2.

231-3 Everyone pulls through just fine! Except the ones who don't.

Threat +1.

Each player must reshuffle, then reveal the top card of their draw pile.

Banish any sidekicks revealed that are not Robot, AI, or Android. All other revealed cards are discarded normally.

You have completed Toxic Avengers. Return its job card to the Jobs section of the card catalog.

Profit +2.

231-4 With the exception of some lingering butt stuff, your crew recovers from the neurotoxin, and you enjoy a spa day at the clinic.

Remove all status cards (even beneficial ones) from your draw and discard piles, then reshuffle.

You have completed Toxic Avengers. Return its job card to the Jobs section of the card catalog.

Profit +2.

231-5 The Nectar Clinic is one of the galaxy's finest biochem labs, and is the only biochem lab in the galaxy to have ever developed a serum from the myalark worm.

You're greeted by a soft-spoken technician.

Barb: "Welcome to the Nectar Clinic. We've been expecting you. My name is Barb. I will be assisting you. Please follow me and bring the specimen."

You follow her into a bustling workspace where she introduces you to the bioengineer. You wrestle the worm up onto the pedestal as the bioengineer instructs, then watch as it syncs up with the power. Barb smiles.

Barb: "Perfect! This shouldn't take long, so please feel free to experience any of our holistic wellness services while you wait. Come!"

Choose 1:

I am a Myriad - go to 231-6

I am a Nexu - go to 231-7

I am a different species - go to 231-8

231-6 Inside the head of the Hyperion Colony Suit, you address the crew.

Big One: "Everyone, you're going to love me for this! Spa day!"

You can hear the sound of tiny cheering throughout the colony. You bring the suit to the sauna and settle in. You open a chute on the tummy to allow your crew members the chance to get out and relax in the heat.

As you do, an elderly Phidia, completely naked, stands up and stretches before leaving. Your crew sits there, horrified.

Big One: "I'm scared, Marge."

Marge: "We're all scared, Big One."

Remove all status cards (even beneficial ones) from your draw and discard piles, then reshuffle.

231-7 Svenk, your gyropractor, works Slick Infinity synthoil into your joints, which is not easy for him since Slick Infinity is the slickest known substance in the universe.

Player: "If it's any consolation, Svenk, this feels fantastic."

He grimaces and gives you a thumbs up as he picks himself up off the floor once again.

Remove all status cards (even beneficial ones) from your discard pile.

231-8 "Gimme the works! It's rough out there in space, and this weary spacer needs some R&R!"

Barb: "Okay, you can stand right here on this circle, arms tucked in."

She taps a button on her datapad, and the floor beneath your feet disappears. You fall a short ways until you plop onto a thick gelatinous cubicle. You are sucked in immediately, and there you float peacefully. Eventually you are fished out. Your skin burns a little, but it's as soft as a baby's bottom!

Remove all status cards (even beneficial ones) from your draw and discard piles, then reshuffle.

231-9 Everybody needs a bit of rest and rejuvenation now and then, and the Nectar Clinic offers just that!

Barb: "Welcome to the Nectar Clinic. My name is Barb, and I'll be assisting you."

Choose 1:

I am a Myriad - go to 231-10

I am a Nexu - go to 231-11

I am a different species - go to 231-15

231-10 Inside the head of the Hyperion Colony Suit, you address the crew.

Player: "Everyone, you're going to love me for this! Spa day!"

You can hear the sound of tiny cheering throughout the colony. You bring the suit to the warm, indoor pool and settle in. You open a chute on the tummy to allow your crew members the chance to get out. There's more than a little drama when someone accidentally engages the pool's water jets, but other than that, it's a pleasant time.

Remove all status cards (even beneficial ones) from your draw and discard piles, then reshuffle.

231-11 Barb: "It has been ages since our clinic has been visited by a Nexu, but luckily for you, we still have a gyropractor onsite!"

You make sure you're out of earshot of others before dropping your voice to a whisper.

Player: "Barb, does your clinic have any ectoplazmacortical floss?"

Barb: "Of course not! That's illegal!"

Reaching out, you can tell she is lying to you but is worried you're a cop.

Make a **COMMUNICATE** skill check .

0-4 - go to 231-12

5-6 - go to 231-13

7+ - go to 231-14

231-12 Barb quickly refunds you and asks you to leave. You sense she has already signaled the authorities. Damn you, Barb!

Supplies +1. Threat +1. Lock Action 07.

231-13 Barb continues to lie to you about the ectoplazmacortical floss, so you don't press the issue.

Remove all status cards except Injured (011) from your draw and discard piles, then reshuffle.

231-14 Phidia: "Keep this on the down-low, m'kay?"

Player: "Girl, you are my personal hero!"

She takes you to a private room where she hooks you up to a standard filtration device to which she adds a vial of live ectoplazmacortical fluid. Your hands stop trembling as the fluid rebuilds the damaged strands in your synthetic body.

Remove all status cards (even beneficial ones) from your draw and discard piles, then reshuffle.

231-15 "Gimme the works! It's rough out there in space, and this weary spacer needs some R&R!"

Barb: "Okay, you can stand right here on this circle, arms tucked in."

She taps a button on her datapad, and the floor beneath your feet disappears. You fall a short ways until you plop into a membranous sack filled up to your neck with sticky goo. You feel trapped until you notice dozens of massage larva wriggling toward you, so naturally you relax and let them get to work.

Remove all status cards (even beneficial ones) from your draw and discard piles, then reshuffle.

232

Choose your current context:

Toxic Avengers - go to 232-1

Race for the Cure - go to 232-6

None/Other - go to 232-10

232-1 Sena: "You guys have your regular faces again? I'm ready to get away from all these snats."

The first player gains a Snats card (017).

Pass the first player token to the left.

Are you wanted by Cheppa Nok?

Yes - go to 232-2

No - go to 232-5

232-2 A well-armed Phidia merc with a squad of goons, comprised mostly of Phidia and bots, approach the Zephyr as you're about to leave.

"I'm afraid we can't let you leave. Not without talking to Cheppa Nok."

All players must make a **SWAGGER** group skill check . Goal: 5

Success - go to 232-3

Fail - go to 232-4

232-3 Cheppa Nok's merc does the math and doesn't care for what he sees.

Phidia: "You're making a big mistake, Zephyr! Cheppa's got influence on every system. You won't be safe no matter where you go!"

Player: "And yet here we are on his homeworld, walking away safe and sound."

The merc bristles at that, but backs away all the same. Once out of sight, you all scramble to get out of there.

Minutes later, the ship lifts off and heads into space.

Next - go to 328-17

232-4 Everybody does their best to give good stink-eye to everybody else, but someone on your side gets jumpy, and the next thing you know, stink-eye turns to gunfire.

Threat +1. Lock Action 07.

Turn to page 13 in the location book.

Set Dials A, B, and C (Goons) each to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gemin Gunfight*.

Begin a round in the location book.

232-5 You prep the ship while Sena fires the engines. Minutes later you lift off and head into space.

Player: "Goodbye lush, green Gemin; hello cold, black vacuum of space."

Next - go to 328-17

232-6 Serum in hand, you begin heading back to the ship.

Player: "Sena, we're on our way, so get the engines going. Sena? Are you there?"

No response comes.

Player: "Something's wrong. We'd better hurry."

Pass the first player token to the left.

Is Action 06 locked?

Yes - go to 232-7

No - go to 232-8

232-7 You arrive back at the Zephyr and dash up the gangplank with the serum. But you freeze upon entering the bridge, as you discover you're not alone. Cheppa Nok stands there smiling, a capable looking Phidia security detail spread around the room.

Cheppa Nok: "You weren't planning on leaving with that serum, were you?"

Nok pats his holstered slagnum.

Player: "Um, yeah so about that offer..."

Cheppa Nok: "Don't disappoint me, spacer. I'm going to get that serum one way or another. I know Octoff's making moves, but there's no way in helix I'm going to let Mama Fang recover."

He pulls his slagnum out and points it at you.

Cheppa Nok: "I'm only going to say this once. Hand over the serum, now." Grimacing angrily, you toss him the medicine. But just then there is the loud crack of gunfire and Cheppa's slagnum is knocked out of his hand. He scrambles for cover as behind you Dweezle Grift appears with a trio of Guttergit thugs.

Grift! You hate this guy, if for no other reason than he's a more successful spacer than you.

Dweezle Grift: "Hand over the serum, Cheppa! Fang's tired of your interference!"

Cheppa Nok: "Eat slag, Grift!"

Turn to page 11 in the location book. Lock Action 05.

Set Dial A (Grift) to 9 plus the number of players.

Set Dial B (Nok) to 9 plus the number of players.

Set Dials C, D, and E (Misc. Thugs) each to 3 plus the threat .

Place a rare cargo token on Dial B to indicate that Cheppa Nok is holding the serum.

Special Rule: If a player attacks and lowers an enemy dial to 0, if that enemy has the rare cargo token (serum) on it, move that token to the attacking player's sheet. They now have the serum.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Race for the Cure*.

Begin a round in the location book.

232-8 You run up the cargo ramp to the Zephyr and call for Sena.

Sena: "Hello!"

Player: "Sena? Why didn't you answer earlier?"

Sena: "Sorry, was using the downtime to update my OS again."

Player: "Oh whew! You scared us. Fire up the engines and reach out to Octoff. Let that squid know we've got his meds."

You walk through your pre-flight sequence, then lift off into the air.

Next - go to 232-9

232-9 Octoff comes in on the holo.

Octoff: "Freshies! I just got the fantastic news. I'm so proud of y'all! Listen, my operative A.J. is in orbit over Gemin right now, and he's gonna link airlocks with the Zephyr. Give him the serum, and he'll get it to my poor, sickly friend. She'll be thrilled!"

Player: "You're such a good friend, Octoff."

Octoff: "Don't I know it! Frankly, I've been a little overwhelmed myself. I've had to take over a portion of my friend's business. In her weakened state, it's just been too much for her to handle. But I do what I can to help out."

Player: "And what do you get from her in exchange for the serum?"

Octoff smiles.

Octoff: "Mrs. Gilbert will wire your fee to you now. Well done, y'all. I'm sure we'll be seein' each other soon."

You have completed Race for the Cure. Banish its job card.

Profit +3. All players gain Rep +1.

Next - go to 328-17

232-10 Is Action 07 locked?

Yes - go to 232-11

No - go to 232-12

232-11 Jyk City Authority comes prowling around, asking if anyone has seen a Nexu. They're accompanied by a mysterious figure clad in black.

Player: "Nexy? Never heard of her."

You watch them move on to the next ship.

Player: "We better move out quick! I don't like the looks of this, Sena!"

Sena: "Skipping pre-flight then?"

Player: "Bingo!"

As the Zephyr begins its hasty lift-off, you catch the attention of the authorities, who open fire without regard for the kind of destruction it could cause if you crashed! The displaced air from your engines blasts the hood off the dark-clad figure, and as you lift away, you can see they are unmistakably a Nexu!

Draw 2 tokens from the bag and apply their effects.

Check a box in the docking violation section of the ship log.

Next - go to 328-17

232-12 Sena: "There's a lot of snats out here! You know wherever you see one, there's bound to be more where that came from. Hope you guys are ready to skedaddle."

Player: "Sena, I'm starting to suspect you secretly love snats."

The first player gains a Snats card (017).

Pass the first player token to the left.

Are you wanted by Cheppa Nok?

Yes - go to 232-2

No - go to 232-5

233

Player: "There it is again, just flying around up there."

Even a single torbat is enough to worry all of you.

Sena: "Rubal is dangerous and desolate. Please restate your purpose for coming here."

Player: "Adventure! Plus, they say no one has ever captured a live torbat. Whether that's true or not, bound to be worth something more than just bragging rights, don't ya think? Hopefully these cargo nets will hold 'em!"

The Absolutely Perfect Plan involves Cook-E on a stolen hoverboard, his metal body acting as a lure for the torbat, which you'll then trap with cargo nets when it enters the canyon. Then you fly to Gemin and sell the beast to the Phidia. It's foolproof!

All players at this action must make a **(PLAN)** group skill check.

Goal: 6

Success - go to 233-1

Fail - go to 233-4

233-1 You hear a piercing cry from above as the torbat dives for the bait.

Player: "Nuts. Every torbat on the entire planet is going to be on our tails after that!"

Cook-E: "Thar she comes! I'm gonna get et!"

Player: "Bring it in hot, we'll do the rest!"

Cook-E enters the canyon, wavering on the hoverboard. Seconds later the torbat comes into view, right behind him.

Player: "Hold... hold.... Okay, hit it!"

You fire the cargo nets across the torbat, which falls to the ground, tumbling in a hissing ball of bat and net. It writhes around tangled in the net and screeching loudly until you fill it full of Phidian tranquilizers. Dragging it into the cargo hold is the hardest part.

All participants gain Perk Token +1. Gain 2 hazardous cargo tokens.

Does any player at this action have the **(TELEPATHIC)** prompt?

Yes - go to 233-2

No - go to 233-3

233-2 You discover torbats are more intelligent than you would have guessed, with basic thought processes and emotions, in addition to their voracious appetite for metal.

Player: "There may be more to the symbiosis between the local Gar and torbats than we first thought."

Gain 1 science project. Lock Action 01.

233-3 **Player:** "Great job, everyone! You too, Cook-E! We made smart work of it."

Sena clears her nonexistent throat.

Sena: "Yes, very smart, bringing a metal-eating animal into my metal body that houses your metal service bots. A really well thought-out scheme!"

Lock Action 01.

233-4 You hear a piercing cry from above as the torbat dives for the bait.

Player: "Nuts. Every torbat on the entire planet is going to be on our tails after that!"

Cook-E: "Thar she comes! I'm gonna get et!"

Player: "Bring it in hot, we'll do the rest!"

Cook-E enters the canyon, wavering on the hoverboard. Seconds later the torbat comes into view, right behind him.

Player: "Hold... hold.... Okay, hit it!"

You fire the cargo nets across the torbat, which falls to the ground, tumbling in a hissing ball of bat and net. You watch as it rolls and rolls, before

slamming into the Zephyr. The beast gives one last twitch, then dies.

Threat +1. Risk +1.

234

You crawl to the edge of a ridge and click the lever on the side of your viewmaster.

Player: "There it is, a torbat cave complex just as you predicted, Sena."

Sena: "I'm the best."

Player: "Hmm. There are Gar stationed at the cave entrance. Looks like we'll either have to sneak in, or fight our way in."

Sena: "Sure, attack the locals to sate your own scientific curiosity. History will be on your side, I'm sure."

Choose 1:

Sneak past the guards - go to 234-1

Fight the guards - go to 234-6

234-1 Gar are formidable warriors, but their cultural strictures on honor are easily exploited since they rarely expect others to act duplicitously.

All players at this action must make a **(SNEAK)** group check.

Goal: 6

Success - go to 234-2

Fail - go to 234-5

234-2 You slip inside the cave easily enough. It's warm, humid, and smells worse than the filtration vats on Riva Station. Up ahead you can hear a noisy racket and sneak towards it for a peek.

The tunnel opens onto a city-sized cavern. Far above, thousands of stalactites are teeming with baby torbats squawking to be fed. A few adults move among the young, feeding them a secretion from their mouths. Softball-sized drops of secretions plop on the cavern floor where they are harvested by Gar workers. As you watch, a group with overflowing bags of torbat goo on their backs, approach your location single file. Someone whispers.

Player: "We gotta get some of that goo."

All players at this action gain Perk Token +1.

The first player must choose a player at this action to make an **(AGILITY)** skill check.

0-6 - go to 234-3

7+ - go to 234-4

234-3 As the last Gar shuffles past carrying their burden, you quickly and silently slice a hole in their sack and catch the goo as it slides out like soft serve ice cream and covers you head to toe. You all duck away as the gar stops and turns to look behind her, but she only sighs at the spill, then continues her march. Back at the Zephyr, you hurry trying to remove the substance which is hardening at a rapid rate—some portions are already solidified and seem virtually indestructible. Sena reviews the data from your scans of the substance.

Sena: "Garminite. The building blocks of the Gar people. Great for construction, or in this case, entombing someone."

Risk +1. Gain a Stress card (012). Gain 1 science project.

234-4 As the last Gar shuffles past carrying their burden, you quickly and silently slice a hole in their sack and catch the goo as it slides out like soft serve ice cream. Back at the Zephyr, you marvel at the substance which is hardening at a rapid rate—some portions have solidified and seem virtually indestructible. Sena reviews the data from your scans of the substance.

Sena: "Ah, garminite. The building blocks of the Gar people. It's definitely worth some money."

Rep +1. Gain 1 science project. Gain 1 rare cargo token.

234-5 You expertly sneak towards the guards, assuming experts make a ton of noise and fail to hide themselves completely. You've been spotted!

Next - go to 234-6

234-6 Seeing your approach, the Gar prepare for battle and charge!

All players at this action must make a **FIGHT** group skill check.

Goal: 6

Success - go to 234-7

Fail - go to 234-8

234-7 You knock out the guards without incident, then do your best to make it look like they knocked out each other. You slip inside the cave easily enough. It's warm, humid, and smells worse than the filtration vats on Riva Station. Up ahead you can hear a noisy racket and sneak towards it for a peek.

The tunnel opens onto a city-sized cavern. Far above, thousands of stalactites are teeming with baby torbats squawking to be fed. A few adults move among the young, feeding them a secretion from their mouths. Softball-sized drops of secretions plop on the cavern floor where they are harvested by Gar workers. As you watch, a group with overflowing bags of torbat goo on their backs, approach your location single file. Someone whispers.

Player: "We gotta get some of that goo."

All players at this action gain Perk Token +1.

The first player must choose a player at this action to make an **AGILITY** skill check.

0-5 - go to 234-3

6+ - go to 234-4

234-8 The Gar are trained fighters and easily defeat you. Fortunately for you, their martial code prevents them from slaying the weak and pitiable. You crawl back to the Zephyr and collapse on the loading ramp.

All players at this action must choose 1:

- Return a readied card to the card catalog.
- Gain an Injured card (011).

235

Choose your current context:

The Volcannon - go to 235-1

None/Other - go to 235-8

235-1 Sena: "Scanners show this volcano is intensifying in seismic pressure too evenly. It's almost certainly a volcannon."

From your position on the edge of an ancient crater, you pass the viewmaster around. Below is a long procession of Gar carrying heavy sacks, slowly trudging along a narrow path that spirals up its side to a series of tunnel entrances.

Player: "Okay, everybody check your mining charges. We need to split up. Each of us takes a different entrance. Avoid any tunnel that has Gar."

You must climb the side of the volcano.

All participants must make an **AGILITY** group skill check. Goal: 6

Success - go to 235-2

Fail - go to 235-7

235-2 You make it to a ledge of sorts and enter the closest tunnel. Inside, the heat is unbearable, forcing you to hurry. The tunnel opens to reveal a massive structure, like an enormous missile silo, only crudely shaped and formed. You spot a group of Gar pointing at a spot on the silo that is glowing a dull red. Moments later a group of laborers begin adding sludge to that area.

Player: "Sena, I'm sending you a visual. What do you make of this?"

Sena: "That sludge hardens quickly. Must be incredibly heat resistant. I'm

not sure how they control volcanic activity, but they must be timing it and charging the intensity so the blasts get caught in Gemin's gravity. Crude and sophisticated at the same time."

Player: "Everyone, place the plasma charges on any area that is glowing. I'm guessing those are thin spots. Dial your charge to its narrowest setting, see if we can make some cracks, and most importantly, don't get caught!"

All participants must make a **SNEAK** group skill check. Goal: 6

Success - go to 235-3

Fail - go to 235-4

235-3 You return to your vantage point to watch as you detonate the charges. In the viewmaster, you can see Gar fleeing the volcano. Then the ground rumbles, and like a massive thunderclap, the far side of the volcano erupts in a cloud of ash and debris. Lava begins flowing out the sides.

Player: "One less volcannon."

In the viewmaster, you see a group of angry Gar gesturing toward your position.

Player: "Yeah, it's time to go."

All participants gain Improve +1.

Move the galactic struggle dial one space toward war.

235-4 You hear a cry of alarm go out before you're finished. Gar workers drop what they're doing and run toward you, forcing you to sprint toward the exit. The lucky ones escape unharmed, stumbling down the mountainside, but not everyone is so lucky!

Threat +1.

Each participant with one or more readied sidekicks must place those sidekicks on page 34 to show that they've become captives.

We have placed all of our readied sidekicks on page 34 - go to 235-5

We have no readied sidekicks to place - go to 235-6

235-5 Player: "Damn it! Sena, they have some of our people. We can't blow the charges while they're still inside, and we can't go back with the Gar on our tails. Notify the others!"

Move the required token !!! to Action 03. If no player is at Action 03, the first player must choose a participant to move to Action 03. While Action 03 is required !!!, players at Action 03 must choose the 'Rescue Captive' option. You cannot detonate the charges until your crew is rescued!

235-6 You flee to safety, then remotely detonate the bombs. Not all of them were set correctly, causing a lopsided blast that rips apart one side of the volcano. It should be enough to set the Gar back for awhile.

Each player at Action 02 gains an Injured card (011). Lock Action 02.

235-7 The climb proves to be more formidable than expected. It's taxing and takes time.

Player: "This isn't working. We need to find a different route."

Risk +1. Each player who failed their part of the group skill check gains a Stress card (012).

Next - go to 235-2

235-8 From your position on the edge of an ancient crater, you have a clear view of the volcano.

Player: "This isn't just any volcano. It has access tunnels, look!"

You pass the viewmaster around for others to see. As you watch, scores of Gar pour out of the tunnels and make their way down a winding narrow pathway to congregate and chant at the base of the volcano. The ground rumbles, then the volcano erupts, belching out a chunk of molten rock that streaks into the stratosphere. Its destination is the green orb dominating the horizon, the twin planet Gemin. Debris from the blast rains down on the enraptured Gar, smashing a few into the ground.

Player: "Ew. That's... dark."

Sena: "Rubal has been launching fireballs at Gemin for some time now. It's more of an ongoing harassment than a full-fledged attack."

Player: "Scans aren't picking up anything below the surface for some reason. We have to get inside that volcano and see what they're up to!"

All participants must make a **(SNEAK)** group skill check. Goal: 6
Success - go to 235-9
Fail - go to 235-19

235-9 The remaining Gar leave with their dead, so you take the opportunity to sneak into the tunnels. You scramble up the narrow pathway to the nearest entrance. Inside, the heat is unbearable, forcing you to hurry. The passage opens to reveal the curved edge of a massive structure, like an enormous missile silo, but crudely shaped and formed.

Player: "Sena, there's some kind of structure inside the volcano. It isn't a natural formation. It looks made by hand. Like mud, but with a slight metallic sheen to it."

Sena: "It's something far stronger than mud to withstand volcanic heat. Likely garminite, a substance unique to this planet. Try to obtain a sample." The substance proves to be extremely resistant to chipping. This could take a while, and the heat is unbearable.

Choose 1:

- Waste supplies to collect a sample - go to 235-10
- Endure heat to find a different source of the material - go to 235-15

235-10 **Player:** "Let's get creative with what we've got. Just because it's resistant doesn't mean it can't get banged up."

How many supplies will you spend?

- 0 - go to 235-11
- 1 - go to 235-12
- 2 - go to 235-13
- 3 - go to 235-14

235-11 You do your best, but after wasting nearly half an hour, you worry the risk of your discovery is too great. You are forced to return to the ship in defeat.
Risk +1.

235-12 You manage to chip off a small sample without ruining too many tools. Gain 1 science project. All participants gain Perk Token +1.

235-13 You chip off a decent sample, but ruin some tools in the process. Gain 2 science projects. All participants gain Perk Token +1.

235-14 You lose a bunch of gear, but manage to chip off a large sample. Profit +1. All participants gain Perk Token +1.

235-15 **Player:** "Let's look around, but be careful!"

Players at this action must collectively choose 1:

- A chosen player at this action gains a Stress card (012).
- Risk +1.

As a team, they may choose to repeat this choice up to 2 more times.

What was the total number of risk and/or Stress gained?

- 1 - go to 235-16
- 2 - go to 235-17
- 3 - go to 235-18

235-16 You manage to find small bits of the impossibly tough substance lying about. You return to the ship with it.

Gain 1 science project. All participants gain Perk Token +1.

235-17 You succeed in finding a crude sack with small chunks of the impossibly tough substance. You grab it and return to the ship.

Gain 2 science projects. All participants gain Perk Token +1.

235-18 You find a small crate filled with chunks of the impossibly tough substance. You return to the ship with it.

Profit +1. All participants gain Perk Token +1.

235-19 The remaining Gar leave with their dead, so you take the opportunity to sneak into the tunnels. You scramble up the narrow pathway to the nearest entrance. Inside, the heat is unbearable, forcing you to hurry. The passage opens to reveal the curved edge of a massive structure, like an enormous missile silo, but crudely shaped and formed.

Player: "Sena, there's some kind of structure inside the volcano. It isn't a natural formation. It looks made by hand. Like mud, but with a slight metallic sheen to it."

You're interrupted by a nine-foot-tall Gar entering from a different tunnel! They drop their work tools and scream, pointing hysterically!

Gar: "Bogo daka! Bo daka!"

Threat +1.

Choose 1:

- Attack - go to 235-20
- Flee - go to 235-23

235-20 You attempt to silence the Gar quickly.

All players at this action must make an **(AIM)** group skill check. Goal: 5

- Success - go to 235-21
- Fail - go to 235-22

235-21 The Gar turns to flee, but they're too slow and you gun them down before they can reach the tunnel. You inspect the tools and gear they dropped, and you find a small, crudely fashioned leather bag filled with sludge. It smells terrible, but it has the same metallic sheen that the structure has.

Profit +1. All players at this action gain Rep +1.

235-22 The Gar charges you with a ferocity fueled by fear. They're much bigger than you, and more dangerous in close quarters. You're forced to turn and run, but fortunately the lumbering Gar stops at the tunnel entrance, howling and shaking their fist as you scramble back down the narrow trail.

Risk +1. Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

235-23 You turn and run. The Gar gives up the chase at the tunnel entrance, howling and shaking their fist in the air as you scramble back down the narrow trail. Back at the ship, you argue about the terrible outcome of the excursion. The first player chooses a player at this action. That player gains a Discord card (016).

236

Choose your current context:

- Rescue on Rubal - go to 236-1
- Krunk on Rubal - go to 236-5
- None/Other - go to 236-13

236-1 From the outside, the Gar hive looks like one of the many volcanoes that dot the blasted surface of Rubal, but instead of molten lava, the hives house the Gar people. You find yourself sneaking into such a hive with your scanner and datapad. While perhaps not as dependable as physical goods, information could be sold electronically for instant profit, making this excursion worth the risk.

Perk Token +1. Make a **(SNEAK)** skill check.

- 0-6 - go to 236-2
- 7 - go to 236-3
- 8+ - go to 236-4

236-2 You gain entrance using a narrow ventilation shaft big enough to crawl through. You only make it a short way before tumbling down an open hole. You land, hard, breaking something in the process. The ventilation shaft was for the Gar jail cells, one of which you are now the occupant of.

Threat +1. Return a readied card to the card catalog.

Leave your standee at this action to show that your fate is uncertain!

236-3 You gain entrance using a narrow ventilation shaft big enough to crawl through. You only make it a short way before tumbling down an open hole. You land, hard, but otherwise intact. The ventilation shaft was for the Gar jail cells, one of which you are now the occupant of. You notice the cell's recently expired former occupant has thoughtfully left some useful stuff for you, so you take it.

Gain 1 science project . You may remove up to 2 status cards from your draw and discard piles, then reshuffle.

Leave your standee at this action to show that your fate is uncertain!

236-4 You gain entrance using a narrow ventilation shaft big enough to crawl through. You only make it a short way before tumbling down an open hole. You land, hard, but otherwise intact. The ventilation shaft was for the Gar jail cells, one of which you are now the occupant of. Being the consummate professional, you don't let your predicament faze you, and keep your datapad scanning the interior of the hive. By the time you are discovered, you've already sold the data to someone on Ad Ostium. You can't keep a good spacer down!

Profit +1. Gain 1 science project .

Leave your standee at this action to show that your fate is uncertain!

236-5 Player: "Sena, I'm about to enter the hive. I'm going to map the caves and tunnels, and hopefully stumble across evidence of a Krunk presence."

Sena: "I shall cheer you on from afar."

You are sneaking into a Gar hive complex with your scanner and datapad. Hopefully you'll find evidence proving the Krunk have been skulking around Rubal for some nefarious purpose!

Perk Token +1. Make a **SNEAK** skill check .

0-6 - go to 236-6

7+ - go to 236-10

236-6 You spy an unguarded cave entrance. It's dark and smells like something died, but you enter like the intrepid spacer you are. As you navigate the cave, the smell intensifies, and small, stinging insects buzz around you. The floor grows slippery and you stop to dry heave every so often. When you finally risk some light, you find you're in a cave used to cure meat. Countless maggot-infested gargak carcasses hang from above. The flickering torchlight and the sound of voices force you to put your shoulder lamp out. They're coming toward you!

Choose 1:

Hide inside a carcass - go to 236-7

Cover yourself in blood and maggots - go to 236-8

Run! - go to 236-9

236-7 You climb inside the carcass, digging your fingers into the rotting meat and tucking your legs in. You hear Gar voices enter the room, and they make noises like they're moving meat. Your prayers go unanswered as the carcass you hide in is lifted off the ground. You come sliding out of it like some unholy baby, covered in gore and maggots.

The Gar—and honestly, it's impossible to blame them—freak the heck out. They run from you, screaming unintelligible words as they go. You decide to retreat as well, and leave the cave before anyone comes looking for you. Back at the Zephyr, your smell is so wretched you are kicked off until you've been hosed down.

Threat +1. Gain a Discord card (016).

236-8 You hope to camouflage yourself by getting slathered in the revolting gore of the cave, but the Gar spot you immediately. You try to run, but are seized immediately! You've been taken captive!

Threat +1. Move your standee to page 34 as a reminder you are a captive.

236-9 You slip and slide on the cave's gore as you scramble your way out in the dark. When you emerge onto the barren, orange landscape, you don't even stop until you arrive, panting, back at the Zephyr. Outside the cave entrance, Gar warriors discover your bloody footprints and speculate on your origin.

Threat +1. Gain the nickname 'Stinkfoot'.

236-10 You discover a cave entrance guarded by a single sentry, who is easily distracted by a thrown protein bar. Inside it is dark and smelly, but you press on bravely. You emerge in a torchlit tunnel that branches into a complex tangle. Using your datapad and scanner, you begin mapping out the area.

Gar voices coming down the tunnel send you scurrying into a nearby chamber to hide, only to discover that it's home to a pack of sleeping guard slogs! Your foot accidentally kicks something on the floor, causing a couple of slogs to stir, but they remain asleep. Looking down, you see the floor is littered with bones, and nestled among them a few steps away is the brass foot of a Krunk warrior!

Choose 1:

Gain Threat or Injury to grab the foot - go to 236-11

Risk nothing and leave - go to 236-12

236-11 You grab the foot, but awaken the slogs in the process! The snarling beasts chase you from the cave, yipping and barking, calling attention to your presence. A few warning shots scares the slogs off, and you arrive at the Zephyr exhausted, but proudly clutching your prize.

Rep +1. Gain the nickname 'Found Footage'.

Place a lock token on Action 03, even if it is already locked. Players remaining at this action cannot select the 'Map the Caves' option.

Choose 1:

• Threat +1.

• Gain an Injured card (011).

236-12 You return to the Zephyr without the foot. While you saw the evidence, you didn't gather any proof. So close!

Improve +1.

236-13 From the outside, the nearby Gar hive looks like one of the many volcanoes that dot the blasted surface of Rubal, but instead of molten lava, the hives house the Gar people. You find yourself sneaking into such a hive with your scanner and datapad. While maybe not as dependable as physical goods, information could be sold electronically for instant profit, making this excursion worth the risk.

Sena: "Be careful! The Gar have a deep distrust of off-worlders due to their ancient ancestors' encounters with the Phidia."

Perk Token +1. Make a **SNEAK** skill check .

0-6 - go to 236-14

7 - go to 236-15

8+ - go to 236-16

236-14 You gain entrance using a narrow ventilation shaft big enough to crawl through. The steam coming up from it stinks of sulphur. You only make it a short way down the sloping shaft before you lose your grip! Stifling a scream, you slide helplessly before the vent gives way to a steamy cavern. There you freefall about thirty feet only to plop in a hot pool of bubbling sludge.

It's a mud bath where several alarmed Gar were trying relax. They shriek in alarm, and you climb out and flee into the tunnels. Hours later, you stumble back to the Zephyr.

Threat +1. Return a readied item or sidekick card (020 or 050 only) to the card catalog, if able.

236-15 You gain entrance using a narrow ventilation shaft big enough to crawl through. The steam coming up from it stinks of sulphur. You only make it a short way down the sloping shaft before you lose your grip! Stifling a scream, you slide helplessly before the vent gives way to a steamy cavern. There you freefall about thirty feet only to plop in a hot pool of bubbling sludge. It's a mud bath where a single, snoring Gar lounges, unaware of you. The mud proves to be a decent camouflage, and you spend some time mapping the caves. Gain 1 science project . You may remove up to 2 status cards from your draw and discard piles, then reshuffle.

236-16 You sneak into the hive using a narrow ventilation shaft, always scanning while keeping to the shadows. You record Gar behavior, which is relatively relatable despite the differences in culture.

Upon completing your scan, you find an escape route, using some less-guarded caves where the Gar keep their beasts of burden, the gargaks. You decide you're pretty much the galaxy's foremost expert on the Gar now.

Gain 1 science project . Rep +1. Profit +1.

237

Choose your current context:

Rescue on Rubal - go to 237-1

Krunk on Rubal - go to 237-5

None/Other - go to 237-14

237-1 You've had no luck finding prisoners, so you risk contacting Sena.

Player: "Sena, can you scan the area for life signs and filter out Gar?"

Sena: "Yes, transferring now."

Player: "This shows them to be deep in the center of the hive!"

Sena: "Along with a large number of Gar. Be careful!"

Make a **SNEAK** skill check .

0-5 - go to 237-2

6-7 - go to 237-3

8+ - go to 237-4

237-2 Keeping to the shadows, you sneak through the tunnels trying to reach the signal without getting caught, but the closer you get, the more Gar voices you hear. You follow the voices to a side tunnel that ends at a massive round ceremonial chamber. You stand on a balcony, overlooking the whole thing, completely hidden from view! So it's especially vexing when you trip and fall over the side, down into the gathering below.

Threat +1. Gain an Injured card (011).

Leave your standee at this action to show that your fate is uncertain!

237-3 Keeping to the shadows, you sneak through the tunnels trying to reach the signal without getting caught, but the closer you get, the more Gar voices you hear. You follow the voices to a side tunnel that ends at a massive round ceremonial chamber. You stand on a balcony, overlooking the whole thing. You whisper in the commlink.

Player: "Sena, I've found Smiff! I have no idea how to extract him though."

Sena: "What's going on?"

Player: "How to even explain?"

That's when your datapad is knocked from your hands, and two large Gar pin you down to the floor.

Risk +1. Gain a Stress card (012).

Leave your standee at this action to show that your fate is uncertain!

237-4 Keeping to the shadows, you sneak through the tunnels trying to reach the signal without getting caught, but the closer you get, the more Gar voices you hear. You follow the voices to a side tunnel that ends at a massive round

ceremonial chamber. You stand on a balcony, overlooking the whole thing. You whisper into the commlink.

Player: "Sena, I've found Smiff! I have no idea how to extract him though."

Sena: "What's going on?"

A portly Gar sits upon a crude throne, holding a scepter topped with a golden Krunk head. Standing next to him is Smiff, who bewilderingly is in a state of undress. You wave, trying to get his attention, but when unkempt man sees you, he points you out to the king!

Rep +1. Gain a Stress card (012).

Leave your standee at this action to show that your fate is uncertain!

237-5 The Zephyr's scanners pick up a concentration of Gar activity outside the hive, so you decide it's a good time to infiltrate and find evidence of a Krunk presence.

Player: "Okay, Sena, I'm inside the Gar hive. It's like a ghost town in here. What now?"

Sena: "Use your personal scanner to avoid large concentrations of Gar, and proceed with caution."

Player: "Roger that."

Perk Token +1. Make a **HUNT** skill check .

0-6 - go to 237-6

7 - go to 237-9

8+ - go to 237-13

237-6 The living chambers of the Gar are handmade and rough, but beautifully crafted. The entire structure appears made from the same hardened mud-like material. The feeble torchlight barely provides enough light to move around, much less find stuff. You enter a large throne room and spot a shiny Krunk head sitting atop a pedestal.

Player: "Paydirt, Sena! Standby!"

You run up and grab the head, springing the obvious trap you failed to notice.

Player: "My arm! I need that!"

Choose 1:

Try to force the trap open - go to 237-7

Flee, bringing the trap with you - go to 237-8

237-7 The trap is well made—more well made than you. As you run back to the ship, you get on the commlink.

Player: "Patch, it's me. I'm heading back and hoping you can reattach my severed arm!"

Patch: "MEEP MOOP!"

Player: "What do you mean you're busy? This is my arm we're talking about!"

Patch: "MOOP MOOP!"

Player: "I don't care if you only have one arm! I want both of mine!"

Threat +1. Gain an Injured card (011).

237-8 You pick up the heavy trap and run toward the exit with it, but the unseen chain attached to the trap grows taut, yanking you back painfully. Seconds later, the Gar investigating the commotion descend upon you. You've been taken captive!

Threat +1. Move your standee to page 34 as a reminder you are a captive.

237-9 You come to a cavern where a well-fed Gar lounges on a throne, watching his people entertain him with a dance. You are about to leave when you notice the king grips a bone scepter adorned with a shiny Krunk head!

Choose 1:

Create a diversion (requires a readied item) - go to 237-10

Wait for the dance to end - go to 237-11

I have the **TELEPORT** prompt - go to 237-12

237-10 While the Gar keep their leader entertained, you rig a noise-maker out of parts from some of your gear. Then you place the device in an obscure side tunnel and set the timer, which allows you a chance to get into position.

The Gar leader leaps to his feet and holds up a hand for silence. From down the side passage comes the sound of your device! The stunned crowd stops to listen, then chaos erupts out as they swarm the tunnels, searching for the source of the alien noise!

With the throne room empty, you stroll on over, grab the Krunk-headed scepter, then beat a hasty retreat. Child's play!

Improve +1. Return a readied item to the card catalog.

Place a lock token on Action 03, even if it is already locked. Players remaining at this action cannot select the 'Throne Chamber' option.

237-11 When the dance finally ends, the throne chamber empties, but the Gar leader remains. You watch as he finishes his snack before slowly falling asleep. It's a dumb risk, but you creep into the room and silently work your way to the throne. You slip the scepter from the Gar's hand, replacing it with your trusty old backscratcher. You knew there was a reason you always brought that thing along!

Choose a skill icon. Then, reveal cards from the top of your draw pile until you reveal one that shows your chosen icon.

If you revealed 3 or more cards, gain Threat +1. Otherwise, gain Risk +1 for each card revealed. Then place all revealed cards into your discard pile.

Place a lock token on Action 03, even if it is already locked. Players remaining at this action cannot select the 'Throne Chamber' option.

237-12 You appear right next to the king.

Player: "Snoinks!"

You rip the scepter from his hand, then vanish. You run away laughing as you hear the throne room erupt into absolute chaos behind you.

You must banish a skill card from your draw or discard pile, then reshuffle.

Improve +1. Gain the nickname 'Snoinks'.

Place a lock token on Action 03, even if it is already locked. Players remaining at this action cannot select the 'Throne Chamber' option.

237-13 As you search, you gradually make your way inward until you arrive at a throne room. Inside, a Gar king rests upon his throne as all around, a collection of Gar feast on a variety of savory-smelling foods. To your delight, you notice the king wields a scepter of bone, upon which is speared a shiny Krunk head. Evidence! You despair, for there is absolutely no way to get there unseen.

But then the king gets up leaves, walking into the dark hallway where you hide in the shadows. So naturally you trip the towering Gar and he falls to the ground hard.

Then you run off with the scepter, giggling to yourself.

New catchphrase: Kiss my asteroid! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1. Place a lock token on Action 03, even if it is already locked. Players remaining at this action cannot select the 'Throne Chamber' option.

237-14 Your plan is to observe and understand Gar society, and hopefully get a glimpse of their seat of power. Sena gives you a helpful reminder.

Sena: "Remember, standard translators struggle with the Gar language since the Gar have never welcomed outsiders. Close proximity will help you."

You enter through a ventilation shaft, practically a secret roadway through the hive, and work your way to the cavernous throne room. You hear voices but they're too distant, so you slip out and try to get into a better position.

Make a **(SNEAK)** skill check .

0-5 - go to 237-15

6-7 - go to 237-16

8+ - go to 237-17

237-15 You hide behind a large disc of metal that hangs from a wheeled, wooden frame. You hear the booming voice from a well-fed Gar sitting on an opulent throne at the far end of the cavern. In one hand he holds a bone scepter sporting a Krunk head on the end. You whisper into the commlink.

Player: "Sena, I'm getting something! This is great. The head of the Gar is saying something. I think he's telling someone to bring him something."

Sena: "Gee, how specific."

Player: "A gong! He's calling for a gong! Oh. Oh no."

Gar hands grasp the wooden frame, and the gong you were hiding behind is rolled away, revealing you. Several people scream in alarm at the sight of your alien hideousness, and the guards rush to put themselves between you and the king. You use the panic to make your escape, so when you finally return to the Zephyr, you luckily only have a few arrows sticking out of your body.

Threat +1. Gain an Injured card (011).

237-16 You hide behind a large disc of metal that hangs from a wheeled, wooden frame. You hear the booming voice from a well-fed Gar sitting on an opulent throne at the far end of the cavern. In one hand he holds a bone scepter sporting a Krunk head on the end. You whisper into the commlink.

Player: "Sena, I'm getting something! This is great. The head of the Gar is saying something. I think he's telling someone to bring him something."

Sena: "Gee, how specific."

Player: "A gong! He's calling for a gong! Ah, nuts."

Gar hands grasp the wooden frame, and the gong you were hiding behind is rolled away. But you're ready for them! As the gong is moved, you inch behind it, and you're able to record even more of conversation.

Sena: "What's happening in there?"

You can't answer, yet silently congratulate yourself on your resourcefulness. But then someone bangs the gong and it clocks you in the chest. The throne room erupts in screaming as you fly from behind the metal disk and land on your back. Fortunately, the ensuing chaos helps you escape.

Improve +1. Gain 1 science project .

237-17 You hide behind a large disc of metal that hangs from a wheeled, wooden frame. You hear the booming voice from a well-fed Gar sitting on an opulent throne at the far end of the cavern. In one hand he holds a bone scepter sporting a Krunk head on the end. You whisper into the commlink.

Player: "Sena, I'm getting something! This is great. The head of the Gar is saying something. I think he's telling someone to bring him something."

Sena: "Gee, how specific."

Player: "A gong! He's calling for a gong! Ah, nuts."

Gar hands grasp the wooden frame, and the gong you were hiding behind is rolled away. You have to act quickly, so you strike the gong from behind as hard as you can. Shrieks erupt in the throne room.

Sena: "What's happening in there?"

You can't answer, but stay hidden. None of the Gar can explain why the gong struck itself, and soon the throne room is emptied as the fearful locals wait for the science wizard to come investigate. You collect a ton of data on the Gar language, and back at the ship, you're able to sell it to the Phidian Science Academy.

Improve +1. Rep +1. Profit +1.

Choose your current context:

Rescue on Rubal - go to 238-1

Krunk on Rubal - go to 238-5

None/Other - go to 238-11

238-1 Sena: "The council on Gemin will pay for scans of Gar writing, if such a thing exists. Artwork, glyphs, anything they can use to decipher their language."

Sounds like easy money, so you sneak into the Gar hive and creep through the smaller, less traveled tunnels, in search of Gar writing.

Perk Token +1. Make a **HUNT** skill check .

0-6 - go to 238-2

7 - go to 238-3

8+ - go to 238-4

238-2 You follow some incoherent markings found along a winding tunnel. Your scanner, set to recognition mode, fails to establish the markings as language. The smell is terrible, and when you turn to leave, you come face to face with a moletor.

Player: "Easy now, big girl. I was just leaving."

Moletors are blind, but their sense of smell is unmatched. The beast moves toward you remarkably fast, sniffing with its weird nose. It's just too much and you run like heck, out of the tunnel and straight into a group of Gar warriors!

Sena: "Spacer, are you there? Come in!"

Threat +1. Gain an Injured card (011).

Leave your standee at this action to show that your fate is uncertain!

238-3 You follow some incoherent markings found low along a winding tunnel. Your scanner, set to recognition mode, fails to establish any language, but you feel like they're getting clearer and more intentional as you crawl along on all fours.

Finally, the scanner indicates success!

Player: "Found something. Making a full scan of the markings now."

Sena: "It's definitely language, but it's incomplete. We need more."

You feel a poke in your side and turn slowly to find yourself amidst a group of Gar young, one of them poking you with a sharp stick. When you stand up, they run screaming!

Risk +1. Gain a Stress card (012). Gain 1 science project .

Leave your standee at this action to show that your fate is uncertain!

238-4 You find a tunnel with clear marking and glyphs that cover floor to ceiling.

Player: "Sena, I think I found what we're looking for!"

Sena: "Great, standing by for a full scan. Make sure to use the recognition setting."

Player: "Affirmative!"

You begin the scan, sweeping the entirety of the tunnel, but you stop when you get to an astonishing hieroglyph that depicts a Gar on a throne. Standing next to the Gar is the unmistakable image of a human! You transfer the completed scan to Sena, who in turn sends it off to experts on Gemin for analysis. and wait for your payment.

An incoming holo startles you with its noise and you answer it quickly. A Phidia Peace Dealer appears, sounding almost accusatory.

Phidia: "This can't be right! There's an image of a human in frame thirty-one."

Player: "It's real, trust me."

Phidia: "Why are you whispering?"

You hear a commotion and you know they're coming for you.

Player: "Just transfer our reward! I'll explain later."

But it's too late.

Profit +1. Gain 1 science project .

Leave your standee at this action to show that your fate is uncertain!

238-5 Scientists around the galaxy will pay money for precision scans of Gar language, and the tools used to write it. You sneak into the Gar hive and creep through the smaller, less traveled tunnels, inspecting the walls for any

primitive writings. You find a torchlit tunnel that has many gouges and grooves that look to be made by tools, but you can't make any sense out of them.

Player: "Sena, I'm not sure these are glyphs. They look random."

Sena: "You'll need to use your scanner and set it to pattern recognition mode. Calibrate the angle first, then filter your findings through the datanet using level-three violor encryption."

Player: "Uh... okay?"

Perk Token +1. Make a **TECHNICAL** skill check .

0-6 - go to 238-6

7 - go to 238-7

8+ - go to 238-10

238-6 Player: "Sena, the scanner is beeping at me!"

Sena: "That's a proximity alert."

Player: "So what's it have to do with glyphs?"

Sena: "It doesn't. It means you should run."

A hole appears in the tunnel wall, and a giant moletor emerges, its claws each as long as your forearm! You drop your scanner and run like the wind, assuming the wind was being chased by a moletor.

Player: "Well, I think we've learned how they dig all these tunnels!"

Threat +1. Return a readied card to the card catalog.

238-7 The beam from the scanner fans out to illuminate the tunnel wall with a green glow that moves and changes as it seeks patterns in the markings. You hear Gar voices echoing down the tunnel and you reach to shut down the scanner, but the dial shows that it's at ninety-eight percent complete!

Choose 1:

Run - go to 238-8

Wait for the remaining 2% - go to 238-9

238-8 You sneak away moments before a trio of inebriated Gar stagger down the tunnel, slapping each other and singing. Back at the Zephyr, you analyze the data. While much of it is very useful, there is no conclusive evidence of the Gar interacting with the Krunk.

Risk +1. Perk Token +1.

238-9 Player: "I can't believe it!"

With the dial now at 100%, you look at the wall with newfound amazement. The green glow has settled on the markings and its obvious that it's been carved with intent. Sophisticated hieroglyphs appear that clearly depict Gar warriors fighting Krunk. Even better, the Gar are ripping the robots to pieces!

Sena: "Data received! Get out of there, spacer!"

But it's too late: three inebriated Gar stagger into your tunnel and scream in sheer terror at your presence! One of them overcomes their fear and charges at you, but fueled by adrenaline, you quickly outrun the lumbering hulk and escape the hive.

Threat +1. Improve +1.

Place a lock token on Action 03, even if it is already locked. Players remaining at this action cannot select the 'Decipher Glyphs' option.

238-10 The beam from the scanner fans out to illuminate the tunnel wall with a green glow that moves and changes as it seeks patterns in the markings.

Player: "I can't believe it!"

You look at the wall with newfound amazement. The green glow has settled on the markings and its obvious that it's been carved with intent. Sophisticated hieroglyphs appear that clearly depict Gar warriors fighting Krunk. Even better, the Gar are ripping the robots to pieces!

Sena: "Data received! Get out of there, spacer!"

You shift the scanner, slowly moving it around to discover that the entire tunnel, from floor to ceiling, is covered in glyphs.

Player: "Sena, are you getting this? There are complex codes within their language."

Sena: "Affirmative. It appears the Gar are far more sophisticated than their Phidian neighbors believe. They also apparently can see in more spectra than most other life in the galaxy. But please! Return to the Zephyr now."

Player: "Roger that, Sena."

Rep ☆+1. Gain 1 science project .

Place a lock token on Action 03, even if it is already locked. Players remaining at this action cannot select the 'Decipher Glyphs' option.

238-11 You slip into the hive, staying far away from its inhabitants. You come to a room bearing writing all over the wall. You whisper to Sena over the commlink.

Player: "Sending you pictures now of this writing. See what you make of it."

Sena: "Oh wow, this is invaluable stuff. It looks like an offshoot of Old Tannerian, but its evolved radically from that ancient form. This is highly elaborate. Find a really decent section of writing for me."

Make a **TECHNICAL** skill check .

0-5 - go to 238-12

6-7 - go to 238-13

8+ - go to 238-14

238-12 Player: "Okay, this looks good. Run it against the data on Old Tannerian and see if the comparison can help us decipher it."

Sena takes a few minutes.

Sena: "Yes, I think I've got it. It appears to be poetry! How exciting! Tomblons are red, / Gorplows are blue, / We should be mated, / I want to... oh my. Spacer, you haven't found Gar poetry so much as you've found Gar-fiti. Find something else."

But you hear angry noises from down another tunnel and are forced to hastily move on.

Risk ⚠+1.

238-13 Player: "Okay, this looks good. Run it against the data on Old Tannerian and see if the comparison can help us decipher it."

Sena takes a few minutes.

Sena: "Yes, I think I've got it. Oh! This isn't what I expected at all!"

Player: "Explain."

Sena: "It's a child's writing. Her name is Polat, and I think she is saying she is six years old. She's asking the gods to look after her father who is very sick."

Player: "Wow. That's not what I was expecting."

Sena: "Can you find more within that room?"

You want to, but you hear angry noises from down another tunnel and are forced to hastily move on.

Rep ☆+1. Lock Action 03. Players remaining at this action cannot select the 'Decipher Glyphs' option.

238-14 Player: "Okay, this looks good. Run it against the data on Old Tannerian and see if the comparison can help us decipher it."

Sena takes a few minutes.

Sena: "Yes, I think I've got it. Oh! This isn't what I expected at all!"

Player: "How so?"

Sena: "It's a timeline of events. The room you're in must have some kind of historical importance. It's possible this covers much of the history of the Gar people. Can you take pictures of the entire room?"

Player: "Yeah, I think so."

Sena: "This is more information than anyone off-planet has found on the Gar, as far as I know. Researchers will pay us for this."

Player: "Now, you're speaking my language! Stand by for more."

Rep ☆+1. Profit ₪+1. Lock Action 03. Players remaining at this action cannot select the 'Decipher Glyphs' option.

239

Choose your current context:

The Volcannon - go to 239-1

Rescue on Rubal - go to 239-8

Krunk on Rubal - go to 239-11

None/Other - go to 239-21

239-1 Are there any sidekick cards on page 34?

Yes - go to 239-2

No - go to 239-7

239-2 You decide you're going on a rescue mission.

Player: "Sena, you got a readout on that location?"

Sena: "Working on it. I'll shoot it over to you once I have it pinpointed."

The Gar view all outsiders with fear and superstition due to their ancestors' negative interaction with Phidian visitors. Because of this, they aren't familiar with your tech and haven't deactivated your crew's commlinks, making them easy to track. Your goal is to sneak your way in.

Perk Token +1. Make a **SNEAK** skill check .

0-6 - go to 239-3

7 - go to 239-4

8+ - go to 239-6

239-3 You follow the signal to a wide cave entrance at the base of the hive. The ground here is trampled flat with Gargak tracks.

Player: "This must be the stables."

The entrance looks unguarded so you cautiously approach, using what cover you can. Then you hear something from behind! You turn slowly to find a six hundred pound guard slog growling and baring its many teeth.

Player: "Easy boy, nice sloppy."

Your screams echo across the barren landscape.

Threat ⚡+1.

Move your standee to page 34 as a reminder that you are now a captive.

239-4 You follow the signal to a wide cave entrance at the base of the hive. The ground here is trampled flat with gargak tracks.

Player: "Sena, the signal has led me to what appear to be stables."

You slip unseen into the cave, which reeks of livestock. You're in a rough cavern filled with wooden pens that hold the mighty gargaks which the Gar use as steeds.

You spot your comrades being kept in a caged cart with hands and legs bound. You quickly open the cage and begin cutting their bonds, but a guard slog waddles into the cave, sniffing around like it's picked up a scent. You realize sadly that you don't have time to rescue everybody.

Improve +1.

If there are 2 or more sidekick cards on page 34, randomly banish 1 of them. Place all sidekick cards remaining on page 34 into the discard pile(s) of their respective players.

Return all standees on page 34 to their respective players.

Next - go to 239-5

239-5 As you near the Zephyr, you trigger the charges placed on the volcannon, and cheer as you watch it collapse in upon itself, a flow of lava running down its ruined sides.

Lock Action 03. Players remaining at this action cannot select the 'Rescue Captive' option.

239-6 You follow the signal to a wide cave entrance at the base of the hive. The ground here is trampled flat with gargak tracks.

Player: "Sena, the signal has led me to what appear to be stables."

You slip unseen into the cave, which reeks of livestock. You're in a rough cavern filled with wooden pens that hold the mighty gargaks which the Gar use as steeds.

You spot your comrades being kept in a caged cart with hands and legs bound. You quickly open the cage and begin cutting their bonds.

Improve +1.

Place all sidekick cards on page 34 into the discard pile(s) of their respective players. Return all standees on page 34 to their respective players.

Next - go to 239-5

239-7 Sneaking in is easy, as is finding the prison cells. You find a cell holding a prisoner, so you quickly get it open.

Player: "Come on! It's a rescue!"

Gain a sidekick card (050).

239-8 You decide to sneak into the hive using the wide cave entrance near the base. Sena believes this is where the Gar keep their gargak herd, based upon methane gas readings. The entrance is wide, surrounded by many crags and volcanic outcroppings, but appears unguarded.

Perk Token +1. Make a **SNEAK** skill check .

0-4 - go to 239-9

5+ - go to 239-10

239-9 You take one step into the cave and then, with a scream, trip and smash face-first into a wooden gargak pen. By the time you collect yourself, a half dozen angry Gar have surrounded you.

Threat +1.

Leave your standee at this action to show that your fate is uncertain!

239-10 You nimbly slip into the caves and wander the stables you find there, a series of gargak pens made of wood.

Player: "Sena, I'm here, but our friends aren't! This place doesn't look like a prison at all!"

Sena: "Oh dear, then the signals are coming from overhead. Get out of there, now!"

You curse under your breath and turn for the exit, only to find a half-dozen angry Gar waiting for you.

Risk +1. Perk Token +1.

Leave your standee at this action to show that your fate is uncertain!

239-11 Are there any player standees on page 34?

Yes - go to 239-12

No - go to 239-20

239-12 You decide you're going on a rescue mission.

Player: "Sena, you got a readout on that location?"

Sena: "Working on it. I'll shoot it over to you once I have it pinpointed."

The Gar view all outsiders with fear and superstition due to their ancestors' negative interaction with Phidian visitors. Because of this, they aren't familiar with your tech and haven't deactivated your crew's commlinks, making them easy to track. Your goal is to sneak your way in.

Perk Token +1. Make a **SNEAK** skill check .

0-6 - go to 239-13

7 - go to 239-14

8+ - go to 239-19

239-13 You follow the signal to a wide cave entrance at the base of the hive. The ground here is trampled flat with gargak tracks.

Player: "Sena, the signal has led me to what appear to be stables."

You hear voices and duck for cover, only you mistook where the voices were coming from, and you're on the wrong side of the cover. Two Gar with bone clubs stare at you as you crouch low, hiding from no one.

Player: "Er, hello there. Would you believe I'm a gargak inspector?"

They do not, and you are taken captive.

Threat +1. Move your standee to page 34 as a reminder you are a captive.

239-14 You follow the signal to a wide cave entrance at the base of the hive. The ground here is trampled flat with gargak tracks.

Player: "Sena, the signal has led me to what appear to be stables."

You hear voices and duck for cover. Two Gar walk by talking to each other, and as soon as they pass, you slip unseen into the cave. It reeks of livestock. You're in a rough cavern filled with wooden pens that hold the mighty gargaks which the Gar use as steeds.

You spot your comrades being kept in a caged cart with hands and legs bound. You quickly open the cage, then notice one of the captives is a metallic Krunk warrior, and your first thought is to shoot it in the head.

Krunk: "Rescue me too, organic, or I will make a ridiculous amount of noise!"

Choose 1:

Rescue the Krunk as well - go to 239-15

Do not rescue the Krunk - go to 239-18

239-15 You release the Krunk and it thanks you by making the universally known gesture of contempt known as 'The Bird'.

Krunk: "So long, you walking sausage links!"

It sprints toward the cave entrance, making way too much noise. Back at the Zephyr, Sena reports some unfortunate news.

Sena: "I picked up a Krunk ship taking off a few miles from here! On a bearing for Krunko. If Krunko finds out about the torbats, there's a good chance they'll nuke this planet without hesitation."

Threat +1.

Improve +1.

Is job card 084, Blast That Krunk, currently in the Job section of the card catalog?

Yes - go to 239-16

No - go to 239-17

239-16 **Player:** "Yeah, we should probably try to stop that thing."

Return all standees on page 34 to their respective players.

Gain job card 084, Blast That Krunk, and then choose 1:

- Immediately make it an active job.
- Return it to the card catalog, and move the galactic struggle dial one space toward war.

Lock Action 03. Players remaining at this action cannot select the 'Rescue Captive' option.

239-17 **Player:** "Keep watching the skies, Sena."

Sena: "Why would you... oh! Never mind. The Krunk ship seems to have self-destructed."

Player: "Slipped a spare explosive charge on that friendly fellow as he ran by. Shouldn't have paused to make that gesture!"

Return all standees on page 34 to their respective players.

Lock Action 03. Players remaining at this action cannot select the 'Rescue Captive' option.

239-18 *Sena: "That Krunk had a lot of useful info. You could have hacked it."*

Player: "Well Sena, just as it promised, it made a ridiculous amount of noise. It was just the distraction we needed to escape."

Improve +1. Return all standees on page 34 to their respective players. Lock Action 03. Players remaining at this action cannot select the 'Rescue Captive' option.

239-19 *You follow the signal to a wide cave entrance at the base of the hive. The ground here is trampled flat with gargak tracks.*

Player: "Sena, the signal has led me to what appear to be stables."

You hear voices and duck for cover. Two Gar walk by talking to each other, and as soon as they pass, you slip unseen into the cave. It reeks of livestock. You're in a rough cavern filled with wooden pens that hold the mighty gargaks which the Gar use as steeds.

You spot your comrades being kept in a caged cart with hands and legs bound. You quickly open the cage, then notice one of the captives is a metallic Krunk warrior, and your first thought is to shoot it in the head.

Krunk: "Rescue me too, organic, or I will make a ridiculous amount of noise!"

Player: "You got it, pal!"

You lean over the Krunk and jam a sharp tool through its vocal modulator.

Player: "Looks like we have the proof we need. Help me carry it to the ship."

You retreat back to the Zephyr with your prize, which you quickly destroy and break down into parts.

Rep +1. Improve +1.

Return all standees on page 34 to their respective players.

Lock Action 03. Players remaining at this action cannot select the 'Rescue Captive' option.

239-20 *Sneaking into the nearby prison is easy, as is finding the prison cells. You find one holding a prisoner, so you quickly get it open.*

Player: "Come on! It's a rescue!"

Gain a sidekick card (050).

239-21 *You decide to sneak into the hive using the wide cave entrance near the base, believed to be near where the Gar keep their prison. The entrance is wide, surrounded by many crags and volcanic outcroppings, and only lightly guarded.*

Make a **(SNEAK)** skill check .

0-4 - go to 239-22

5 - go to 239-23

6+ - go to 239-26

239-22 *Sneaking in is easy, as is finding the prison cells. You're a little surprised at just how easy, until you discover the prison also has a fully staffed guard station, and the guards are less than pleased to find you. Threat +1. Gain an Injured card (011).*

239-23 *Sneaking in is easy, as is finding the prison cells. You find a cell holding several prisoners, so you quickly get it open.*

Player: "Come on! It's a rescue!"

Then you see one of the prisoners is a metallic Krunk warrior. It barges past, punching you in the chest.

Krunk: "Ha. Ha. So long, air breather!"

Player: "Why that... Come on everyone, let's go!"

The Krunk's escape causes a racket, drawing guards to you quickly. One of the captives makes it out with you, but one is not so lucky.

Risk +1. Gain a Stress card (012). Gain a sidekick card (050).

Is job 084, Blast That Krunk, currently in the Jobs section of the card catalog?

Yes - go to 239-24

No - go to 239-25

239-24 *The Krunk is too dangerous to allow to escape. You make a note to tell the others about it once you return to the ship.*

Gain job card 084, Blast That Krunk, and then choose 1:

- Immediately make it an active job.
- Return it to the card catalog, and gain Threat +1.

239-25 *Out on the barren landscape of Rubal, you follow the Krunk's tracks, but lose them and are forced to return to the ship.*

Move the galactic struggle dial one space toward war.

239-26 *Sneaking in is easy, as is finding the prison cells. You find a cell holding a prisoner, so you quickly get it open.*

Player: "Come on! It's a rescue!"

Rep +1. Gain a sidekick card (050).

240

You follow silently behind a long procession of Gar trudging single-file through the desert. Each of their gargaks is burdened with heavy bags of garminite. Their destination appears to be a distant volcannon complex. An opportunity presents itself when one of the gargaks begins to lag behind the others.

You stalk the accompanying Gar as they berate the old gargak, but the weary beast only brays in frustration, until it finally just stops. The Gar yells lots of angry things until the gargak begins moving again. The relieved Gar walks off with it, unaware the animal is moving because you just lightened its load.

Perk Token +1. Gain 2 rare cargo tokens .

241

Is D-2 circled in the ship log database?

Yes - go to 241-1

No - go to 241-2

241-1 *You follow the sounds of music and conversation until you find the camp of the Salt Rim Rejects.*

Player: "Iiiiiit's 'rita time!"

Carl: "Zephyr! Welcome!"

Player: "Good to see you too, Carl!"

Carl: "Guys, let's get those drinks goin'!"

You don't say no, and wave a hand over your hovercart to show them you didn't come empty-handed.

Player: "You guys needing any supplies?"

Reject: "Toilet paper! Lots of toilet paper!"

Perk Token +1. Lock Action 05.

The Salt Rim Rejects are only buying common cargo tokens . Choose any number of common cargo tokens from the ship hold to sell.

Profit +1 for each. Then, return the chosen cargo tokens to the supply.

241-2 *You stare at your scanner, where a group of yellow-orange heat signature blips mill about aimlessly.*

Player: "What am I looking at here, Sena?"

Sena: "Not sure. If it's Gar, they're too close for comfort. Somebody needs to do some recon."

Soon you're peering through your viewmaster at a makeshift encampment that's been built around the hull of a shipwrecked Armada gunship.

Player: "Not Gar as far as I can tell."

You suddenly feel the cool tip of a gun barrel on the back of your head.

Reject: "No funny stuff!"

Player: "Like jokes and stuff?"

You are marched at gunpoint into an encampment. You're surrounded by a well-armed group of different species, all wearing ragged Armada uniforms. One of the group is a ten-foot-tall Gar. Unlike the naked Gar you've seen, this one wears patchwork shorts that look to have been made from pieces of everyone else's uniforms stitched together. The Gar scoffs at you.

Carl: "Rude to stare, you know?"

Player: "You're right. Sorry. Who are you guys anyway? Armada?"

Carl: "They were. Now they're the Salt Rim Rejects. Me, I'm a late addition."

Reject: "That's right, but Carl belongs as much as anyone else."

Do you have the **TELEPATHIC** prompt?

Yes - go to 241-3

No - go to 241-4

241-3 You sense that these aren't bad people, though becoming scavengers on Rubal has hardened them. They're relatively content here in the middle of nowhere.

Player: "I don't want any trouble. Just here to do business if you're interested."

Reject: "We look like we do business out here?"

Player: "My guess is you've deserted the Armada after stealing a lifetime supply of botcoin, but then you got stranded here on Rubal after a torbat munched on your fuselage. Carl here was cast out of a Gar hive for being a dreamer. You guys took him in as one of your own. But you know, that's just a hunch."

They gape at you.

Reject: "Heckuva hunch! Hey, you like 'ritas?"

The 'ritas are a slushy, citrus drink with a megaton of booze in them, garnished with a crusting of salt along the rim of the glass. You drink as many as they can push at you, which is quite a bit, but the group relaxes and proves to be quite welcoming.

Improve +1. Lock Action 05. Circle D-2 in the ship log database.

Choose 1:

- Banish a skill card from your draw or discard pile. Then, reshuffle.
- Remove a status card from your draw or discard pile. Then, reshuffle.

The Salt Rim Rejects are buying common cargo tokens . Choose any number of common cargo tokens from the ship hold to sell.

Profit +1 for each. Then, return the chosen cargo tokens to the supply.

241-4 You do your best to come off as non-threatening.

Make a **SWAGGER** skill check .

0-5 - go to 241-5

6-7 - go to 241-8

8+ - go to 241-9

241-5 **Reject:** "You a bounty hunter?"

Player: "No way! I'm insulted! I spit on bounty hunters as they walk down the street! I decline their friend requests on social media! I seduce their brothers just to ruin their lives!"

You can sense the tension in the air. This is it, they're going to kill you... but not without a fight. You go for your gun and they blast you full of holes, drag you into the desert, then leave you for dead after looting you.

With your last breath, you call Sena for help.

Threat +1. Return all readied items to the card catalog.

Gain an Injured card (011).

Choose 1:

Report the Salt-Rim Rejects to the Armada for a bounty - go to 241-6

Nah, that ain't me - go to 241-7

241-6 **Sena:** "Armada frigate entering orbit."

Player: "Thank you, Sena. Now let's see those deserters get a taste of justice."

You stand, wincing in pain, as Patch protests your standing too soon. You want to relish the revenge that's about to rain down on those Rejects, not to mention the sweet, sweet profit their bounty will bring!

But then you see a dark cloud descend upon the frigate that hangs in the air. Torbats! The Armada warship never had a chance.

Player: "Welp... there goes my bounty."

Move the galactic struggle dial one space toward war.

241-7 Patch sutures your internal wounds before sealing your outsides, then sets you up with a gonkaplop drip. You've been better, but you came awfully close to being a whole lot worse.

Perk Token +1.

241-8 **Reject:** "You a bounty hunter?"

Player: "Nah, just a spacer. Not looking for trouble, just making sure you're not Gar."

You notice the looks.

Player: "No offense, Carl."

Carl: "S'okay."

You nod toward a strange contraption of cobbled-together parts, pots and tubes.

Player: "You kids make your own still out here?"

Reject: "Yeah, we did! You wanna try a gargarita? Carl's recipe!"

Player: "Darn tootin'."

The 'ritas are delicious, and you bond with the Salt Rim Rejects, a group of Armada deserters who stole a bunch of botcoin before getting stranded on Rubal after a torbat attack.

Player: "You kids want a lift off-planet?"

They decline, being pretty content here, and after downing a few gargaritas, you can see why.

Improve +1.

Circle D-2 in the ship log database.

The Salt Rim Rejects are buying common cargo tokens . Choose any number of common cargo tokens from the ship hold to sell.

Profit +1 for each. Then, return the chosen cargo tokens to the supply.

241-9 **Reject:** "You a bounty hunter?"

Player: "If I was a bounty hunter, I wouldn't have come alone on foot. I'd have strafed you with my ship, then called in the Armada. Hey, is that a still you kids got over there?"

Reject: "Yeah, it is! You wanna try a gargarita? Carl's recipe!"

Player: "Darn tootin'."

The 'ritas are delicious, and you bond with the Salt Rim Rejects, a group of Armada deserters who stole a bunch of botcoin before getting stranded on Rubal after a torbat attack.

Player: "You kids want a lift off-planet?"

They decline, being pretty content here, and after downing a few gargaritas, you can see why.

Perk Token +1. Improve +1.

Circle D-2 in the ship log database.

The Salt Rim Rejects are buying common cargo tokens . Choose any number of common cargo tokens from the ship hold to sell.

Profit +1 for each. Then, return the chosen cargo tokens to the supply.

Choose your current context:

- The Volcannon - go to 242-1
- Rescue on Rubal - go to 242-7
- Krunk on Rubal - go to 242-11
- None/Other - go to 242-20

242-1 *Sena: "Hey, gang, I'm picking up activity! Better get back here quick!"*

Pass the first player token to the left.

Are there any player standees on page 34?

- Yes - go to 242-2
- No - go to 242-4

242-2 The next entry is for any captive player(s).

Next - go to 242-3

242-3 *It takes a while to work the leather bonds loose enough to get your hands free, then untie your feet. But after that, breaking out of the cage is a breeze. Your possessions are in a box nearby, and you quickly reequip. You catch a sleepy Gar warrior by surprise as you gallop past on the back of a bucking, snorting gargak leading a stampede of cantankerous steeds.*

Player: "Sena, we're heading back to the Zephyr, but we're bringing trouble!"
You glance back at the pursuing Gar. They're gaining!

Return all standees on page 34 to their respective players.

Turn to page 17 in the location book.

Set Dials A, B, and C (Gar) to 2 plus the number of players. Lock Action 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Volcannon*.

Begin a round in the location book.

242-4 *Sena: "Torbats incoming! It's going to be close!"*

You're thrown back in your shock chair by the force of the thrusters! The screens light up with blips, too many to count!

Player: "Gods, it's a swarm!"

The first player must choose a player to pilot the ship out of the swarm.

The chosen player must make a **(PILOT)** skill check .

- 0-5 - go to 242-5
- 6+ - go to 242-6

242-5 *Player: "I think I got it!"*

The ship jerks to one side as a torbat manages to take a bite out of one of your stabilizers!

Player: "Or maybe not!"

You go into a spin, shaking the torbat loose, then hit the thrusters and quickly escape the planet's atmosphere.

Draw 2 tokens from the bag and apply their effects to the chosen player.

You have completed The Volcannon. Banish its job card.

Profit +3. Remove all game pieces from the location book and close it.

Next - go to 328-17

242-6 *Each time a Torbat tries to take a bite out of the Zephyr, you swerve or juke, leaving the creature with an unsatisfying mouthful of air instead. You hit the thrusters and quickly escape the planet's atmosphere.*

New catchphrase: Like and subscribe! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

You have completed The Volcannon. Banish its job card.

Profit +3. Remove all game pieces from the location book and close it.

Next - go to 328-17

242-7 *Not everyone makes it back to the Zephyr.*

In the Gar hive, the prisoners are brought to a central ceremonial chamber where a number of Gar congregate. In the center, sitting on a crude rock throne, is the leader of the hive! He eyes you curiously. Standing next to the throne is Smiff, completely naked and unkempt.

Smiff: "Kneel before King Agalama!"

You reluctantly comply. The king mumbles something unintelligible to Smiff, who nods.

Smiff: "King Agalama wants to know why are you here?"

Player: "Uh, well, we're here to rescue you, Smiff."

Smiff: "Well flux, I can't tell him that, he'll have you killed! I'm going to tell him you're here to trade."

Smiff translates for the king who nods benevolently.

All players whose standees are still on Action 03 must make a **(SWAGGER)** group  skill check  . Goal: 6

Success - go to 242-8

Fail - go to 242-10

242-8 *You negotiate a deal to trade useless junk and some toilet paper in exchange for Smiff.*

The players still at Action 03 must collectively choose 1:

- Supplies -1.
- Threat +1.
- Return 1 cargo token  to the supply.
- Return 1 readied item card (020 only) to the supply.
- Return 1 science project  to the supply.

Next - go to 242-9

242-9 *You get back to the Zephyr and prep for take-off.*

Player: "Smiff, we'll take you as far as Gemin. From there, you'll have to find your own way."

Smiff: "I feel like I understand the Gar. Perhaps I'll stay on Gemin and lobby on their behalf."

Player: "Might I suggest a shower and some clothing first?"

Circle J-1 in the ship log database.

You have completed Rescue on Rubal. Banish its job card.

Profit +3. All players gain Rep +1.

Remove all game pieces from the location book and close it.

Next - go to 328-17

242-10 *You negotiate a deal to trade supplies for Smiff, mostly just toilet paper and booze.*

The players still at Action 03 must collectively choose 1:

- Spend 3 supplies .
- Threat +2.
- Return 2 cargo tokens  to the supply.
- Return 2 readied item cards (020 only) to the supply.
- Return 2 science projects  to the supply.

Next - go to 242-9

242-11 *Sena: "Hey gang, I'm picking up activity! Better wrap it up!"*

Pass the first player token to the left.

Are there any player standees on page 34?

- Yes - go to 242-12
- No - go to 242-14

242-12 The next entry is for any captive player(s).

Next - go to 242-13

242-13 You're being held in a metal cage on wheels, deep in the hive where the gargaks are kept in pens. Your wrists and feet are bound with rough leather straps, but thankfully, your Gar captors have put you all in the same cage together.

All captive players must make a **PLAN** group skill check   . Goal: 5
Success - go to 242-14
Fail - go to 242-17

242-14 Player: "Get those thrusters warmed up, Sena. We're heading back now!"

Sena: "There's a lot of activity on the scanners. What did you do that's got the Gar stirred up?"

Player: "Don't know what you're talking about."

Is Action 03 locked?

Yes - go to 242-15

No - go to 242-16

242-15 The Zephyr creates a billowing cloud of orange dust. Far below, you see thousands of angry Gar shaking their meaty fists in the sky and cursing you.

Player: "You guys keep doing you! And please, keep killing Krunk."

You have completed Krunk on Rubal. Banish its job card.

Profit +3. All players gain Rep +1.

If you gained more than 1 piece of evidence (i.e. if Action 03 has more than 1 lock token on it), gain Supplies +2.

Remove all game pieces from the location book and close it.

Next - go to 328-17

242-16 The Zephyr creates a billowing cloud of orange dust. Far below, you see thousands of angry Gar shaking their meaty fists in the sky and cursing you. All you can do is sigh.

Player: "Yeah, this went just great."

You have failed to complete Krunk on Rubal. Return its job card to the Jobs section of the card catalog.

Remove all game pieces from the location book and close it.

Next - go to 328-17

242-17 It takes a while to work the leather bonds loose enough to get your hands free, then untie your feet. But after that, breaking out of the cage is a breeze. Your possessions are in a box nearby, and you quickly reequip. You catch a sleepy Gar warrior by surprise as you gallop past on the back of a bucking, snorting gargak leading a stampede of cantankerous steeds.

Back at the Zephyr, you drag yourselves aboard and collapse on the metal floor. The ship lifts off in a cloud of orange dust. Far below you see thousands of angry Gar, shaking their meaty fists in the sky and cursing you.

An alarm sounds on the operations console!

Sena: "To your stations! The Gar have launched a molten boulder at us! Evasive action now!"

The first player must choose a player to pilot the ship out of the path of the hurtling molten boulder.

The chosen player must make a **PILOT** skill check  .

0-5 - go to 242-18

6+ - go to 242-19

242-18 The chunk of volcanic rock smashes into the Zephyr, knocking the ship to the side!

Draw 3 tokens from the bag and resolve their effects.

Gain a Stress card (012).

Is Action 03 locked?

Yes - go to 242-15

No - go to 242-16

242-19 You push the ship to its structural limit, spinning out of the way of the molten chunk. The maneuver puts you on a collision course with one of the tall Gar hives, but again you dodge catastrophe.

Player: "Pretty awesome, right?"

With a twinkle in your eye, you smile at your fellow crew. They nod weakly in response, their faces queasy with nausea.

Gain an Inspired card (015).

Is Action 03 locked?

Yes - go to 242-15

No - go to 242-16

242-20 Are there any player standees on page 34?

Yes - go to 242-21

No - go to 242-24

242-21 The next entry is for any captive player(s).

Next - go to 242-22

242-22 You're being held in a metal cage on wheels, deep in the hive where the gargaks are kept in pens. Your wrists and feet are bound with rough leather straps, but thankfully, your Gar captors have put you all in the same cage together.

All captive players must make a **PLAN** group skill check   . Goal: 5

Success - go to 242-23

Fail - go to 242-25

242-23 It takes a while to work the leather bonds loose enough to get your hands free, then untie your feet. But after that, breaking out of the cage is a breeze. Your possessions are in a box nearby, and you quickly reequip before silently slipping away. That night, you make it back to the Zephyr!

Return all standees on page 34 to their respective players.

Next - go to 242-24

242-24 Sena: "I swear, the torbats keep circling like vultures, closer and closer. Everybody back?"

Player: "Yeah, Sena, let's go."

You prep the ship while Sena fires the engines. Minutes later, you lift off and head into space.

Player: "Goodbye barren, orange Rubal; hello cold, black vacuum of space."

Remove all game pieces from the location book and close it.

Next - go to 328-17

242-25 It takes a while to work the leather bonds loose enough to get your hands free, then untie your feet. But after that, breaking out of the cage is a breeze. Your possessions are in a box nearby, and you quickly reequip. You catch a sleepy Gar warrior by surprise as you gallop past on the back of a bucking, snorting gargak leading a stampede of cantankerous steeds.

Player: "Sena, we're heading back to the Zephyr, but we're bringing trouble!"

You glance back at the pursuing Gar. They're gaining!

Return all standees on page 34 to their respective players.

Turn to page 17 in the location book.

Set Dials A, B and C (Gar) to 2 plus the number of players.

Lock Action 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Rubal Round End Captured*.

Begin a round in the location book.

Choose your current context:

- Special Delivery - go to 243-1
- Mine Verdium - go to 243-5
- Bury the Hatchet - go to 243-10
- None/Other - go to 243-13

243-1 The brassy customs bot points at you.

Customs Bot: "Next in line please!"

You step up and the bot gets right to business.

Customs Bot: "Under Article 07.18.14 of the Galactic Authority Code, it is my duty to inform you that I am a Lodian truthbot capable of detecting lies in eighteen thousand species. Do you understand my capabilities?"

Player: "Um, yes?"

A chime sounds from somewhere indicating your answer is true.

Customs Bot: "State your business!"

Make a **COMMUNICATE** skill check .

- 0-6 - go to 243-2
- 7 - go to 243-3
- 8+ - go to 243-4

243-2 **Player:** "Well, I'm just a tourist."

You hear a buzzing.

Customs Bot: "Deception detected! No tourist in their right mind would visit an entire planet made up of depressing congested city life!"

The bot reaches for a security button.

Player: "No deception! I was really just hoping to see that duke guy. What's his name? Duke Acapulco or something?"

Ding!

Customs Bot: "Hmm. Our good duke, eh? Are you an assassin?"

Player: "Gods no."

Ding!

Customs Bot: "Very well. Take this ticket. Move along please."

Gain a Stress card (012). Risk +1. Unlock and move to Action 06.

243-3 You've discovered in life that weaving in some truth into a lie is the most effective way to deceive.

Player: "I'm here to attend the birthday party for Duke Aquadad!"

Ding!

Customs Bot: "You mean Duke Akamon?"

Player: "Isn't that what I said?"

Customs Bot: "Certainly not."

Player: "When was the last time you had your audio receptors calibrated?"

Customs Bot: "Admittedly, it has been way past my maintenance cycle. We are way over capacity and I have not had the time. I keep telling my supervisor—"

You cut the bot off.

Player: "Yes, well, I won't launch a formal complaint, but get this taken care of!"

Ding!

The deflated bot hands you the ticket you need.

Perk Token +1. Unlock and move to Action 06.

243-4 Panicking at the discovery of the bot's lie detection, you tell the complete truth.

Player: "I'm part of a group of remedial citizens being sent by our sponsor to deliver a mysterious package to a friend of his. This package is of the

utmost secrecy, and failure to comply with our sponsor would probably result in our termination."

Ding!

Customs Bot: "Man, this job really brings out the weirdos. That is enough information. Here is your ticket. Now get moving."

Improve +1. Unlock Action 06, and move to Action 05 or 06.

243-5 You get in the customs queue and are soon approached by a bot with a datapad. Two police drones float over its shoulder.

Player: "I'm with the Zephyr, PHG-04."

Customs Bot: "What are you hauling?"

Player: "Gotta big load of verdium!"

The bot looks up at you.

Customs Bot: "Are you serious?"

Player: "As a heart attack!"

Customs Bot: "That truly is serious considering heart attacks can be fatal to beings requiring hearts. I'll need to inspect this verdium."

Are there science project tokens on job card 070, Mine Verdium?

- Yes - go to 243-6
- No - go to 243-7

243-6 You walk the bot over to the ship. When you open the cargo pod to show the Verdium, you're surprised to see the strange techno-plant has grown considerably. And fueling that growth is the Verdium, which has subsequently dwindled.

Customs Bot: "Are you transporting verdium or plants?"

Player: "Um, the plants keep the verdium polished."

Customs Bot: "They do?"

Player: "True story."

Customs Bot: "I sense a deception, and transporting plants like this is a violation. I am going to have to issue a citation."

Supplies -2. If you do not have 2 supplies , you must sell items or let go of sidekicks to pay the fine. A player can return any number of readied item and/or sidekick cards (020 and/or 050) to the card catalog to gain Supplies +1 for each.

Unlock and move to Action 06. Lock Action 01.

243-7 You walk the bot over to the ship and lower the cargo ramp.

Customs Bot: "Circuits and wires, you were not kidding. That sure is a lot of verdium."

There are two laser blasts and the police drones crash to the ground. A third blast sends the customs bot flying. Several thugs approach you with grins on their faces.

"Thanks for braggin' so loudly about your haul. You were right! It's definitely worth stealing."

Make an **AIM** skill check .

- 0-5 - go to 243-8
- 6+ - go to 243-9

243-8 You are able to hold the thugs off long enough for the police arrive, but take a scorching laser blast before you do. Luckily the verdium made for excellent cover. You help the customs bot up.

Player: "So do I pass inspection? I want that ticket."

Customs Bot: "I am missing an arm."

Player: "But you still have one, right? Give me that ticket so I can get out of here already!"

Risk +1. Gain an Injured card (011).

Unlock and move to Action 06. Lock Action 01.

243-9 When the police respond to the sounds of violence, they find you helping up the customs bot, and three dead thugs lying on the pavement.

Player: "So do I pass inspection or what?"

Customs Bot: "And how! You saved me, my shining knight."

Player: "I'll take that ticket then."

One of the cops watches you leave.

Officer: "Brave spacer!"

The bot sighs.

Customs Bot: "Mark my words, I am going to marry that one someday."

Unlock and move to Action 06. Lock Action 01.

243-10 In order to work trade in Niven, you must pass through customs. Not only is it a ridiculous waste of time, it's also quite stressful, especially if you are up to no good. You are approached by a customs bot with a datapad.

Customs Bot: "State your business!"

Player: "We come bearing a gift."

Customs Bot: "I will have you know, bribing a customs officer is a felony offense!"

Make a **COMMUNICATE** skill check .

0-6 - go to 243-11

7+ - go to 243-12

243-11 Player: "Not for you, dipstick! We're delivering a pendant with a rare gem to a friend of our employer."

Customs Bot: "You do not have to be rude!"

Player: "You accused me of bribery!"

Customs Bot: "Let me see this pendant."

You bring out the radiant hyantha crystal pendant in its decorative containment cube, and the bot's eye lamps light up. It calls a hover drone over with a hand gesture, and the drone hums above the box and emits a scan beam. You hear a scratching sound as its beam passes over the pendant, and the bot makes notes in its datapad.

Customs Bot: "Well, it looks like this crystal gemstone is emitting harmful radiation. You are lucky the containment cube is in working order, or I would fail you right now. As it is, you are going to need a waiver."

Player: "Where do we get a waiver?"

Customs Bot: "You are in luck! For a small fee, you can get one from me!"

Player: "Oh, and that's not bribery at all, huh?"

Customs Bot: "You know, I think the cost of the waiver just went up."

Supplies -2. If you do not have 2 supplies, spend what you have, then gain Risk +2. Unlock Action 06 and move to Action 05 or 06. Lock Action 01.

243-12 Player: "I'll keep that in mind, my good bot, but I'm afraid this isn't for you. We're here to deliver a pendant with a rare gem to a friend of our employer."

Customs Bot: "Well, let me see this pendant."

You bring out the radiant hyantha crystal pendant in its decorative containment cube, and the bot's eye lamps light up. It calls a hover drone over with a hand gesture which hovers above the box and emits a scan beam. You hear a scratching sound as its beam passes over the pendant, and the bot makes notes in its datapad.

Customs Bot: "It looks like this gem is emitting harmful radiation. You are lucky this containment cube is functioning properly!"

Player: "Harmful radiation?"

Customs Bot: "Deadly to most organics, but keep it contained and you will be fine."

Perk Token +1. Gain the nickname 'The Radiant'.

Unlock Action 06 and move to Action 05 or 06. Lock Action 01.

243-13 In order to work trade in Niven, you must pass through customs. It's quite stressful, especially if you are smuggling or have outstanding violations. You step up to the first customs bot in the queue.

Do you have any unpaid docking violations?

Yes - go to 243-14

No - go to 243-15

243-14 The bot holds out a tablet.

Customs Bot: "Use the pad to pay your fines."

You must spend 1 supplies for each docking violation on the ship log.

Erase a docking violation for each supplies spent.

If you do not have enough supplies , you must sell items or let go of sidekicks to pay for the violations. A player can return any number of readied item and/or sidekick cards (020 and/or 050) to the card catalog to erase one docking violation for each.

Perk Token +1.

Next - go to 243-15

243-15 You move to the next bot in the queue.

Customs Bot: "Prepare for invasive scans. If your body is funny—and trust me, they are all funny—we will laugh about it later."

Are you wanted by the Galactic Authority?

Yes - go to 243-16

No - go to 243-21

243-16 You notice several Galactic Authority officers prowling around and you suddenly get nervous. You lean in towards the customs bot.

Player: "Anyway we can speed this up? I have an appointment."

Choose 1:

Bribe the bot with 2 supplies - go to 243-17

Smooth-talk the bot - go to 243-18

243-17 Customs Bot: "Now here is a biological who understands how to smooth the way properly."

Player: "We good?"

Customs Bot: "Oh, we good. Here, take this ticket to skip the rest of the queue."

Supplies -2. Perk Token +1.

If you do not have 2 supplies , you must sell items or let go of sidekicks to pay the bribe. A player can return any number of readied item and/or sidekick cards (020 and/or 050) to the card catalog to gain Supplies +1 for each.

Unlock and move to Action 06. Lock Action 01.

243-18 You whisper something in the bot's mic hole.

Make a communicate skill check .

0-5 - go to 243-19

6-7 - go to 243-20

8+ - go to 243-28

243-19 Customs Bot: "Very classy. No, you need to wait like everyone else. You are not the only being here with appointments to keep."

You decide the heat is too much and you skip out of the customs queue.

Heading back to the Zephyr without obtaining docking clearance means you won't be able to trade here on Niven.

Threat +1 Lock Action 01.

243-20 Customs Bot: "How dare you embarrass me like that! I cannot help the way I look!"

Player: "But I.."

Customs Bot: "Go! Make your appointment that is so important you must strip me of all dignity. I hope you feel like a big person now. Good day!"

Player: "But I don't even know what I said to offend..."

Customs Bot: "I said good day!"

You snatch the docking pass out of the robot's metal hand and pass through the queue with too many eyes now looking your way.

Next - go to 243-21

243-21 The next bot in the queue holds a tablet.

Customs Bot: "Do you have anything to declare, such as prohibited, hazardous, or illegal cargo?"

Do you have the Smuggling Hold ship upgrade?

Yes - go to 243-22

No - go to 243-23

243-22 You leave the final bot and can feel the sweat seeping through your clothes, but sigh in relief as you exit the customs queue with authorization to do trade in Niven.

Perk Token +1. Unlock Action 6, and move to Action 5 or 6. Lock Action 1.

243-23 Player: "Listen, this is unnecessary, I assure you."

Make a **COMMUNICATE** skill check .

0-5 - go to 243-24

6-7 - go to 243-26

8+ - go to 243-27

243-24 Customs Bot: "Yeah, yeah. Let us just get this over, okay?"

Next - go to 243-25

243-25 All players with readied sidekicks with the **WANTED** prompt must return them to the card catalog.

Return all illegal and hazardous cargo tokens to the supply.

Next - go to 243-22

243-26 Player: "I'm transporting organs, and there's no time! I have to get them to Niven General before they become unusable. There's a ten-year-old Ignoran's life on the line!"

Customs Bot: "Medical emergency services do not come through customs, which you would know if you were not a lying sack of biological filth. Shall we just get this over with, or shall I call an officer over?"

Player: "Fine."

Next - go to 243-25

243-27 Customs Bot: "Yeah, yeah. Let us just get this over, okay?"

You slap the bot hard across its metallic face.

Player: "Pervert! How dare you!"

Customs Bot: "What the helix is happening?"

An alarmed officer walks over.

Officer: "Everything okay over here?"

Player: "No it is not! Officer, I suspect this horny thing used to be a hotbot and its old programming has not been fully erased! The lewd things it just said to me! All ones and zeroes, and there were a lot more ones than zeroes if you know what I mean!"

Customs Bot: "I have done nothing I am not supposed to!"

Player: "You see? Its old programming is still there!"

Officer: "Okay, move along, citizen. Come with me, you pervert!"

You snatch a ticket from the bot and storm off.

Next - go to 243-22

243-28 The bot's eye lamps blush.

Customs Bot: "Thank you for noticing. I have been using wipes meant for titanium kitchen appliances."

Player: "And it shows, my friend. It shows!"

Customs Bot: "Go on. Good luck with your appointment."

Next - go to 243-21

244

Are you wanted by the Void Syndicate?

Yes - go to 244-1

No - go to 244-26

244-1 If you go to the Void Syndicate with a price on your head, they will capture you.

Choose 1:

Captured? Okay - go to 244-2

I think I'll just poke around - go to 244-13

Screw it, let's settle this - go to 244-3

I may not have thought this out.. - go to 244-25

244-2 The Void Syndicate's surveillance technology recognizes you as someone who is on the long list of Void Syndicate enemies. They take your gear and throw you in a cell. Later, you're hauled out and sent to fight for your life in a Reckoning.

Threat +1.

Next - go to 244-3

244-3 The Void Syndicate has an old tradition for enacting vengeance on those who have transgressed against them. It is called the Reckoning, and only this fight to the death can put one back in the Syndicate's good graces. You are bound and led down to an underground arena filled with spectators, all of them howling for blood.

Announcer: "Tonight, for your entertainment, we have a RECKONING! Representing the old rustbucket known as the Zephyr is..."

The announcer holds the mic to you and you awkwardly mumble your name. The jeers are relentless.

Announcer: "They will be challenging our very own Haminator!"

The crowd goes wild as a pig-faced brute stomps into the arena, meaty arms held high as if he has already won. In no time, you're fighting for your life!

Dismiss all sidekicks. Dismiss all readied items with the **AIM** prompt.

Make a **FIGHT** skill check .

0-5 - go to 244-4

6-7 - go to 244-11

8+ - go to 244-12

244-4 It's not going well for you. The Haminator seems immune to pain, and his pink skin is remarkably leathery and tough. He picks you up, intending to toss you into the crowd.

Choose 1 (Options marked with * can only be chosen if they are true):

Beg for mercy - go to 244-5

* I have the **STRENGTH** prompt - go to 244-6

* I have the **TELEPORT** prompt - go to 244-7

* I have a catchphrase - go to 244-8

244-5 Your shrill squeals of terror do you no favors as you are flung into the audience. Then pandemonium ensues as the Haminator, filled with bloodlust, begins trampling people as he leaps up into the stands in a bid to get to you! You escape into the hallway along with the stampede of panicked spectators. But you fail to escape the Haminator's crazed eyes and he follows after!

In the lobby, you dive to the ground as Void Syndicate security opens fire, and shreds the Haminator to bloody pieces. No one is satisfied with your performance nor did you do the Zephyr proud. But since one contestant is technically dead, your names are cleared all the same.

Gain an Injured card (011). Lock Action 03.

Erase the checked box for The Void Syndicate in the wanted by section of the ship log. You are no longer wanted by them.

244-6 Before the Haminator can toss you into the crowd, you grab his wrists and squeeze like your life depends on it, which frankly it does. There's a cracking of bones and the high-pitched squeal from your foe. You hit floor and scramble away free as the Haminator stares at his hands dangling limply at the ends of his arms. You take a deep breath and steel yourself for what must happen next.

Gain a Stress card (012). Lock Action 03.

Erase the checked box for The Void Syndicate in the wanted by section of the ship log. You are no longer wanted by them.

244-7 This really isn't how you saw your day going, so you vanish, and reappear outside the arena. There's not much else to do but head back to the ship. What's the worst that can happen? Become more wanted by the Void Syndicate?

Risk ⚠+1.

244-8 Say your catchphrase aloud, right now.

Next - go to 244-9

244-9 No, not like that. Really scream it out. Wake the neighbors!

Next - go to 244-10

244-10 Catchphrases have their place, and being flung into spectator seating really isn't it. The last thing you hear is the laughter from the crowd. You wake up later on board the Zephyr, with Patch hovering over you.

Patch: "MEEP MOOP!"

Sena: "Spacer, what's the last thing you remember?"

Player: "I, uh, was going to see the Void Syndicate I think."

Sena: "Oh, you did. Apparently you were using that dumb catchphrase of yours and got knocked out."

Player: "My... what now?"

Sena: "Oh dear. That blow to your head may have been worse than we hoped. The good news is the Syndicate thinks your dead. They thought they were delivering a corpse to us."

Gain an Injured card (011). Lock Action 03.

Erase your catchphrase. Erase the checked box for The Void Syndicate in the wanted by section of the ship log. You are no longer wanted by them.

244-11 You imagined you would walk into this arena and kick the sorry butt of some mediocre toady. You prefer that wistful outcome to the punishment you are receiving now.

Announcer: "The dreaded Pork Chop! Oh that's gotta hurt! The Haminator is really going to town on this poor fool!"

Your solution is to run from the porker. You are faster, and that is basically your only advantage. The more you dodge his blows and grapples, the angrier he gets, chasing you until he suddenly stops and clutches his chest. The Haminator looks at you with wide, pleading eyes, then collapses on the ground. The announcer tries to make the most of it.

Announcer: "High cholesterol! The silent killer!"

There are a few claps, though not quite the roaring applause it could be. Still, fair is fair, and you won the fight.

Supplies ⚙+2. Improve 📈+1. Lock Action 03.

Erase the checked box for The Void Syndicate in the wanted by section of the ship log. You are no longer wanted by them.

244-12 The Haminator stomps toward you across the arena, his cloven feet echoing above the excited murmur of the spectators, each meaty fist the size of your head. As he draws nearer, he charges, pulling one arm back for an epic punch.

But only a chump would let that happen, so you sidestep the Haminator, kick him in the junk, and when the brute collapses to the ground, stab him through the throat.

You return to the Zephyr, covered in blood, and happily chewing on a curly tail. Sena makes a nervous throat clearing sound.

Sena: "Um, hi. Wanna talk about your day?"

Player: "Nah, I'm good."

Rep ☆+1. Supplies ⚙+2. Improve 📈+1. Lock Action 03.

Gain the nickname 'Sick Puppy'.

Erase the checked box for The Void Syndicate in the wanted by section of the ship log. You are no longer wanted by them.

244-13 You enter the Void Syndicate corporate park, doing your best to keep your face hidden from surveillance.

Choose 1:

Hack their systems and clear your names - go to 244-14

Enjoy guilt-free thievery - go to 244-20

244-14 You require a special access plug-in available on the shadow market.

Choose 1:

Spend 1 supplies ⚙ - go to 244-15

I don't have enough supplies ⚙ - go to 244-19

244-15 After obtaining the device, you find an access port in a secluded spot, and try to patch in.

Perk Token 🎲+1. Make a **TECHNICAL** skill check 🎲.

0-4 - go to 244-16

5 - go to 244-17

6+ - go to 244-18

244-16 You not only failed in your task, but you've drawn unwanted attention. You quickly flee the area.

Threat 🦠+1. Gain a Discord card (016). Lock Action 03.

244-17 You search through thousands of files on various groups and individuals that the Void Syndicate is keeping tabs on, which is far more laborious than expected.

You finally locate the Zephyr, and you're shocked to find the crew list is huge and dating back many decades. Most names have an associated image and the majority of those images have a big red X overlay, indicating death.

You uncheck the status box next to 'WANTED' on the ship entry, then quickly back your way out and call it done.

Improve 📈+1. Lock Action 03.

You may banish a skill card from your draw or discard pile, then reshuffle.

Erase the checked box for The Void Syndicate in the wanted by section of the ship log. You are no longer wanted by them.

244-18 You search through thousands of files on various groups and individuals that the Void Syndicate is keeping tabs on, which is far more laborious than expected.

You finally locate the Zephyr, and you're shocked to find the crew list is huge and dating back many decades. Most names have an associated image and the majority of those images have a big red X overlay, indicating death. You uncheck the status box next to 'WANTED' on the ship's entry, then place red Xs over all of your crew's faces. When you return to the Zephyr, you update the others.

Player: "Good news, guys! We're dead!"

Cook-E sighs, and turns to leave.

Cook-E: "Arrr, I be tired o' makin' funeral casseroles on this ship!"

Improve +1. Lock Action 03. Each player may banish a skill card from their draw or discard pile, then reshuffle.

Erase the checked box for The Void Syndicate in the wanted by section of the ship log. You are no longer wanted by them.

244-19 You look around for such a device, then steal it. Hopefully you haven't drawn attention to yourself. You find an access port in a secluded spot, and try to patch in.

Make a **TECHNICAL** skill check .

0-4 - go to 244-16

5 - go to 244-17

6+ - go to 244-18

244-20 The Syndicate's high-tech security countermeasures are above your pay grade, but you do snag some key codes to a Syndicate warehouse only five hundred and eighty-two miles away! On this planet, that's like around the block. Choose 1:

Sell the codes for cash - go to 244-21

Infiltrate the warehouse - go to 244-22

244-21 You easily sell the codes to people who clearly don't value their lives. Supplies +2. Perk Token +1. Lock Action 03.

244-22 Thievery is a breeze when you have the keys.

Make a **SNEAK** skill check .

0-6 - go to 244-23

7+ - go to 244-24

244-23 Well it should be a breeze! Spotlights shine on you soon after you open the first crate. You grab the first thing you find and run.

Threat +1. Gain an item card (020). Lock Action 03.

244-24 Thievery is even more of a breeze when a hovertruck is handily left outside with the keys sitting on the seat.

Improve +1.

Choose 1:

- Check one of the ship upgrades on the ship log sheet (excluding Smuggling Hold) and add its token to the draw bag.
- Upgrade an undamaged level 1 ship weapon for free.
- Gain an Unarmed Torpedo card (067).

Lock Action 03.

244-25 You head back to the ship.

Sena: "Weren't you going to go do something?"

Player: "Did it. Done. Sena, have you seen my comic books?"

Risk +1.

244-26 The Void Syndicate is a shady corporate entity with deep political connections and a strong, militaristic work culture. No casual Fridays here.

Do you have illegal cargo tokens to sell?

Yes - go to 244-27

No - go to 244-29

244-27 You visit the Unlicensed Sales office and approach the desk in the lobby. "I've got some stuff to offload."

Make a **SWAGGER** skill check .

0-4 - go to 244-28

5-6 - go to 244-32

7+ - go to 244-33

244-28 You fail to impress the Syndicate buyers who view you with suspicion. You may return an illegal cargo token from the ship hold to the supply to gain Profit +1.

Next - go to 244-29

244-29 You visit the office for the Unsanctioned Goods Depot and peruse their wares. They've got everything from crates of screaming targa roots to Yammian hormonal extracts.

Make a **SWAGGER** skill check .

0-4 - go to 244-30

5+ - go to 244-31

244-30 Much like reading the comments section on a video, you can't help but feel like you're exposing yourself to a dangerous network of amoral monsters.

Threat +1. Lock Action 03.

You may gain up to 3 risk to gain an equal number of illegal cargo .

244-31 You make more lucrative, illegal deals than a sports agent at a high school.

You may gain up to 3 risk to gain an equal number of illegal cargo .

Lock Action 03.

244-32 You strike a deal that helps pay the bills but doesn't quite offset the risk involved in smuggling goods.

You may return up to 3 illegal cargo tokens from the ship hold to the supply. Profit +1 for each.

Next - go to 244-29

244-33 You work out a favorable deal with the Syndicate buyers.

You may return up to 2 illegal cargo tokens from the ship hold to the supply. Profit +2 for each.

Next - go to 244-29

245

Are you wanted by the Void Syndicate?

Yes - go to 244-13

No - go to 245-1

245-1 Is job card 111, Find the Pirate Base, currently in the job section of the card catalog?

Yes - go to 245-2

No - go to 245-3

245-2 Sena connects you with Hogo, a portly security implant specialist that does sub-Q work for the Syndicate. Hogo escorts you through security and introduces you to a Tarq operative with a thick accent. They refer to themselves simply as L.

L: "The Scourge Pirates of Arjun's Belt have harassed the Void Syndicate for

far too long. We are seeking brave risk-takers, fool enough to enter Arjun's Belt and discover the secret location of Starshade Base, the pirate lair of Captain Blackbeak and his scum."

Player: "Oh gosh, yeah, that sounds like a tough job to find people for!"

L and Hogo look at each other.

L: "Um. I mean, I thought you might want to do it?"

Player: "Oh, sweet! Yeah, I'll take the job!"

Perk Token  +1. Gain job card 111, Find the Pirate Base. Lock Action 03.

245-3 Sena connects you with Hogo, a portly security implant specialist that does sub-Q work for the syndicate. Hogo escorts you through security and introduces you to a Tarq operative with a thick accent. They refer to themselves simply as L, and give you a disdainful look.

L: "Get out of here! I'm looking for hapless clods and absolute losers."

Player: "My crew can be all those things and more. Don't let our decent hygiene and stylish good looks fool you. We're certified scumbags."

L: "Perfect. We need tools that kill people shipped to people who also kill people."

Perk Token  +1. Lock Action 03.

Gain a random job card 104, Gunrunning A/B/C.

246

Are you wanted by the Void Syndicate?

Yes - go to 244-3

No - go to 246-1

246-1 The Void Syndicate has an old tradition for enacting vengeance on those who have transgressed against them. It is called the Reckoning, and only this fight to the death can put one back in the Syndicate's good graces. You head into the spectator seating and watch as some poor hopeless fool is paired up against a genetically modified killer.

The crowd works itself into a frenzy at the bloodshed happening on the arena floor, but you leave feeling queezy. At least the concession area has great snacks, so you snag a bunch to bring back to the ship..

Supplies  +1. Lock Action 03.

247

Choose your current context:

Wayward Ooze - go to 247-1

None/Other - go to 247-7

247-1 You're always looking for new talent and Lil's constantly draws in fresh-faced spacers looking to join the big leagues.

Make a **(SWAGGER)** skill check . Add your current rank to the total.

0-4 - go to 247-2

5 - go to 247-5

6+ - go to 247-6

247-2 You're not having any luck, which just means you'll have to resort to buying punch or throwing punches.

Choose 1:

Spend supplies  on punch - go to 247-3

Start a fight - go to 247-4

247-3 You buy a few drinks, and one of them gets you in a good conversation with a drunk spacer.

Spacer: "Shoulda seen that little slimeball that was in here earlier!"

Player: "What do you mean?"

She waves her drink around.

Spacer: "Little thing was in a mood. Picked a fight a Velden. Luckily for the Ooze, the Velden was too drunk to stand, otherwise the fight coulda gone the other way."

Player: "You happen to know where the Ooze went?"

Spacer: "Beats me. Said something about the O Zone. That's all I remember."

A few drinks later, and you meet a fresh-faced hopeful who's eager to sign on with the Zephyr.

Supplies  -1. If you cannot spend the supplies , gain Risk  +1 instead. Gain a sidekick card (050).

247-4 Looking to blow off some steam, you pick a fight with a big Floundran. The Floundran is heavily inebriated and gets frustrated.

Floundran: "Hold still and let me punch ya! You're movin' around like that stupid Ooze!"

Player: "What Ooze?"

Floundran: "The annoying one in here earlier! Got all huffy and said it was gonna find somewhere more fun in the O Zone!"

Player: "Hey, thanks for the info!"

That's when they punch you in the face. Luckily you're helped up by a youngster who's eager to sign on with a ship.

Gain an Injured card (011). Gain a Sidekick card (050).

247-5 You're having a good time at Lil's, mixing it up with fellow spacers and trying to drum up some talent. As the night goes on though, your standards become non-existent and you end up taking the first warm body with a slag pistol and a space suit.

Perk Token  +1. Gain a sidekick card (050).

247-6 Maybe it's your good looks or your impeccable reputation, but spacers are practically begging to join the crew.

Supplies  +1. Draw 3 random sidekick cards (050) from the card catalog. Gain 1 of them and return the others to the card catalog.

247-7 You're always looking for talent. Not all sidekicks are star quality, and many leave, or get blasted after just a short time on board. As the most famous spacer hangout in the galaxy, Lil's is the perfect place to recruit fresh faces, and the best way to do that is to get completely spacefaced on Lil's famous Mongo Punch!

Make a **(SWAGGER)** skill check . Add your last circled rank to the total.

0-4 - go to 247-8

5 - go to 247-5

6+ - go to 247-6

247-8 You're not having any luck, which just means you'll have to resort to buying punch or throwing punches.

Choose 1:

Spend supplies  on punch - go to 247-9

Start a fight - go to 247-10

247-9 You buy a few drinks, and one of them gets you in a good conversation with a hopeful spacer, eager for a gig.

Supplies  -1. If you cannot spend the supplies , gain Risk  +1 instead. Gain a sidekick card (050).

247-10 You're easily winning the bar fight, which is probably why you get hit from behind with a chair. But hey, you make a friend in the process!

Gain an Injured card (011). Gain a Sidekick card (050).

Choose your current context:

Wayward Ooze - go to 248-1

None/Other - go to 248-35

248-1 One of the big draws of Lil's are the backroom tables where spacers lose their paychecks playing Sokum, the card game of spacers. You hop into an empty seat, still warm from the previous loser. Your opponent is Barrish the Nid, a smug and insufferable braggart.

Barrish the Nid: "New blood! Have a seat! Played before? You look greener than that Ooze!"

Playing Sokum will require betting a total of 2 supplies . If you do not have at least 2 supplies , you cannot play.

Choose 1:

Play Sokum - go to 248-2

Too rich for my fluids - go to 248-33

Wait, what's that about an Ooze? - go to 248-34

248-2 Choose one of the following entries at random to go to:

248-3

248-18

248-21

248-24

248-27

248-30

248-3 Barrish the Nid reveals the suit and smiles.

Barrish the Nid: "The hand of fate and the all-seeing eye."

The suits for this hand are: .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 248-4

Pass - go to 248-10

248-4 Supplies -1.

Suits for this hand: .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards.

You may either bet another 1 supplies to complete the skill check, or fold and cut your losses.

Bet - go to 248-5

Fold - go to 248-10

248-5 Supplies -1.

Suits for this hand: .

Reveal the top 2 cards of your draw pile and play them into this skill check.

Tally up your total for the skill check and make a mental note of it.

Next - go to 248-6

248-6 Choose one of the following entries at random to go to:

248-7

248-13

248-14

248-15

248-16

248-17

248-7 The goal for this hand is the threat plus 1.

Next - go to 248-8

248-8 Did you meet or exceed the goal number?

Yes - go to 248-9

No - go to 248-10

248-9 Player: "Read 'em and leak!"

You proudly show your hand. Barrish the Nid groans and slaps his cards on the table.

Barrish the Nid: "Woah! Didn't see that coming! Well, I'd better call it quits before you ruin me."

Profit +1.

248-10 Barrish the Nid laughs.

Barrish the Nid: "Out already? Let's play another hand."

If you played any cards into this skill check, discard them.

You may play another hand of Sokum. If you do not have at least 2 supplies , you cannot play.

Choose 1:

Deal me in - go to 248-11

I'm out - go to 248-12

248-11 You add your credits to the ante.

Supplies -1.

Next - go to 248-2

248-12 Barrish the Nid: "So long, hotshot!"

248-13 The goal for this hand is the threat plus 2.

Next - go to 248-8

248-14 The goal for this hand is the threat plus 3.

Next - go to 248-8

248-15 The goal for this hand is the threat plus 4.

Next - go to 248-8

248-16 The goal for this hand is the threat plus 5.

Next - go to 248-8

248-17 The goal for this hand is the threat plus 6.

Next - go to 248-8

248-18 Barrish the Nid reveals the suit and smiles.

Barrish the Nid: "The hand of fate and the all-knowing."

The suits for this hand are: .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 248-19

Pass - go to 248-10

248-19 Supplies -1.

Suits for this hand: .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies to complete the skill check, or fold and cut your losses.

Bet - go to 248-20

Fold - go to 248-10

248-20 Supplies -1.

Suits for this hand: .

Reveal the top 2 cards of your draw pile and play them into this skill check.

Tally up your total for the skill check and make a mental note of it.

Next - go to 248-6

248-21 *Barrish the Nid reveals the suit and smiles.*

Barrish the Nid: "The hand of fate and the will of the universe."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 248-22

Pass - go to 248-10

248-22 Supplies .

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards.

You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 248-23

Fold - go to 248-10

248-23 Supplies .

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 248-6

248-24 *Barrish the Nid reveals the suit and smiles.*

Barrish the Nid: "The all-knowing and the will of the universe."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 248-25

Pass - go to 248-10

248-25 Supplies .

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards.

You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 248-26

Fold - go to 248-10

248-26 Supplies .

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 248-6

248-27 *Barrish the Nid reveals the suit and smiles.*

Barrish the Nid: "The all-knowing and the all-seeing eye."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 248-28

Pass - go to 248-10

248-28 Supplies .

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards.

You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 248-29

Fold - go to 248-10

248-29 Supplies .

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 248-6

248-30 *Barrish the Nid reveals the suit and smiles.*

Barrish the Nid: "The will of the universe and the all-seeing eye."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 248-31

Pass - go to 248-10

248-31 Supplies .

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards.

You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 248-32

Fold - go to 248-10

248-32 Supplies .

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 248-6

248-33 *Barrish the Nid is irritated.*

Barrish the Nid: "Waddaya mean ya ain't got the funds? Do ya even know what gambling is? You're better off playing bitgo with the old folks down at Nate's. It's just past the geriatrics center."

Perk Token  +1.

248-34 *Barrish the Nid: "Imagine a little lost Ooze, smushing its way around the big city! That's how green you are!"*

Player: "Have you seen such an ooze?"

Barrish the Nid: "Why do you think it came to mind? Was just in here and didn't know the first thing about Sokum. Easiest money I ever made."

Player: "They say where they were going?"

Barrish the Nid: "Got huffy. Said it was going to someplace called Puddles in the O Zone. Now are you playing Sokum or making chit-chat? 'Cause chit-chat is for sitting at the bar."

Playing Sokum will require betting a total of 2 supplies . If you do not have at least 2 supplies , you cannot play.

Choose 1:

Play Sokum - go to 248-2

Too rich for my fluids - go to 248-33

248-35 One of the big draws of Lil's are the backroom tables where suckers lose their paychecks playing Sokum, the card game of choice among spacers. You hop into an empty seat, still warm from the previous loser. Your opponent is Barrish the Nid, a smug and insufferable braggart.

Barrish the Nid: "New blood! Have a seat!"

Playing Sokum will require betting a total of 2 supplies . If you do not have at least 2 supplies , you cannot play.

Choose 1:

Play Sokum - go to 248-2

Too rich for my fluids - go to 248-33

249

Choose your current context:

Wayward Ooze - go to 249-1

Special Delivery - go to 249-10

Bury the Hatchet - go to 249-19

None/Other - go to 249-37

249-1 There's a region of Niven that nobody likes to talk about. It's called the O Zone, a place abandoned by authorities and left to crumble, but instead, it endures... in its own way. The O Zone is run entirely by gangs. Inside its borders, the rival ganglords battle for turf and control of illegal trade, while the people residing in the Zone try to eke out a living in their own way.

You avoid the authorities that patrol its borders, and enter the O Zone using the ancient pipes and aqueducts. Once inside, you make your way through the abandoned ruins, following neon lights until you're in a populated area called Freakstreet. Among the many lowlife businesses, a few stand out.

Choose 1:

Visit Skorgono the fortuneteller - go to 249-2

Drop by the Puddles Saloon - go to 249-7

Check out Chopaholic Medical Clinic - go to 249-8

249-2 You see Skorgono's and hope maybe a fortuneteller could help you expedite your search. A Yammian woman hurries past sobbing as you enter the janky looking shack, and pass through a curtain of beads.

Player: "What's wrong with her?"

Skorgono: "She did not heed my financial advice."

Player: "You give financial advice?"

Skorgono: "But of course! What do you think a fortuneteller does?"

Player: "Read people's futures?"

Skorgono: "Hah! Yes, stock futures! Show me your portfolio."

Player: "We're looking for a wayward Ooze, might have passed through here. Can you help?"

Skorgono: "I've heard of an Ooze with sweet dance moves. Maybe try 44th Street. That's Disco Tyke turf. Would you like to buy my book on how to unleash your profit potential?"

Choose 1:

Go to 44th Street - go to 249-3

Spend 1 supplies to buy the book - go to 249-6

249-3 You travel deeper into the O Zone until you find the 44th Street hoverpass, a crumbling ruin from a more prosperous era. That's where you get ambushed. Your assailants peel themselves off the concrete walls like graffiti come to life. Their leader is a glitchy, aftermarket cyborg named Bizmo. You attempt to reason with him.

Player: "Easy there! We just want to talk!"

Bizmo: "W-w-we just wanna do fights!"

He tosses a boom drone in the air, and when the music starts, things get

dangerous.

All players at this action must make a **(FIGHT)** group skill check . Goal: 7

Success - go to 249-4

Fail - go to 249-5

249-4 You're prepared for a street brawl, but this is the Disco Tykes gang, and dancing is their thing. Some spin toward you on their heads, others cartwheel at you! It's confusing and effective, and in time with the music. But this kind of fancy fighting doesn't impress you. The first Tyke to reach you tumbles face first into your fist and hits the ground like a rag doll. The others strike poses, and gesture for you to bring it on.

Player: "We're just looking for Binard, he's a wayward Ooze."

Bizmo: "You t-t-talkin' about Squishy? Aww, he went p-p-pro! Livin' large on Disco Duel up in the Eye, until s-somebody pulls a Kersplat that is."

Player: "Kersplat?"

Bizmo: "It's his w-w-weakest dance move. Nobody ever p-picks it though."

All participants gain Rep +1.

If there is not a standee on Action 07, players at this action must choose the best dancer and move them to Action 07.

249-5 You're prepared for a street brawl, but this is the Disco Tykes gang, and dancing is their thing. Some spin toward you on their heads, others cartwheel at you! It's confusing and effective, and in time with the music. But this kind of fancy fighting doesn't impress you. The first Tyke to reach you tumbles face first into your fist and hits the ground like a rag doll. The others strike poses, and gesture for you to take a turn.

Player: "We're just looking for Binard, he's a wayward Ooze."

Bizmo: "You t-t-talkin' about Squishy? Aww, he went p-p-pro! Livin' large on Disco Duel up in the Eye, until s-somebody pulls a Kersplat that is."

Player: "Kersplat?"

Bizmo: "It's his w-w-weakest dance move. Nobody ever p-picks it though."

All participants gain an Injured card (011).

If there is not a standee on Action 07, players at this action must choose the best dancer and move them to Action 07.

249-6 Before you leave, you check out the book.

Supplies -1.

Choose a player to read the book.

The chosen player, while complaining about how stupid the book is, gains the nickname 'Fortunate One'.

Next - go to 249-3

249-7 The glowing sign says the rundown saloon is called Puddles. Inside, it's dark and smokey and the floor is sticky. You slosh over to the bar and talk to the bartender, a caterpillar-looking being serving patrons with its numerous arms.

Player: "You see any Ooze here lately?"

The barkeep points at a framed photo on the wall of a smiling, two-headed Ooze! On it is written 'To all my friends at Puddles, thanks for believing in me!' And it's signed 'Your friend always, Binard!'

Bartender: "He worked here. Dishwasher! Best we ever had. But then he joined the Disco Tykes and that was that!"

Player: "Oh, well where are these Tykes?"

Bartender: "Try 44th Street. If they start to beat the heck out of you, tell 'em Phil sent ya!"

Player: "Thanks, Phil!"

Next - go to 249-3

249-8 Player: "Chopaholic! Not exactly a name that inspires confidence."

The flickering neon sign depicts a bone saw. You open the squeaky door and enter a waiting room where a handful of bruised and battered gangers wait their turn to get stitched up.

Player: "Boy you guys look like you were in a fight!"

One of the gangers with a bandaged eye, snorts.

Ganger: "Disco Tykes jumped us out of nowhere under the 44th Street hoverpass. We didn't have a chance."

A robo-nurse limps out and begins measuring your limbs with a hand scanner.

Robo-Nurse: "Why are you here? You are not injured!"

Player: "Looking for a two-headed Ooze said to have passed through here."

Robo-Nurse: "He donated fluids a few time. Now I hear he is a dancer."

Ganger: "Disco Tykes! They know how to dance."

Choose 1:

Go to 44th Street - go to 249-3

Get medical attention - go to 249-9

249-9 The wait time is long, but you get patched up..

Each player at this action may choose to get treatment. For each player who chooses to be treated, gain Risk Ⓢ+1. Each of those players may choose to remove all status cards (even beneficial ones) from their draw and discard piles, then reshuffle.

Next - go to 249-3

249-10 One thing the travel brochures don't mention is that a significant portion of Niven is a lawless gangland known as the O Zone. You decide to head into the O Zone in hopes of finding the Disco Tykes, a gang of techno-junkies that Sena says have the nanites needed to deactivate the dysphaser chips in your arms.

Player: "How will we find these Disco Tykes, Sena?"

Sena: "My understanding is that they will find you."

Player: "So we wander blindly in a dangerous slum until a gang finds us. Perfect."

You enter the O Zone through a hole in one of the underlevel barricades. The place looks like a postwar ghost town at first, but soon you enter the more populated areas and start to feel more at home. The place is run by rival factions, but there's a lot more order than you'd expect. You come upon a saloon of sorts with a glowing sign that says 'Puddles'. Inside that dump, you approach the bartender, a caterpillar-looking being serving patrons with its numerous arms.

Player: "You know where we can find the Disco Tykes?"

Bartender: "Dunno. You buyin'?"

Choose 1:

Buy a drink - go to 249-11

Intimidate the barkeep - go to 249-17

One of us has the **TELEPATHIC** prompt - go to 249-18

249-11 Player: "Fine. Gimme a drink."

Bartender: "What'll it be?"

Player: "The cheapest thing you got."

The barkeep grabs what looks like a large seed pod from under the counter, shakes it, then squeezes out a thick puddle of goo on the bar in front of you. You notice other patrons happily licking their goo off the bartop or off filthy-looking tables.

Bartender: "If you want the Disco Tykes, just follow the drones north. Now slurp that puddle before it run onto the floor."

Supplies Ⓢ-1. If you do not have enough supplies Ⓢ, Risk Ⓢ+1.

Next - go to 249-12

249-12 You leave Puddles and head north, following the occasional drone until you are eventually jumped by the Disco Tykes. This motley group is mostly technofetishists, hackers, and cybernuts.

To deal with these guys, you need to prove you respect the tech.

And if you don't, they're probably going to kill you and take your stuff.

All players at this action must make a **TECHNICAL** group Ⓢ skill check Ⓢ

Ⓢ Goal: 6

Success - go to 249-13

Fail - go to 249-16

249-13

The Disco Tykes smirk at you, but their leader, Bizmo, a glitchy cyborg kitted out in too much gear, pushes forward.

Bizmo: "W-w-why are you looking to deal with the Disco Tykes, eh?"

Player: "Someone put dysphaser chips in our arms, and we need someone to supply us with the nanites needed to get them out."

"Happy to h-h-help. Don't much care for t-t-tech being used that way. You spacers? I'll nix the cost if you promise to do a job-b-b for us."

All participants gain Perk Token Ⓢ+1.

Choose 1:

Pay 3 supplies Ⓢ - go to 249-14

Take the job as payment - go to 249-15

249-14 You pay to acquire the nanite ampules your crew needs to prevent the dysphaser chips from terminating you. It's always good when you don't get terminated.

The deal concluded, the Disco Tykes see you on your way.

Supplies Ⓢ-3. Circle F-3 in the ship log database.

249-15 Bizmo gives you a package he says the Disco Tykes need to get past Checkpoint Alpha in the Beros System, then delivered to Spinbot D'anika in Port Avulun.

You put the box to your ear and shake it.

Player: "What's in it? Sounds like it's all packaging inside."

Bizmo and his gang cringe and shrink back from you.

Bizmo: "Careful! It's f-f-fragile!"

You pay to acquire the nanite ampules your crew needs to prevent the dysphaser chips from terminating you. It's always good when you don't get terminated.

The deal concluded, the Disco Tykes see you on your way.

Circle F-3 in the ship log database.

Gain job card 109, Catalyst. Gain 1 illegal cargo token Ⓢ.

249-16 The Disco Tykes laugh at you, and their leader, Bizmo, a glitchy cyborg kitted out in too much gear, pushes forward.

Bizmo: "You don't d-d-deserve the stuff you have if you don't respect the tech. Y-y-you'll be leaving that with us."

You flee back the way you came, cursing to yourselves at having lost a possible chance of ridding yourselves of the dysphaser chips.

Risk Ⓢ+1 for each player who failed the their part of the group Ⓢ skill check.

249-17 Player: "Tell us where the Disco Tykes are, or this is your last day in business."

The bar falls silent and you hear the sounds of weapons being drawn. The bartender gives you a cruel smile.

Bizmo: "Look up and follow the drones north. Don't worry, I'll make sure the Tykes find you real quick."

Risk Ⓢ+1.

Next - go to 249-12

249 - CONTINUED

249-18 The bartender notices one of you is touching a temple and staring at him.

Player: "If we watch for drones flying overhead, we can follow them north. That'll get us to the Tykes."

The bartender gives an evil smile, and you quickly break the connection.

Player: "Ew! No thank you!"

Perk Token  +1.

Next - go to 249-12

249-19 A sizable portion of Niven is a lawless gangland known as the O Zone. And nobody in the O Zone is more notorious than Mama Fang. She keeps a constricting hold on the galaxy's Joost trade, a powerful energy drink popular with the galactic youth. Somewhere deep in this urban decay is Mama Fang's tower where the Joost is manufactured, but where?

You go in on rumblers, using the underlevel smuggling tunnels the Niven authorities abandoned long ago. The hoverbikes make a throaty echo as you rumble past warning signs and dilapidated barriers. You find yourselves in the parking lot outside a local watering hole named Fester's. Wonky music, loud voices, and glowing holosigns greet you as you make your way to the entrance. You look back at the duffle bag holding the contained pendant.

Player: "Keep that close! Don't let it leave our sights for a second!"

Choose a player at this action to bear the gift.

The chosen player must place a rare cargo token  from the supply on their character sheet to show they are the gift bearer.

1-2 Player Note: If only apprentices are at this action, choose one to be the gift bearer and place the rare cargo token  on that apprentice's card.

Next - go to 249-20

249-20 You open the door to Fester's and the music screeches to a halt. An empty can tumbles to the floor and you catch a glimpse of shapes scurrying from view into the shadowy, backrooms and corners. The place looks deserted. Tables stand vacant strewn with Sokum cards, spent Joost ampules, and half finished drinks.

Player: "Was there a secret knock or something?"

Choose 1:

Steal unclaimed bets off the Sokum table - go to 249-21

Check out the bar - go to 249-22

Announce your intentions - go to 249-23

249-21 You eye some tasty botcoins and Sokum cards scattered on a table. You talk loudly.

Player: "Well, I guess this place has been abandoned! I guess they won't be needing all this money that's just lying here!"

As you approach the bounty, a skinny bug appendage appears from under the table and scrapes the coins off into a floppy hat.

Player: "How strange, I would have sworn there were coins right there a second ago."

Choose 1:

Check out the bar - go to 249-22

Announce your intentions - go to 249-23

249-22 You approach the bar, speaking loudly.

Player: "Boy howdy, I sure am thirsty! It would be nice to get a drink."

A skinny bug appendage appears from under the bar and sets a glass down. It then produces a bottle labeled 'Bug Juice', and somehow pours it into the glass without spilling a drop. The appendage slides the glass toward you, then taps three times on the bar before disappearing again.

Player: "A drink. How fortunate to just find one here. Waiting for me."

Announce your intentions - go to 249-23

249-23 Player: "Okay, can everybody just come out now? We're not going to harm you! I promise. We just came for information. We won't cause trouble for anyone."

From out of the shadowed corners, under tables and behind coatracks, roach-like bug-beings cautiously emerge. One of them points at you.

Roach: "We've heard that line before! That's how we lost old Norm!"

Another appears from behind the bar, wearing an apron.

Bartender: "Speak your business, topsider, then be on your way."

You notice she is armed with a sawed-off slugger.

All players at this action must make a **COMMUNICATE** group  skill check  . Goal: 6

Success - go to 249-24

Fail - go to 249-36

249-24 Player: "Hey listen, we're just couriers trying to deliver a message to somebody named Mama Fang. We're hoping you can point us in the right direction."

A murmur of laughter spreads through the roaches. The barkeep shakes her head.

Bartender: "Mama Fang? You're crazy!"

But one brave bug steps forward.

Dibs: "Name's Dibs. I know this zone like the back of my appendage! I'll take you there safely, for a price."

Choose 1:

Pay 2 supplies  - go to 249-25

We don't have the resources - go to 249-31

249-25 Dibs proves to be a competent guide through the underlevels. When you reach the canals, you're particularly relieved when he shows you the path across, even if it does appear treacherous.

Supplies  -2. All players at this action without either the **AGILITY** or **TELEPORT** prompt gain a Stress card (012).

Next - go to 249-26

249-26 Dibs points ahead.

Dibs: "We're entering Guttergits territory. That Mama Fang's gang."

You take a rusty lift topside and its doors open onto a narrow alleyway. He points to a glowing tag on a dilapidated buttress.

Dibs: "That's the Guttergits sign. Stay close and let me do any talking."

It's not long before you run into a band of Guttergits, and as promised, you let Dibs step away and do the talking. After a couple of minutes, Dibs returns.

Dibs: "They want to know what's in that bag."

All players at this action make a **SWAGGER** group  skill check  . Goal: 7

Success - go to 249-27

Fail - go to 249-30

249-27 Player: "It's the severed head of Boss Thrankil, Conqueror of Kreet, and one of Mama Fang's most bitter enemies! You wanna die like this dead meat?"

You hold up the bag in challenge. The Guttergits blanch as though they can see the contents.

Guttergit: "Nah, we're good."

Dibs bids you farewell, then heads toward home.

All participants gain Perk Token  +1.

Next - go to 249-28

249-28 You arrive at the entrance to Mama Fang's tower, an old apartment high-rise from a bygone era. Two heavily armed Slitharian security guards stand barring the door.

Slitharian: "What'sss your business?"

Player: "We're here on behalf of our employer, Octoff of Riva Station, to deliver a peace offering to Mama Fang."

Moments later, you're escorted to the penthouse suite where you meet Mama Fang in person! The Joost business must be doing well. Mama Fang is tall and gifted with a reptilian grace. She glides toward you with curiosity.

Mama Fang: "Well aren't you a raggedy bunch! My guards tell me you are here on behalf of that ssscountrel Octoff!"

Player: "Octoff is interested in burying the hatchet. He knew you wouldn't believe that, so he sent us with a rare gift."

Mama Fang's skeptical smirk is replaced by wonder and delight when you produce the ornate containment cube bearing the lustrous crystal pendant within.

Mama Fang: "But, thisss has to be worth a fortune!"

You wince when she opens the cube and puts the pendant around her long neck.

Mama Fang: "What does he want exactly?"

Player: "From my understanding, he simply wants to return to business as usual. Let bygones be bygones."

Mama Fang: "Very well! I'm a sssucker for jewelry. Octoff knowsss thisss too well! Tell him I love it and I'm never taking it off! I accept his offering!"

She eyes you and for a moment you get nervous.

Mama Fang: "You're Octoff's crew?"

Player: "No, we're spacers he sees fit to hire from time to time."

She nods.

Mama Fang: "Here's my datacard. Give me a call if you ever need work. I can always use a competent crew."

The gift bearer gains Rep ☆+1 and returns the rare cargo ⚙ to the supply.

Next - go to 249-29

249-29 You head back to the ship and Mama Fang is thoughtful enough to send an escort with you out of the O Zone. You take one look back at her, admiring the irradiated pendant, and shudder.

You have completed Bury the Hatchet. Banish its job card.

Risk ⚠+1. Profit 💰+3.

All players (including those not at this action) gain Rep ☆+1.

249-30 You draw every weapon you have and aim them at as many Guttergits as you can. Dibs is clearly distressed by this and tries to defuse the situation.

Dibs: "Whoa, whoa, whoa, listen! My friends here are just a little jumpy. I'm sure we can work this out."

Guttergit: "Oh, Thumper's not going to like this."

But the Guttergits relax a bit, and motion for you to follow. Dibs point angrily at the one holding the bag and hisses.

Dibs: "What the helix is wrong with you, Trigger Happy? You bozos play it cool or you won't live long around here. Anyway, job's done. I'll see you later."

The gift bearer gains the nickname 'Trigger Happy', replacing any nickname they currently have.

1-2 Player Note: If the gift bearer is an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

Next - go to 249-28

249-31 Dibs shrugs, but the barkeep gives you some parting advice.

Bartender: "Head north until you're just past the canals, then go topside and you should be able to see her tower lights. We can't help you any more than that! Better move on out of here."

When you leave, you find your rumblers have been stripped for parts.

Next - go to 249-32

249-32 You come to the canals the barkeep mentioned, a puzzling intersection of rusty halfpipes, some wide enough to sail a yacht through, others no wider than your arm. You spend a ridiculous amount of time trying to find a way across.

Sena comes over the commlink.

Sena: "This port is crawling with snats, big ones! What's your status?"

Player: "Doing our best, Mom. Doing our best."

All players at this action without either the **AGILITY** or **TELEPORT** prompt gain a Stress card (012).

The gift bearer must dismiss a readied item card, if able.

Next - go to 249-33

249-33 You are lucky enough to find a rusty lift that still works. You ride it up topside and it deposits you in an alleyway with a glowing gang tag on the wall. You check your notes and confirm this is Mama Fang's territory.

Player: "Finally!"

You make your way through the abandoned causeways, the remnants of the old city, to Mama Fang's tower ahead, the top floor lit up like a beacon. Most beings you pass are indifferent and keep to themselves, but soon you're spotted and next thing you know, you're confronted by a filthy group of the mutated rejects known as Guttergits.

Guttergit: "Hey, you runts! What's in the bag?"

All players at this action make a **SWAGGER** group ⚙ skill check ⚡ ⚡. Goal: 7

Success - go to 249-34

Fail - go to 249-35

249-34 **Player:** "It's the severed head of Boss Thrunkil, Conqueror of Kreet, and one of Mama Fang's most bitter enemies! You wanna die like this dead meat?"

You hold up the bag in challenge. The Guttergits blanch as though they can see the contents.

Guttergit: "Nah we're good. Follow us and we'll get you to the Fang."

All players at this action gain Perk Token ⚡+1.

Next - go to 249-28

249-35 You draw every weapon you have and aim them at as many Guttergits as you can.

Guttergit: "What the heck? We asked what's in the bag!"

Player: "The contents of this bag are for Mama Fang's eyes only. We're under strict orders to murder anyone who says otherwise."

Guttergit: "You coulda started with that. Thumper's not going to like this. Not one bit. Now follow us."

The leader points at the gift bearer.

Guttergit: "Even you, Jumpy."

The Guttergits relax a bit, and lead the way.

The gift bearer gains the nickname 'Jumpy', replacing any nickname they currently have.

1-2 Player Note: If the gift bearer is an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

Next - go to 249-28

249-36 **Bartender:** "Head north until you're just past the canals, then go topside and you should be able to see Mama Fang's tower lights. We can't help you any more than that! Better move on out of here."

When you leave, you find your rumblers have been stripped for parts.

Threat ⚡+1.

Next - go to 249-32

249-37 *One thing the travel brochures don't mention is that a significant portion of Niven is a lawless gangland known as the O Zone. It's a dangerous and brutal shadow market and it grows with the passing of each year. Inside the O Zone, rival ganglords battle for turf and control of illegal trade.*

Next - go to 249-38

249-38 All players at this action must decide as a group what you're here for. You must have at least 1 supplies  to choose the 'Donate' option.

Choose 1:

Conduct trade with the locals - go to 249-39

Donate supplies  to local charities - go to 249-46

Interact with the gangs - go to 249-49

249-39 *To deal in the O Zone, you need to prove you've got the grit. You approach some disgruntled thugs belonging to the Brute Yoots gang, and hit them with some sweet street slang.*

Make a **SWAGGER** group  skill check  . Goal: 6

Success - go to 249-40

Fail - go to 249-45

249-40 *You demonstrate enough presence and self confidence to earn the right to do biz.*

All participants gain Perk Token  +1.

Choose 1:

Buy illegal cargo - go to 249-41

Sell common cargo - go to 249-42

249-41 *You make some trades.*

You may gain up to 3 risk  to gain an equal number of illegal cargo . Lock Action 05.

249-42 *You offload some basic stuff you don't need to those who need it. Collectively choose a participant to negotiate a deal to sell your common cargo tokens . The chosen player must make a **COMMUNICATE** skill check . Add 1 to your total for each participant who passed their part of the previous group check.*

0-4 - go to 249-43

5+ - go to 249-44

249-43 *You've made more from less, and less from more, more or less.*

You may return any number of common cargo tokens  from the ship hold to the supply. Profit  +1 for each. Lock Action 05.

249-44 *In the suburbs, the stuff you're selling would have little worth. Out here in the O Zone, you make a small fortune.*

You may return any number of common cargo tokens  from the ship hold to the supply. Profit  +2 for each. Lock Action 05.

249-45 *You stick out like sore grobnads and are forced to flee for your lives.*

Player: "Are kids not saying 'see you on the slip-slop' any more? I swear I thought that was still a thing!"

All participants without the **AGILITY** prompt gain a Stress card (012).

249-46 *You gather up some food and make a pilgrimage deep inside the O Zone. You know there are a lot of hungry mouths to feed, and the local charities are struggling to keep up. A sizable donation might help your crew's struggling reputation.*

All players at this action must decide as a group how many supplies  to spend on this cause. You must spend at least 1.

Then players at this action must make a **PLAN** group  skill check  . Goal: 6

Success - go to 249-47

Fail - go to 249-48

249-47 *Deep in the underlevels of the O Zone, you find a group of beings living in darkness and squalor. Moved by their plight, you show them your offerings, and an old Igno hobbles up to you.*

Igno: "We must take care of the children first."

Player: "Oh gosh. Definitely!"

She thumps her cane and several small children of varying species emerge from the shadows. You kneel down and hand out the food, which they meekly accept but devour quickly. You spend some time with the people, then leave more supplies before you return to the ship.

All participants gain Rep  +1. The participant closest to the first player in turn order gains an Inspired card (015). Lock Action 05.

249-48 *Deep in the underlevels of the O Zone, you find a group of beings living in darkness and squalor. Moved by their plight, you show them your offerings, and an old Igno hobbles up to you.*

Igno: "We must take care of the children first."

Player: "Oh gosh. Definitely!"

She thumps her cane and suddenly you hear a skittering noise drawing nearer, then dozens of small, ragged forms crawl toward you out of the shadows!

Igno: "Come my children! Feeeeeed!"

You flee in terror, the small, ragged creatures clawing at your legs.

Risk  +1. Lock Action 05.

Each participant chooses 1:

- Gain an Injured card (011).
- Return a readied card to the card catalog.

249-49 Sena: "Guys, we've been tagged!"

Player: "Somebody ID us, Sena?"

Sena: "No, I mean they marked up the ship."

You head outside to look at the ship, and sure enough, the fuselage now sports a big pink skull with a yellow flower over one eyehole.

Player: "Aw man, they graffitied our ship!"

A passing lugnut salesfish stops to warn you.

Floundran: "They're called the Mums. They crawl out of the O Zone now and then to do a little mischief."

You decide to head into the O Zone to get some payback.

All players at this action must make a **HUNT** group  skill check  . Goal: 6

Success - go to 249-50

Fail - go to 249-54

249-50 *You gear up and head into the O Zone in search of the Mums. Your descent into the outlaw region takes you deep into the underlevels, where eventually you spy a pink skull Mums tag. And another. They're all over this particular neighborhood. Oh, it's on!*

All participants gain Perk Token  +1.

Choose how to deface the Mums tags:

Paint a big Z over them to prove a point - go to 249-51

 Give them each a curled mustache - go to 249-52

Give them buck teeth and googly eyes - go to 249-53

249-51 *You giggle all the way back to the Zephyr only to find it's been vandalized for real this time.*

Player: "Hmm. Maybe we shouldn't have outed ourselves?"

All participants gain Rep  +1. Draw 2 tokens from the bag and apply the effects of one to Science and the other to Security. Lock Action 05.

249-52 Player: "This should do it."

You proudly survey your work and are approached by a surly youth.

Youth: "You guys should run."

Player: "Let me guess, you're the Mums? Run along before things get rough."

Youth: "Nah, not me."

He points behind you.

Youth: "But they are."

A mob of burly mothers stomp forward, one of them grabbing you by the ear. You spend the rest of the day scrubbing mustaches off walls.

All participants gain Rep ☆+1. Risk Ⓢ+1. Lock Action 05.

249-53 Player: "This should do it"

You step back and admire your handiwork. The neighborhood is now awash in buck-toothed pink skulls with giant, googly eyes.

Mum: "Here they are!"

You hear a voice behind you and realize you're surrounded by a gang all wearing pink and yellow.

Player: "Let me guess, you're the Mums?"

Mum: "That's right!"

A big furry Muze muscles her way to the front. As she clomps into view, you see she has big, bulging eyes and bucked teeth.

Mum: "I love it! I can't say why, but something about it just speaks to me!"

The Mums pay you to teach them your technique.

All participants gain Rep ☆+1. Gain supplies 📦 equal to the number of players who passed their parts of the skill check. Lock Action 05.

249-54 You gear up and head into the O Zone in search of The Mums. Your descent into the outlaw region takes you deep into the underlevels, where you are ambushed by a pack of feral swogs that chew your kneecaps. You know how swogs love knees!

Each player who failed their part of the group 📦 skill check gains an Injured card (011). Each player who passed gains a Stress card (012). A player may avoid these consequences by returning a readied card to the card catalog.

Lock Action 05.

250

All spacers run cargo to help make ends meet. Much of the galaxy is dangerous and it takes guts and guns to deliver the goods, even if those goods are just sanitary wipes. Who are we kidding? Especially if they're sanitary wipes!

What is the current state of the galactic struggle?

Peace - go to 250-1

Unease - go to 250-3

War - go to 250-5

250-1 At places like Niven, when it's peaceful there is an abundance of trade goods available at decent prices but that also means you'll make less when you sell them.

All non-illegal cargo tokens 📦 are available for purchase. You may purchase any number of cargo tokens 📦.

To purchase cargo tokens 📦, spend the supplies 📦 listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is at peace, after purchasing 1 or more cargo tokens, gain 1 free common cargo token 📦.

Next - go to 250-2

250-2 You are approached by a shady character looking to pass along some questionable goods. Illegal cargo carries risk, but the profits can be tasty.

You may gain 1 risk Ⓢ to gain 1 illegal cargo token 📦.

Lock Action 06.

250-3 At places like Niven, when the galaxy feels tense and uneasy, lucrative deals can be hard to come by.

All non-illegal cargo tokens 📦 are available for purchase. You may purchase up to 3 cargo tokens 📦. To purchase cargo tokens 📦, spend the supplies 📦 listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is uneasy, there are no special deals to be had.

Next - go to 250-4

250-4 You are approached by a shady character looking to pass along some questionable goods. Illegal cargo carries risk, but the profits can be tasty.

You may gain up to 2 risk Ⓢ to gain an equal number of illegal cargo 📦.

Lock Action 06.

250-5 At places like Niven, when war threatens galactic stability, goods become scarce, but the profits increase.

All non-illegal cargo tokens 📦 are available for purchase. You may purchase up to 3 cargo tokens 📦, and no more than 1 arms cargo. To purchase cargo tokens 📦, spend the supplies 📦 listed on the token, then have Logistics place it in the ship hold.

Lock Action 06.

251

Choose your current context:

Mine Verdium - go to 251-1

None/Other - go to 251-3

251-1 Now that you've passed customs, you take your verdium to the Orecorp buyers in the Trench, marching your way confidently into the opulent compound of high tech trade. You're a scruffy misfit, but when they see what you're selling, they know that you know, that they want that sweet, sweet verdium!

Are there science project tokens 🔬 on Mine Verdium?

Yes - go to 251-2

No - go to 251-12

251-2 Before bringing your verdium to market, you managed to painstakingly scrape off all of the nano-weeds. It was a whole thing.

Orecorp pays Profit 📈+1 for each science project token 🔬 on Mine Verdium. Then, gain those tokens as science projects 🔬.

You have completed Mine Verdium. Return its job card to the Jobs section of the card catalog. All players gain Rep ☆+1.

If you would you like to sell any other cargo, go to 251-3. Otherwise, return to play.

251-3 The docks at the equatorial trench are just as crowded as the rest of the planet. Here, people make deals and trade goods from all over the galaxy.

What is the current state of the galactic struggle?

Peace - go to 251-4

Unease - go to 251-8

War - go to 251-8

251-4 You offer your cargo to various buyers.

Choose any number of cargo tokens 📦 from the ship hold to sell. Rare and illegal cargo are in demand.

Make a **COMMUNICATE** skill check 📈📈. Add 1 to your total for each cargo token 📦 being sold, and an additional +1 for each rare and illegal cargo being sold.

0-7 - go to 251-5

8-10 - go to 251-6

11+ - go to 251-7

251-5 *It isn't until later that you realize you've been swindled.*

Return the chosen cargo tokens  to the supply. Profit +1.

If you would like to buy cargo now go to 250. Otherwise, return to play.

251-6 *You negotiate a deal that feels fair.*

Return the chosen cargo tokens  to the supply. Profit +2.

If you would like to buy cargo now go to 250. Otherwise, return to play.

251-7 *You secure a hefty profit on a trade, you smooth-tongued devil, you.*

Return the chosen cargo tokens  to the supply. Profit +3.

If you would like to buy cargo now go to 250. Otherwise, return to play.

251-8 *You offer your cargo to various buyers.*

Choose any number of cargo tokens  from the ship hold to sell. Arms and illegal cargo are in demand.

Make a **COMMUNICATE** skill check  . Add 1 to your total for each cargo token  being sold, and an additional +1 for each arms and illegal cargo being sold.

0-8 - go to 251-9

9-10 - go to 251-10

11+ - go to 251-11

251-9 *It isn't until later that you realize you've been swindled.*

Return the chosen cargo tokens  to the supply. Profit +1.

If you would like to buy cargo now go to 250. Otherwise, return to play.

251-10 *You negotiate a deal that feels fair.*

Return the chosen cargo tokens  to the supply. Profit +2.

If you would like to buy cargo now go to 250. Otherwise, return to play.

251-11 *You secure a hefty profit on a trade, you smooth-tongued devil, you.*

Return the chosen cargo tokens  to the supply. Profit +3.

If you would like to buy cargo now go to 250. Otherwise, return to play.

251-12 Orecorp pays Profit +1 for each cargo token  on Mine Verdium.

Then, return those tokens to the supply.

You have completed Mine Verdium. Return its job card to the Jobs section of the card catalog. All players gain Rep +1.

If you would you like to sell any other cargo, go to 251-3. Otherwise, return to play.

252

Choose your current context:

Wayward Ooze - go to 252-1

Special Delivery - go to 252-14

None/Other - go to 252-26

252-1 *You exit the botbus at Akamon's Eye, a pyramid-shaped building the size of a mountain, and at its peak, the four beams of Akamon's Eye pierce the night sky. As you join the throngs of citizens shuffling toward the pyramid, you notice a thirty-foot-tall holo-ad of a dancing, two-headed Ooze!*

Player: "That's our Ooze!"

Hologames Announcer: "Do you dare take on the undefeated Disco Duel champion, Binardus? Visit the Disco Duel HQ at the Hologames Arena. You could win big!"

Inside the pyramid, you find your way to the Hologames HQ and enter the competition.

Next - go to 252-2

252-2 *Disco Duel is a simulated dance-off where competitors push their bodies to the limit trying to outperform each other. You don a haptic suit and suffer a series of invasive neural scans before the competition begins.*

Instead of being paired with a random competitor, you challenge the current reigning champ, Binardus! You can hear the resulting thumbs-up chimes, indicating strong approval as the crowd favorite enters the arena, both heads blowing kisses as it awaits the countdown from the announcer.

Hologames Announcer: "On your marks! Three! Two! One! Dance!"

To successfully complete Wayward Ooze, you must not lose this dance-off.

Choose your dance move:

The raucous Kersplat - go to 252-3

The sexy Shimmy-Shimmy - go to 252-8

The tempestuous Tap - go to 252-11

252-3 *The duel begins and Binard is already in full motion, its jiggling body expanding and contracting with the beat. The young Ooze smiles brightly for the crowd and you hear them roar. You're not even warmed up! You choose the Raucous Kersplat, a move you've only watched on vids, but never performed.*

Bounding toward the center of the stage, you jump high, perform a simple flip, and land on your feet. Not to be outdone, Binard squishes end over end, spins in the air, then lands with a graceful squish. You view the scoreboard and see the audience is sending waves of thumbs up Binard's way.

You have to go big, but you're afraid of what that means!

Perk Token +1. Make an **AGILITY** skill check  .

0-5 - go to 252-4

6+ - go to 252-6

252-4 *You bound faster, jump higher, flip flipper... and then deliberately belly flop on the stage. Only you're no pro and you face-plant instead, your haptic suit sending waves of pain radiating outward from your face.*

Hologames Announcer: "Sweet Boodle's Ghost, did you see that total flop? That's gotta hurt! We need some help out here! I think they're out cold!"

The scoreboard shows waves of tearful laughter.

Hologames Announcer: "This crowd might have a new Favorite Flop! Let's watch it on instant slo-mo!"

Gain a Stress card (012). Gain the nickname 'Flip-flop'.

Next - go to 252-5

252-5 *You are pulled from the haptic suit by a medic who administers a nervatone injection to help with the pain. Binard is there, watching you anxiously. When you open your eyes and look at it, the Ooze brightens.*

Binard: "Oh Plorp! You're okay!"

Player: "Listen, Binard, I'm no dancer."

Binard: "Shocker!"

Player: "Yeah, I know. I was actually sent here by the Trinards! Your parents want you to come back to Paradise Moon."

Binard: "You did all this for me? I feel terrible. Tell ya what, how about I split the winnings, and you explain to my parents that I'm happy here, living my bestest life?"

Suddenly a small growth the size of a welterball begins to form on Binard's squishy shoulder. Curious. Binard pats you fondly and slurps away.

Profit +2. If any player has the nickname 'Fortunate One', gain an additional Profit +1 for the financial insights found in the book.

252-6 *You bound faster, jump higher, flip flipper! And then, with a great leap, flop belly-first upon the stage! Your entire frontside is in agony, and the wind is knocked from your chest!*

Hologames Announcer: "Boppo on toast! Ladies and gentlemen, what you just witnessed was a picture-perfect Kersplat!"

You're racking up the thumbs but Binard, feeling threatened, tries to match your perfection. It bounds even faster, jumps even higher, and darn it, its flips are even flippier! But when it kersplats, the force of that blow exceeds the integrity of its globular wall. The crowd groans as a few dozen little Binards wriggle around in pain.

Hologames Announcer: "Aw, don't worry folks! We'll have it squished back together in no time! In the meantime, we have a new winner!"

Rep ☆+1. Gain a Stress card (012).

Next - go to 252-7

252-7 Binard seeks you out after the match.

Binard: "You! What a performance! Who the helix are you, anyway?"

Player: "Listen, Binard, I'm not actually a dancer."

Binard: "Get the plop out of here!"

Player: "It's true! I was sent here by the Trinards! Your parents want you to come back to Paradise Moon."

Binard: "You outperformed me and you're not even a dancer? Maybe I'm not cut out for this."

Player: "Well, let's not downplay my incredible natural ability, but yeah, I get it."

Suddenly a small and confused-looking third head begins to form on Binard's squishy shoulder, lifting its spirits!

Binard: "Hey, it finally happened! Oh I can't wait to show my parents!"

Player: "I have no doubt they'll be super proud."

Lock Action 07.

252-8 The duel begins and Binard is already in full motion, its jiggling body expanding and contracting with the beat. The young Ooze smiles brightly for the crowd and you hear them roar. You're not even warmed up! Eyeing the Ooze's formless shape, you choose the Shimmy-Shimmy, a dance based on the mating ritual of feathered wartvarks.

You make sultry steps toward the center, moving your pelvis like you're spinning an imaginary hoop, and shaking your shoulders like you're trying to get rid of a whole lot of dandruff. Not to be outdone, Binard rearranges its squishy form so that it appears as two dancers arm-in-arm, then with those trademark smiles, it begins mimicking your dance, but as a duet! You view the scoreboard and see the audience is sending waves of thumbs ups Binard's way.

You gotta go hard if you're going to win, but you're not certain you can match the raw sexual magnetism of the Ooze!

Make an **AGILITY** skill check 🎲 🌟.

0-5 - go to 252-9

6+ - go to 252-10

252-9 You shake and shimmy, blow kisses, and even make your hams clap. And yet, only one thumb appears. No one's even watching you because Binard's twin dancers are shaking their hips while slapping their hams together in rhythm, and the crowd is loving it. Pain from the haptic suit hits your brain as your legs, hips, and spine insist they can take no more. There is also a weird wet sensation, and you realize it's sweat pooling up inside your suit.

Hologames Announcer: "Incredible performance from the legendary Binardus! Someone get that other unsexy creature off the stage! If you were afraid to let the kids watch that performance, go ahead. It's safe!"

Gain a Stress card (012). Gain the nickname 'G-Rating'.

Next - go to 252-5

252-10 You grab a chair and get creative with it. You stop watching your competitor and lose yourself in the dance. You channel a side of you that you never knew you had, but oh, now that you can feel it, you know it's always been there. You dance with a primal fury, a dance that tells a story as old as

life itself. Raw. Sweaty. Sexual.

Hologames Announcer: "We should... really cut to a commercial break... I—I just can't look away."

Binard sees the thumbs rolling in and panics. It reforms into more suggestive shapes. But because Binard's dance doesn't come from the animal within, it isn't true, and thus becomes an obscene mockery.

Hologames Announcer: "Oh, Mericful Belkos, that is just wrong! We are going to lose our broadcasting license for sure this time. Cut! Shut it down!"

Only one thumb pops up for Binard, and it squishes offstage in shame.

Rep ☆+1. Gain a Stress card (012).

Next - go to 252-7

252-11 The duel begins and Binard is already in full motion, its jiggling body expanding and contracting with the beat. The young Ooze smiles brightly for the crowd and you hear them roar. You're not even warmed up! You choose the Tempestuous Tap, knowing the squishiness of Binard will give you an advantage. You take a bow, then begin tap dancing and spinning. Binard appears taken aback by your choice, but refuses to be outdone. It forms its body into three legs, then dances in time to your tapping! You're doing the work, and it's coasting to victory on it. You view the scoreboard and see the audience is sending waves of thumbs ups Binard's way.

You need to pull out all the stops or Binard is going to win, but part of you recognizes that this is what the Ooze is good at, and maybe sabotaging its dreams is too jerky even for you!

Make an **AGILITY** skill check 🎲 🌟.

0-5 - go to 252-12

6+ - go to 252-13

252-12 You begin to tap faster, but Binard is more practiced than you and easily keeps up. Worse, it extends a new slimy appendage to the polished floor and begins squeaking it there in time to the rhythm. You're being remixed!

Hologames Announcer: "Oh-ho-ho! It looks like Binardus is adding samples of its own! It's a dance-off and a DJ battle all in one!"

Your minds races for another option but nothing comes. Binard keeps going, but circles around you, and at first you dismiss it, but then you realize too late its squeaky protuberance is also sliming up the floor. When you go down, you go down hard.

Hologames Announcer: "Ouch! How are you going to win a dance competition if you can't even stand up? Ladies and gentlemen, we have a winner!"

Binard blows kisses to the crowd and taps its way offstage.

Gain a Stress card (012). Gain the nickname 'Tapped Out'.

Next - go to 252-5

252-13 You realize you can't beat Binard with technique or flair, so you decide to exploit the Ooze's reliance on the beat you're making. You close your eyes and ignore your competition, and draw upon the shining light that flickers deep within you: the living heart of jazz.

Hologames Announcer: "Whoa! What's this? Improvisation! Irregular rhythms! Sweet Sargamog, our newcomer has transitioned from traditional tap to jazz dance!"

The crowd gasps at your moves, but you pay them no mind. Binard cries out in dismay, never sure where to put the next foot, but you don't even notice. The ghost of Gregory Hines appears and cheers, but you are too lost in the dance to know anything else.

When you finally stop, triumphant, the crowd celebrates uproariously!

Rep ☆+1. Gain a Stress card (012).

Next - go to 252-7

252 - CONTINUED

252-14 Loathsome Ted chirps in your commlink.

Ted: "Okay, remedials, listen up! Inside the smaller box you're carrying are tuxedos to disguise yourselves as service staff. Inside the bigger box is a large pyramid cake made by a renowned cake boss, carefully sealed inside a golden pyramid-shaped hovercart. One of you will wheel the cake in when called, and reveal the surprise to the Duke by pressing the button on the side. Good luck, remedials."

Akamon's Eye is a pyramid-shaped city structure the size of a mountain and home to over a million beings. At its peak is the palace of Akamon III, Duke Regent of Niven. Tonight is Duke Akamon's birthday celebration, and the pyramid is even busier than normal, which is saying a lot. You have the botbus drop you off at the service entrance and join in with the other service personnel. Inside, the gala is already under way.

Coordinator: "Ah, the big surprise! At last!"

An elegantly dressed Aluvian coordinator meets you as you exit the service elevator and enter the palace.

Coordinator: "Get ready, you're almost on!"

Is F-3 circled in the ship log database?

Yes - go to 252-15

No - go to 252-22

252-15 Hologames Announcer: "And now all the way from Ad Ostium, a surprise treat!"

The coordinator signals to you. You enter a ballroom the size of a concert stadium. At the end is the royal table with the Duke in the middle, flanked by his royal courtiers. As you approach with the ornate, golden pyramid hovercart, the Duke's eyes light up, and the entire table begins clapping. You clear your throat and call out.

Player: "Your Excellence, on behalf of your friend and fellow gazillionaire, Gary Belkos, I present to you a special gift!"

You press the button on the side of the golden cart, and hear gears grind as gizmos turn within. Then the pyramid opens slowly like a blooming flower, but inside you there is no cake. Instead, a vicious looking laser cannon is unfolding itself and warming up to fire!

Choose 1:

Run for it - go to 252-16

Save the Duke - go to 252-19

252-16 You turn and bolt as the laser gatling begins firing. The sound of it is terrible, and you hear it turn and swivel with alarming speed, indiscriminately sweeping the room in waves of searing light.

Make an **AGILITY** skill check .

0-5 - go to 252-17

6+ - go to 252-18

252-17 The laser fire isn't even coming your way but you run like a clucken all the same. You trip and are subsequently trampled by the many other, more coordinated cluckens.

Threat +1. Gain an Injured card (011). Lock Action 07.

Move the galactic struggle dial one space toward war.

252-18 The laser fire isn't even coming your way but you run like a clucken all the same. Luckily the horde of fleeing, less-coordinated cluckens behind you takes the few stray blasts that might have shredded you.

Risk +1. Rep +1. Lock Action 07.

Move the galactic struggle dial one space toward war.

252-19 You scream to the Duke.

Player: "The cake is a lie!"

You make a mad dash to the table, as behind you the laser gatling's rotors begin to spin.

Make an **AGILITY** skill check .

0-5 - go to 252-20

6+ - go to 252-21

252-20 You sprint straight for the Duke, but you stumble when a laser blast grazes your leg and you fall on your face. You can only watch in horror as laser bolts reduce him to naught.

In all the confusion, you're able to limp away in the throngs of panicked guests.

Gain an Injured card (011). Lock Action 07.

Move the galactic struggle dial one space toward war.

252-21 You sprint straight for the Duke, who looks at you like a man who's just discovered his tooth brush has hemorrhoid cream on it. You dive, tackling him from his chair, just as laser bolts blast through the table, right where he was sitting!

Player: "Stay down!"

The gun spins mightily, cutting swaths through the fleeing crowd. You find a window of opportunity to drag the Duke away, and once sure he is safe, make a break for it.

Rep +1. Move the galactic struggle dial one space toward peace.

252-22 Hologames Announcer: "And now all the way from Ad Ostium, a surprise treat!"

The coordinator signals to you. You enter a ballroom the size of a concert stadium. At the end is the royal table with the Duke in the middle, flanked by his royal courtiers. As you approach with the ornate, golden pyramid hovercart, the Duke's eyes light up, and the entire table begins clapping. You clear your throat and call out.

Player: "Your Excellence, on behalf of your friend and fellow gazillionaire, Gary Belkos, I present to you a special gift!"

You press the button on the side of the golden cart, and hear the gears as gizmos turn and grind from within. Then the pyramid opens slowly like a blooming flower, and you see inside there is no cake. Instead, a vicious-looking laser cannon is unfolding itself and warming up to fire!

Choose 1:

Run for it - go to 252-16

Save the Duke - go to 252-23

252-23 You try to call out, to run to the Duke, anything, but there is a burning in your arm as the dysphaser chip tries to prevent you from acting counter to the mission.

Make a **STRENGTH** skill check .

0-6 - go to 252-24

7+ - go to 252-25

252-24 You grit your teeth and struggle to overcome the chip, but it is no use! You are knocked from your place by the hovercart as the room filled with party goers turns to sheer pandemonium. The laser gatling acts with frightening grace, sweeping the room with waves of laser fire. You pick yourself up and run.

Gain a Stress card (012).

Make an **AGILITY** skill check .

0-5 - go to 252-17

6+ - go to 252-18

252-25 It's all you can do to overcome the will of the chip, and with a cry, you stagger forward, ripping two exposed wires you see near the base of the gun's mount.

The thing comes to a purring halt, having only emitted a few laser bolts. You gasp. The effort that took! A woman in a resplendent ball gown leaps to her feet.

Fancy Woman: "That caker killed Duke Akamon!"

You see your heroics have come too late, and you turn and flee, using your tuxedo and the packed palace to make your escape.

New catchphrase: Mommy's baby did a good job! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Gain a Stress card (012). Perk Token +1. Lock Action 07.

252-26 Akamon's Eye is a pyramid-shaped city structure the size of a mountain, and home to over a million beings. At its peak is the palace of Akamon III, Duke Regent of Niven. It is said that from his palace, he can see all of Niven, which is of course a load of hooey.

Four beams of light are cast from the tip of the pyramid into the sky. Each beam is fixed on one of four major star systems believed to be the origins of the first four spacefaring species of the Wandering Galaxy.

What is the current state of the galactic struggle?

Peace - go to 252-27

Unease - go to 252-57

War - go to 252-57

252-27 The bot bus driver brings you into the city structure through one of the main arched thoroughfares. On your way in, you pass a three-storey-tall hologram of some guy in a mech suit. 'ZOMO!' it says above, and the hologram moves like it's flexing muscles.

Choose 1:

Hunt local bounties - go to 252-28

Find Romance - go to 252-35

Compete in the Mecharena - go to 252-38

252-28 You head to the Central Arboretum where there's been a rash of murders. Some sicko they call Michelangelo has been killing citizens. Then soon after, a statue resembling the victim appears in the park. Whoever's doing this, has talent, as the statues are quite good. You get an idea to mimic their style and sculpt a statue of your own and place it in the park, but you have zero talent and it looks pretty bad.

That night, you stake out the statue, hiding in some nearby bushes. In the wee hours a five-armed Kallaxian in dark clothing rolls out of the shadows and creeps toward the statue like a spider. Then in some kind of strange fit of rage it screeches and begins attacking the statue with several hammers.

Player: "That's it, Michelangelo, I'm taking you in!"

You reveal yourself and your weapons, and the Kallaxian takes off as fast as they can roll.

Choose 1:

Shoot them - go to 252-29

Chase them - go to 252-32

252-29 You take careful aim.

Make an **AIM** skill check .

0-5 - go to 252-30

6+ - go to 252-31

252-30 Once the rolling Kallaxian reaches the nearby slope, he quickly loses you. You notice that your errant gunfire has resulted in nearby screams. One of these days you're going to remember what the word 'discretion' means.

Risk +1.

252-31 The Akamon police lieutenant kneels by the body, examining it.

Lieutenant: "Five arms! This explains how the killer was able to make those statues so fast. Still, I wish we knew more. Oh well. Thank the gods there was a rando with a gun in the park tonight to open fire. You've doubtless saved many lives!"

Player: "But not this guy's!"

The two of you throw back your heads and laugh and laugh. It actually goes on a little too long.

Rep +1. If you are a Certified Bounty Hunter, the Akamon Police Department rewards you with Profit +1. If you are not a Certified Bounty Hunter, gain Supplies +3 instead. Then check the Certified Bounty Hunter box on your character sheet.

252-32 You leap into action!

Make an **AGILITY** skill check .

0-5 - go to 252-33

6+ - go to 252-34

252-33 Once the rolling Kallaxian reaches the nearby slope, it's all downhill from there. Which is fine, because you tripped and fell when you sprang out of your hiding space, sending you rolling right after him.

Risk +1.

252-34 You leap upon the Kallaxian, cracking their head into a park bench. You call the police after trussing up the killer, and they arrive minutes later.

Lieutenant: "A Kallaxian, eh? No wonder they were able to make those statues so quickly."

The Akamon police lieutenant shakes his head.

Lieutenant: "Can't wait to grill this creep and understand their motivation. It's weird. Like, if you were playing a game and this statue thing popped up in the story, you'd be like, no, I don't buy it. It's just too absurd."

Player: "Takes all kinds, huh?"

Lieutenant: "It sure does!"

The two of you throw back your heads and laugh and laugh. It actually goes on a little too long.

Rep +1. If you are a Certified Bounty Hunter, the Akamon Police Department rewards you with Profit +1. If you are not a Certified Bounty Hunter, gain Supplies +3 instead. Then check the Certified Bounty Hunter box on your character sheet.

252-35 Everyone knows gyms exist only as meat markets, a place for the galaxy's many species to strike dramatic poses and shake what their mamas gave 'em. You hit up a promising joint and do your best to flex, squat, and puff out your jiggly bits.

Make a **SWAGGER** skill check .

0-4 - go to 252-36

5+ - go to 252-37

252-36 You spy a ravishing Quarnok with slithery movements and phosphorescent spots on their face and head crest. You try to look casual, and nod your head with a knowing wink, but they don't even notice you. However, the homely Igno behind them notices just fine, and they bound toward you enthusiastically. Even if they weren't oozing, they still wouldn't be your type, but tonight, kid, they are oozing it up.

Igno: "Hey-ey."

You awake in the morning to the sound of angry crew mates. Apparently somebody slipped on some ooze before they even had their morning coffee and everyone's wondering who made the mess. You ignore it and go visit Patch for some preventative medicine.

Perk Token +1. Gain a Discord card (016).

252 - CONTINUED

252-37 You spy a ravishing Quarnok with slithery movements and phosphorescent spots on their face and head crest. You try to look casual, and nod your head with a knowing twinkle. Soon you've got their number and the taste of their lips on yours. To make things even better, upon finding out you're a spacer, your new fling hooks you up with a friend that's looking to become a spacer too.

Sure, things get awkward on the ship later when your new sidekick finds out you're ghosting their friend, but that's how the spacing life goes sometimes. Improve +1. Gain a sidekick card (050).

252-38 Hologames Announcer: "Welcome to MECHARENA! Where citizens pilot big steel mechs and compete for cold hard profit!"

Naturally your sense of self-worth demands you strap into one of these metal beasts, which you do after losing almost an hour to signing a stack of waivers.

Choose a mech:

- A chunky Ogre class for close combat - go to 252-39
- A lanky Ares class good for sniping - go to 252-49
- A small Raptor class for agile maneuvers - go to 252-53

252-39 You and five competitors march your mechs out into the stadium arena to the deafening cheers from the audience. The announcer begins introducing the contestants and their mechs, but just as it's your turn, an explosion from high above rocks the arena!

You watch in horror as one of the mechs is crushed under a huge chunk of steel and concrete, and debris begins raining down upon the stadium!

Choose 1:

- Protect citizens - go to 252-40
- Destroy debris - go to 252-43
- Chase perpetrators - go to 252-46

252-40 You spring into the chaos, choosing a course of action perfect for your Ogre mech!

Perk Token +2.

Make a **(STRENGTH)** skill check .

- 0-5 - go to 252-41
- 6+ - go to 252-42

252-41 You lumber forward and catch a huge chunk of concrete just as it's about to flatten a clump of panicking citizens. The impact of the debris destroys the mech, and you limp away hurt, but a hero.

Gain an Injured card (011). Rep +1.

Move the galactic struggle dial one space toward war.

252-42 You lumber forward and catch a huge chunk of concrete just as it's about to flatten a clump of panicking citizens. The impact of the debris destroys the mech, but you escape, unscathed and a hero!

Improve +1. Gain a Stress card (012).

Move the galactic struggle dial one space toward war.

252-43 You spring into action!

Make a **(TARGET)** skill check .

- 0-5 - go to 252-44
- 6+ - go to 252-45

252-44 You spot a giant chunk of debris falling toward a hover bus full of citizens. Your only hope is to break it into smaller chunks using your armament. You bring your entire arsenal to bear and unload on the chunk, even as heat alarms scream inside the cockpit.

You manage to save the bus, but suffer numerous burns.

Rep +1. Gain an Injured card (011).

Move the galactic struggle dial one space toward war.

252-45 You spot a giant chunk of debris falling toward a hover bus full of citizens. Your only hope is to break it into smaller chunks using your armament. You bring your entire arsenal to bear on a single point at the center of the chunk. At the last instant, the chunk breaks cleanly in two pieces. The two pieces fall to either side, leaving the bus unscathed.

New catchphrase: Never bet against the kid! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Gain a Stress card (012).

Move the galactic struggle dial one space toward war.

252-46 You spring into action!

Make an **(AGILITY)** skill check .

- 0-5 - go to 252-47
- 6+ - go to 252-48

252-47 Searching the smoke and fire in the interior structure above, you spot a hoverbus suspiciously zooming away at escape velocity, so you do what any idiot in a mech would do, and chase after. Hitting the jump jets, you escape the damaged arena and give chase. You're almost close enough for a cluster missile attack when you're blindsided by a garbage truck.

The authorities arrive while you're being bandaged up. They analyze your targeting data, and thank you for their only lead.

Supplies +1. Gain an Injured card (011).

Move the galactic struggle dial one space toward war.

252-48 Searching the smoke and fire in the interior structure above, you spot a hover bus suspiciously zooming away at escape velocity, so you do what any idiot in a mech would do, you chase after.

Hitting the jump jets, you escape the damaged arena, and surf on a monorail freighter until you're within striking distance. You use the jets again to swat the hover van down like a volleyball.

The authorities apprehend the terrorists and reward you with that sweet profit!

Profit +1. Gain a Stress card (012).

Move the galactic struggle dial one space toward war.

252-49 You and five competitors march your mechs out into the stadium arena to the deafening cheers from the audience. The announcer begins introducing the contestants and their mechs, but just as it's your turn, an explosion from high above rocks the arena!

You watch in horror as one of the mechs is crushed under a huge chunk of steel and concrete, and debris begins raining down upon the stadium!

Choose 1:

- Protect citizens - go to 252-50
- Destroy debris - go to 252-51
- Chase perpetrators - go to 252-52

252-50 You spring into action!

Make a **(STRENGTH)** skill check .

- 0-5 - go to 252-41
- 6+ - go to 252-42

252-51 You spring into the chaos, choosing a course of action perfect for your Ares mech!

Perk Token +2.

Make a **(TARGET)** skill check .

- 0-5 - go to 252-44
- 6+ - go to 252-45

252-52 You spring into action!

Make an **(AGILITY)** skill check .

- 0-5 - go to 252-47
- 6+ - go to 252-48

252-53 You and five competitors march your mechs out into the stadium arena to the deafening cheers from the audience. The announcer begins introducing the contestants and their mechs, but just as it's your turn, an explosion from high above rocks the arena!

You watch in horror as one of the mechs is crushed under a huge chunk of steel and concrete, and debris begins raining down upon the stadium!

Choose 1:

- Protect citizens - go to 252-54
- Destroy debris - go to 252-55
- Chase perpetrators - go to 252-56

252-54 You spring into action!

Make a **(STRENGTH)** skill check  .

- 0-5 - go to 252-41
- 6+ - go to 252-42

252-55 You spring into action!

Make a **(TARGET)** skill check  .

- 0-5 - go to 252-44
- 6+ - go to 252-45

252-56 You spring into the chaos, choosing a course of action perfect for your Raptor mech!

Perk Token  +2.

Make an **(AGILITY)** skill check  .

- 0-5 - go to 252-47
- 6+ - go to 252-48

252-57 The bot bus driver brings you into the city structure through one of the main arched thoroughfares. On either side are lasercannon turrets and armed Armada troopers. Traffic is slowed to a standstill as each hovercraft entering the city is being scanned. A checkpoint trooper tells you what's going on.

Trooper: "There have been attempts on the Duke's life recently. Everyone's on high alert."

Choose 1:

- Help local authorities - go to 252-58
- Help prepare for war - go to 252-63
- Train with troopers - go to 252-67

252-58 You head to Central Peacekeeping to talk to the cops about helping find the bombers.

Player: "I'm a renowned spacer. I know how they think, plus I think I might have a lead."

It's more like a hunch, but they don't need to know that.

Officer: "Well, we could use the help, and we would pay for anything that leads to an arrest."

Perk Token  +1. Make a **(TECHNICAL)** skill check .

- 0-4 - go to 252-59
- 5+ - go to 252-60

252-59 A sergeant tells you to follow her, but you realize she's leading you... toward the holding cells? Uh oh. It looks like paranoia is so high right now your simple offer has been seen as suspicious. You sprint from the building before anyone can stop you, but lose something good on the way out.

Return a readied item card (020 only) to the card catalog. If you cannot, gain a Stress card (012) instead.

252-60 You're given a badge that lets you investigate one of the crime scenes.

Make a **(HUNT)** skill check  .

- 0-5 - go to 252-61
- 6+ - go to 252-62

252-61 You waste a lot of time, any don't gain any fresh perspective. So, you know, you sell the badge to a hoodlum for cash and go back to the ship.

Risk  +1. Supplies  +2.

252-62 Amid the scorch marks and shattered concrete, you find traces of an oily substance. You take pictures and report back to the police.

Player: "Have your lab guys take a look, but I'd wager that's the same synthoil the Krunk use in their bodies."

Officer: "But there was no sign of any in the security footage. Oh gods, the rumors must be true. Krunk synthicants that look like people! Thank you for this information, spacer!"

Improve  +1. Profit  +1.

252-63 You pose as some kind of expert tactician and meet with some military analysts to teach them some strategies for combat. They agree to pay you for your time and expertise, which you assure them is quite something.

Choose 1:

- Teach them the flanky-flank - go to 252-64
- Train them in the art of shooting gooder - go to 252-64
- Show them the elegance of disorderly retreat - go to 252-64

252-64 Player: "Thank you for meeting with me today. Listen carefully, for what I show you here could very well save countless lives on the field of battle."

Make a **(COMMUNICATE)** skill check  .

- 0-6 - go to 252-65
- 7+ - go to 252-66

252-65 You conclude your presentation and there is an awkward silence. Finally, one attendee clears her throat.

Analyst: "Which military academy did you say you attended again?"

Player: "The one you mentioned earlier. That good one."

Analyst: "Cartebad?"

Player: "Yes, that one."

Analyst: "Cartebad, much like your presentation just now, isn't real. Guards! Arrest this fraud!"

You run from the building as slagbolts strike the ground all around you. You wonder: if that went so poorly, why can't you stop giggling to yourself?

Gain a Stress card (012).

Gain the nickname 'Corporal Nonsense'.

252-66 After your presentation, there's lots of standing around shaking hands. You walk away with a bunch of business cards, a proposition for a book deal, and money being wired to your account!

Profit  +1. Supplies  +1.

252-67 You pose as a recruit and join the other slack-jawed freshies in the yard for PT. Most of them are dismayed by the harshness of the training, but you couldn't be more delighted, as you're saving a ton of money that would have otherwise gone to gym fees. Sure, the sergeant yells at you a lot, but your trainer Jimothy would have too.

Risk  +1.

Choose 1:

- Remove a Stress card (012) from your draw or discard pile, then reshuffle.
- Perk Token  +1.
- Risk  +1 and Improve  +1.

Choose your current context:

- Wayward Ooze - go to 253-1
- Special Delivery - go to 253-6
- Bury the Hatchet - go to 253-22
- None/Other - go to 253-26

253-1 When you arrive back at the Zephyr, Sena's not happy.

Sena: "This place is crawling with snats!"

Player: "Cities have snats, and this city's as big as they come. Don't worry, we're leaving. Wait, are we?"

Sena: "Now you're just being cruel."

Pass the first player token to the left.

Next - go to 253-2

253-2 Is Action 07 locked?

- Yes - go to 253-3
- No - go to 253-5

253-3 As you're prepping the ship for lift-off, you're visited by Binard who is now sporting a third head, smaller than the others, but otherwise identical.

Binard: "Just wanted to thank you guys for helping me figure out my future. I'm on my way back home! I'm going to be a three-headed crime lord just like my folks!"

Player: "That's the spirit!"

You have completed Wayward Ooze. Banish its job card. All players gain Rep ☆+1. Profit ₪+3. If any player has the nickname 'Fortunate One', gain an additional Profit ₪+1 for the financial insights found in the book.

Choose 1:

- Leave - go to 253-4
- Stay to resolve another waypoint ring at this location - go to 322-2

253-4 Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

253-5 As the Zephyr leaves the equatorial trench to join the other trade ships slowly leaving Niven's congested orbit, the Trinards appear on holo.

Trinard: "We just got a holo from our Binard, or should we say, Binardus! It's becoming a dancer? What happened, Zephyr?"

Player: "The kid's got talent. Maybe cut 'em some slack?"

Trinard: "We're a crime lord. We can't have our kid dancing like some unwashed sop! How will that look?"

Player: "You're a badass crime lord! You do whatever you want!"

The heads confer with each other quietly.

Trinard: "You're right! We are badass crime lords! Our child can do whatever they want, and if somebody has a problem with that, we can have 'em axed! I like it!"

You have failed to complete Wayward Ooze. Banish its job card. The Trinards give you a pittance for your advice: Profit ₪+1. If any player has the nickname 'Fortunate One', gain an additional Profit ₪+1 for the financial insights found in the book.

Choose 1:

- Leave - go to 253-4
- Stay to resolve another waypoint ring at this location - go to 322-2

253-6 Back at the ship, Sena sighs impatiently, wondering where everyone is.

Pass the first player token to the left.

Is Action 07 locked?

- Yes - go to 253-7
- No - go to 253-19

253-7 You're crammed in a botbus veering in and out of traffic as you race through the trench toward the Zephyr. A Galactic Authority pursuit vehicle passes you, and then another.

Player: "Can't this thing go any faster?"

The bot driving you sighs.

Driver Bot: "I have exceeded safety limitations in both occupancy and in speed! What more do you want from me?"

What is the threat ⚡?

- 0-4 - go to 253-8
- 5+ - go to 253-16

253-8 You somehow pass several Galactic Authority vehicles without catching their attention.

Player: "It's too early to celebrate but I think we've given the Galactic Authority the slip."

Your bot driver jumps at that.

Driver Bot: "The Galactic Authority! I do not want to be entangled in your shenanigans! I cannot get any more points on my license!"

Player: "Then you'd better pilot this thing accordingly!"

It's too dangerous to stay on Niven. Your only choice is to take your chances in space and try to evade the Galactic Authority.

Are you wanted by the Galactic Authority?

- Yes - go to 253-9
- No - go to 253-15

253-9 Sena: "There you are! I was so worried! Are we finally leaving?"

Player: "No choice on that one, Sena. Start the engines! We gotta get out of here and now!"

Breaking with local regulations, you pull back on the controls, pointing the nose of the Zephyr toward space and launch right out of the trench at full throttle!

Player: "Once we're clear of the suburbs, we'll make the jump. Keep your eyes peeled for trouble."

The ship rockets into the traffic and congestion of the bustling suburbs. You send confirmation to Ted, but ignore his return call. You've got other things to worry about right now!

You have completed Special Delivery. Banish its job card.

All players gain Rep ☆+1. Profit ₪+3.

Check a box in the docking violation section of the ship log.

Next - go to 253-10

253-10 You clear the suburbs and jet toward open space, but a warning alarm goes off, indicating you have company.

Player: "It's an Authority Interceptor, but just one. We can take it!"

The first player must choose 1:

- Fight the interceptor - go to 253-11
- Attempt to outrun it - go to 253-12

253-11 *Player: "Battle stations, everyone! Bring us around and we'll see if we can cripple this one quickly."*

Turn to page 27 in the location book.

Place Large Blip B (Interceptor) on sector 4.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial A to 2 plus the threat ⚡. Set Dial B to 9 plus the number of players.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Special Delivery*.

Begin a round in the location book.

253-12 *Player: "There's no time! Punch it!"*

The first player must choose a player to pilot the Zephyr out of this mess.

The chosen player must make a **(PILOT)** skill check .

0-5 - go to 253-13

6+ - go to 253-14

253-13 *"We're not going to make it. They're gaining on us too fast!"*

Threat +1.

Next - go to 253-11

253-14 *The interceptor launches an unlocked torpedo as a last effort to catch you! You deftly swerve from the torpedo until it runs out of thrust, and you make the jump to light speed.*

New catchphrase: Oh I got this! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

253-15 *Sena: "There you are! I was so worried! Are we finally leaving?"*

Player: "No choice on that one, Sena. Start the engines! We gotta get out of here and now!"

Breaking with local regulations, you pull back on the controls, pointing the nose of the Zephyr toward space and launching right out of the trench at full throttle!

Player: "Once we're clear of the suburbs, we'll make the jump. Keep your eyes peeled for trouble."

The ship rockets into the traffic and congestion of the bustling suburbs. You send confirmation to Ted, but ignore his return call. You've got other things to worry about right now!

You have completed Special Delivery. Banish its job card.

All players gain Rep +1. Profit +3.

Check the Galactic Authority box in the wanted by section of the ship log. This incident is now under investigation.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

253-16 *You look behind the botbus and groan.*

Player: "We've got drones on our tail!"

The swarm of security drones darts in and out of traffic, trying to catch up. The bot looks in the rearview mirror.

Driver Bot: "Yes, that is weird. Wait, they are not chasing my bus, are they?"

Player: "Let's light 'em up!"

Driver Bot: "No! There will no lighting of anything in my bus!"

All players must make an **(AIM)** group skill check . Goal: 4

Success - go to 253-17

Fail - go to 253-18

253-17 *You open fire, blasting drones and, er, hopefully nothing else. The last of the security drones tumbles down into the trench, trailing sparks. You make it back to the Zephyr in one piece. The fretting driver leans out the window.*

Driver Bot: "Who is going to pay for my cab?"

The smoking vehicle is covered in dents, scrapes, and bullet holes.

Player: "Insurance of course!"

Driver Bot: "Insurance!"

All players gain Perk Token +1.

Are you wanted by the Galactic Authority?

Yes - go to 253-9

No - go to 253-15

253-18 *The drones make difficult targets and by the time you arrive back at the Zephyr, the bot bus is a steaming wreck. And so are you! The fretting driver leans out the window.*

Driver Bot: "Who is going to pay for my cab?"

The smoking vehicle is covered in dents, scrapes, and bullet holes.

Player: "Insurance of course!"

Driver Bot: "Insurance!"

Threat +1.

Are you wanted by the Galactic Authority?

Yes - go to 253-9

No - go to 253-15

253-19 *As you leave the palace, you're accosted by paparazzi drones and news reporters. It's a little much, and you're afraid the scrutiny could get you in hot fluid, so you ditch the tuxedo jackets and disappear into the crowd. When you arrive back at the Zephyr, you are greeted by a representative of Duke Akamon, who was found to be safe and alive. In the swirling confusion of events, you somehow turned out to be heroes, and the representative of the Duke presents you with a token of his appreciation.*

Player: "Aw, that's very kind. He shouldn't have!"

Representative: "That's what I told him."

And the representative turns up thier nose at you and marches off.

Gain 1 rare cargo token .

Profit +1.

Next - go to 253-20

253-20 *Sena: "I'm glad to see everyone returning in one piece. I've been worried, what with the stories all over the news. Are we leaving?"*

Player: "Yeah, let's get out of here, pronto."

The Zephyr clears the trench and lifts toward the suburb ring. You send a confirmation message to Ted, but ignore his return call. You need some time to breath.

You have completed Special Delivery. Banish its job card.

All players gain Rep +1. Profit +1.

Choose:

Leave - go to 253-21

Stay to resolve another waypoint ring at this location - go to 322-2

253-21 Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

253-22 Pass the first player token to the left.

Was any player given the nickname 'Jumpy' or 'Trigger Happy'?

Yes - go to 253-23

No - go to 253-24

253-23 *You rendezvous back at the Zephyr where Sena is impatient to get back in space.*

Sena: "Finally! Thought you got lost."

But you're distracted by a banging noise.

Player: "What's that pounding? Someone's at the cargo ramp. Yeesh, sounds urgent."

You lower the ramp only to find the biggest mutant Guttergit you've ever seen. He smashes the ground with one big fist, shattering the concrete. Then he opens his misshapen mouth and bellows an angry ear-shattering roar.

Sena: "I thought Mama Fang liked you?"

Player: "This guy's operating on his own I think."

On the mutant's back are numerous large ampules of Joost, each with a different sickly colored, jostling liquid, and each surgically attached to the mutant's body.

Player: "He's Joost up!"

Turn to page 29 in the location book.

Set Dial A (Joost) to 9. Set Dial B (Thumper) to 5 plus the current number of players. Make Action 01 required **!!!**. Lock Actions 04, 06, and 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Bury the Hatchet*.

Begin a round in the location book.

253-24 Sena: "Finally! Can we get of here? I swear I hate spaceports."

Player: "Sena, we are ready to go! Get those engines going, why don't you?"

The Zephyr lifts up and out of the deep trench and begins its ascent into space.

Choose 1:

Leave - go to 253-25

Stay to resolve another waypoint ring at this location - go to 322-2

253-25 Remove all game pieces from the location book and close it.

You may gain Risk **Ⓛ**+1 to work the ship. Then, travel on the galactic star map.

253-26 Sena: "This place is crawling with snats!"

Player: "Sorry, Sena."

Sena: "Are we leaving yet?"

Pass the first player token to the left.

Choose 1:

Leave - go to 253-27

Stay to resolve another waypoint ring at this location - go to 322-2

253-27 Player: "Yeah, everyone's back. Start the engines."

Remove all game pieces from the location book and close it.

You may gain Risk **Ⓛ**+1 to work the ship. Then, travel on the galactic star map.

254

Choose your current context:

Transport Patient - go to 254-1

Amoebadon Attack - go to 254-8

Fighting Our Way Out - go to 254-10

None/Other - go to 254-15

254-1 Armada personnel rush past as the security detail marches you through the labyrinthine corridors of the mighty battle station. You arrive at the command deck of Mar Mar Station, where the strategies of the Armada forces are planned and carried out. Commanders huddle around the central holotable, watching the developments of the battle raging outside, while teams of analysts report on status updates from the Armada fleet.

At the commander's console in the heart of this technological hub stands Admiral Tethra, the epicenter of military decision-making.

Was any player given the nickname 'Crash' or 'Skids'?

Yes - go to 254-2

No - go to 254-7

254-2 Admiral Tethra fixes her gaze on you and you suddenly feel like you're going to need a change of pants!

Admiral Tethra: "You! You imbeciles! What the helix were you thinking, disobeying my control officer?"

Choose 1:

"Um..." - go to 254-3

"Well..." - go to 254-3

"You see..." - go to 254-3

"You know, in some cultures..." - go to 254-3

254-3 Admiral Tethra: "Shut up! I would throw you in the brig, if it weren't for the fact that you reckless fools just happened to save one of my pilots! But the idea of saving one person by risking the lives of more of my people..."

There's an uncomfortably long pause as she decides your fate.

Admiral Tethra: "In the end, no one died, and so I shall show leniency. But I need you to acknowledge you got lucky this time. Risk the lives of my people again, and there will be a reckoning."

Player: "Understood! We definitely prefer to avoid reckonings. So, uh, we're cool?"

Admiral Tethra: "We're tolerant. Provide that sergeant over there with your information, and I will send a reward to your account."

You have completed Transport Patient. Return its job card to the Jobs section of the card catalog.

All players gain Rep **☆**+1. Profit **⌘**+2, unless a player has the nickname 'Crash'. In that case, Profit **⌘**+1 instead.

If you are wanted by the Dragonwing, erase the checked box. You are no longer wanted by them.

Circle C-1 in the ship log database.

Next - go to 254-4

254-4 Player: "Admiral, we're always looking for work. Have any use for civilian contractors?"

Admiral Tethra: "Actually, I just might have something."

Is job card 111, Find the Pirate Base, currently in the Jobs section of the card catalog?

Yes - go to 254-5

No - go to 254-6

254-5 Admiral Tethra: "The Scourge Pirates are really becoming a problem, and the Armada has its hands full with these Krunk incursions. I would generously reward anyone who provided me with the location of the Scourge's secret pirate base known as Starshade."

Gain job card 111, Find The Pirate Base. Lock Action 01.

254-6 Admiral Tethra: "The Krunk have altered their behavioral and strategic patterns and we aren't sure why. See if you can find me any good intel."

Gain a random job card 106, Marauding Krunk C/D. Lock Action 01.

254-7 Admiral Tethra sizes you up and nods.

Admiral Tethra: "So you're the spacers that saved one of my ace pilots?"

Player: "Just doing our part."

Admiral Tethra: "I suppose you want a reward for just doing your part?"

Player: "Well, I mean, since you brought it up..."

Admiral Tethra: "I wouldn't expect bottom-feeders to act any other way. It's okay. If money promotes actions like saving my people, I'm happy to encourage it. Provide that sergeant over there with your information, and I will send a reward to your account."

You have completed Transport Patient. Return its job card to the Jobs section of the card catalog.

All players gain Rep **☆**+1. Profit **⌘**+3.

If you are wanted by the Dragonwing, erase the checked box. You are no longer wanted by them.

Circle C-1 in the ship log database.

Next - go to 254-4

254-8 The security detail leads you through the command deck of Mar Mar Station, where the strategies of the Armada forces are planned and carried out. You pass scores of officers and personnel, conversing in hushed voices around a holo table where you see a hologram of the Amoebadon, surrounded by blips

representing the positions of the vessels engaged with the organism. Admiral Tethra stands among the commanders, holo-light illuminating her face.

Admiral Tethra: "Professor Zafor! Welcome back to Mar Mar. I trust you have good news?"

Zafor: "Thank you, Admiral. We have successfully captured a living specimen large enough to begin tests. I trust you've prepared a lab to my specifications?"

Admiral Tethra: "Your team awaits. And who is this you have?"

Zafor: "I'd likely be dissolving inside the Amoebadon right now, if not for the spacing crew of the freeship Zephyr."

Tethra nods at you.

Admiral Tethra: "Thank you, spacers. You may have prevented countless future deaths with your heroism."

You have completed Amoebadon Attack. Banish its job card.

Profit +3. All players gain Rep +1.

Move the galactic struggle dial one space toward peace.

Next - go to 254-9

254-9 Player: "Admiral, we're always looking for work. Have any use for civilian contractors?"

Admiral Tethra: "The Krunk are ever our main concern, but we have reason to believe they are studying creatures like this Amoebadon in hopes of turning them into weapons. I will send you the last known coordinates for a Krunk science vessel we suspect responsible. Take it out, and I will reward you."

Lock Action 01. Gain job card 106, Marauding Krunk C. If it is not available, gain Marauding Krunk D instead.

254-10 Quartermaster: "You there! And the cookbot—you'll see the Admiral. The rest of you should gather your things and make arrangements. You're going off-station."

The others look just as shocked as you feel, as they quietly turn and meander off. You turn to the quartermaster.

Player: "Listen, what's all this about?"

Quartermaster: "Top secret!"

Perk Token +1. Make a **COMMUNICATE** skill check .

0-4 - go to 254-11

5+ - go to 254-14

254-11 Player: "Oh c'mon, man, don't be such a weenie! Be a pal and gimme a hint."

Quartermaster: "What did you call me?"

Player: "Uh, man?"

Quartermaster: "After that."

Player: "Pal?"

Quartermaster: "Before that!"

Player: "...A weenie?"

You are still doubled over in pain when you're called into Admiral Tethra's office. Cook-E pats you on the back.

Cook-E: "Arrr, a weenie's a perfectly good meat product, I'll have ye know!"

Gain an Injured card (011).

Next - go to 254-12

254-12 Admiral Tethra: "Ah, the dishwashers! Come and have a seat! Do you know why I called you in?"

Player: "You have dirty dishes?"

Admiral Tethra: "No, it's because a group of civilian losers just happen to hold the top ten high scores on Starflyer, the space battle training simulator in the enlisted lounge."

Player: "The video game? Aw, we've been playing that since we were kids."

Admiral Tethra: "If you haven't kept up with current events, we are under siege. The Krunk offensive is more organized than ever. If this keeps up, we might not last. Simply put, I have no qualified people to spare. I need you and your fellow slackers to fly to Tildar and talk to Dr. Gano Varnus. The Krunk have cracked our encryption so we can't contact her directly, and military vessels would draw attention. We need a weapon, and something big."

Player: "But we don't have a ship."

Admiral Tethra: "That's where your kitchen bot here comes in. You still holed up in the Zephyr?"

Cook-E scratches his metal head for some reason.

Cook-E: "Aye, she's parked in the impound lot, but, uh..."

Admiral Tethra: "I'll let you have her, but you have to pay off the impound fees or legal will be all over my butt. It's just four installments, but if you screw it up, trust me, they'll find you. Just sign here, and the ship is yours."

You feel uneasy, but you're damned if you're going to spend the rest of your life washing dishes on Mar Mar.

Choose 1:

"We got this, Admiral. We won't let you down." - go to 254-13

Stand at attention and salute - go to 254-13

"One big anti-Krunk weapon, coming right up." - go to 254-13

"Actually, this could be a really bad idea." - go to 254-13

254-13 Admiral Tethra: "That's the spirit! Now get out of my office."

Congratulations! You now have a ship, a job, and plenty of soul-crushing debt! Gain job card 088, Weapons of War, and immediately make it an active job.

Improve +1. Lock Action 01.

254-14 Player: "Can't you give us just a little hint? Are we in some kind of trouble? Is this about Cook-E's secret still?"

Cook-E: "Watch yer tongue, matey!"

The quartermaster raises an eyebrow.

Quartermaster: "You have a still? Okay, no, you're not in any trouble. All I know is it's some kind of special task."

The conversation is interrupted when you're called into Admiral Tethra's office.

Perk Token +1.

Next - go to 254-12

254-15 Mar Mar Station's command headquarters buzzes with activity as officers and strategists navigate the holographic displays projecting real-time data. Commanders huddle around the central holotable, mapping out intricate battle plans, while teams of analysts decipher the movements of Krunk forces. At the commander's console in the heart of this technological hub, stands Admiral Tethra, the epicenter of military decision-making.

You see all this in the few seconds the door opens and closes for someone else, because spacers have no business being here, as the guard just told you.

Officer: "State your business!"

Perk Token +1. Make a **COMMUNICATE** skill check .

0-5 - go to 254-16

6+ - go to 254-17

254-16 Player: "Was just wondering if you needed any help? I got a ship and bills to pay, if you know what I mean."

You are directed to a nearby sergeant who puts you to work cleaning toilets. It's crappy work, and makes you the butt of many jokes.

Gain a Discord card (016). Supplies +2.

255-258

254-17 *Player: "Was just wondering if you needed any help? I got a ship and bills to pay, if you know what I mean."*

You are directed to a nearby sergeant in charge of civilian contracts.

Sergeant: "We've got a pirate problem, and could use people, well, closer to that line of work. I'll send you the details. Meanwhile, report to the quartermaster for resupply."

Supplies +2.

Is job card 111, Find the Pirate Base, currently in the Jobs section of the card catalog?

Yes - go to 254-18

No - go to 254-19

254-18 Gain job card 111, Find the Pirate Base. Lock Action 01.

254-19 Gain a random job card 106, Marauding Krunk C/D. Lock Action 01.

255

Choose your current context:

Fighting Our Way Out - go to 255-1

None/Other - go to 255-5

255-1 *When not actively fighting, the Armada's embarked troops are training to fight. You decide to train with them and maybe get a few pointers, but the gunnery sergeant in charge, a towering Golemar with a wide brimmed hat, is kind of harsh.*

Sergeant: "Well if it isn't the lunch lady! What are you doing in my platoon, lunch lady?"

Player: "I'm going on a mission and need some fighting skills."

Sergeant: "Oh really? You, are going on a mission? Taking your food truck to the grocery planet?"

Player: "Oh wow, there's a grocery planet?"

Sergeant: "Alright, take off that ridiculous apron! You'll be taking on Private Bokud."

Perk Token +1. Make a **FIGHT** skill check .

0-4 - go to 255-2

5 - go to 255-3

6+ - go to 255-4

255-2 *You face off against Bokud, a three-armed recruit from some obscure planet on the outer spin. You each step into the ring armed with shock staves: painful but nonlethal.*

You crouch in a defensive stance, but when the buzzer sounds, Bokud rushes at you, spinning his staff like a top. He hits you like a tornado of humiliation.

Perk Token +1. Gain a Stress card (012).

255-3 *You face off against Bokud, a three-armed recruit from some obscure planet on the outer spin. You each step into the ring armed with shock staves: painful but nonlethal.*

You crouch in a defensive stance, but when the buzzer sounds, Bokud rushes at you, spinning his staff like a top. You scramble to the side, taking several glancing blows, but you see Bokud's unprotected crotch, and give him a shockingly low blow that brings him to his three knees. He gasps something about the attack being unfair, but the gunnery sergeant laughs.

Sergeant: "This is war, numbnuts!"

Improve +1. Gain a Stress card (012).

255-4 *You face off against Bokud, a three-armed recruit from some obscure planet on the outer spin. You each step into the ring armed with shock staves: painful but nonlethal.*

You crouch in a defensive stance, but when the buzzer sounds, Bokud rushes

at you, spinning his staff like a top. You stand your ground, and as soon as Bokud is close enough, you land a single, perfectly-timed blow to the largest of his three eyes! The concussive force of it flings the private away like doll. You smirk at the gunnery sergeant and spin the shock staff like a badass, but he only grumbles in response.

Rep +1. Gain an Inspired card (015).

255-5 *When not actively fighting, the Armada's embarked troops are training to fight. You decide to train with them and maybe get a few pointers.*

Perk Token +1. Make a **FIGHT** skill check .

0-4 - go to 255-6

5 - go to 255-7

6+ - go to 255-8

255-6 *After a humiliating day of underachieving, you flop in your bunk, acutely aware of your puny limitations, yet determined to get better.*

Perk Token +1. Gain a Stress card (012).

255-7 *The gunnery sergeant yells at you.*

Sergeant: "You got two left feet, spacedust, and I swear one of those is stuck up your own butt!"

Player: "Thank you, Gunny!"

You struggle to dodge incoming blows from the training bots. You're outnumbered, but still just able to hold your own.

Improve +1. Gain a Stress card (012).

255-8 *Sergeant: "You fancy yourself a real hard charger don't ya, spacedust? Get some!"*

You aren't really sure what most of the gunnery sergeant's taunts are supposed to mean, but they sound less insulting than usual. You take it as a good sign.

Rep +1. Gain an Inspired card (015).

256

Choose your current context:

Fighting Our Way Out - go to 256-1

None/Other - go to 256-5

256-1 *You report to the shooting range in hopes of getting a few pointers from the Armada sharpshooters. When you arrive, the gunnery sergeant hands you a slag rifle, and yells at you to get up to the line.*

Sergeant: "These are non-lethal slag cartridges, dishwasher! And those are your targets. Don't screw this up, dishwasher, or I will personally see to it you never have children!"

Perk Token +1. Make an **AIM** skill check .

0-4 - go to 256-2

5 - go to 256-3

6+ - go to 256-4

256-2 *You let loose with the slag rifle, then eagerly look out at your targets.*

Sergeant: "Good news, dishwasher! If Bulkhead Thirty-Three ever declares war on the Armada, you'll be first in our line of defense! Until then, get out of my sight!"

Perk Token +1. Gain a Stress card (012).

256-3 *Sergeant: "Just give up, spacedust. I've seen glomdobs hold rifles with more skill than you!"*

Just then you land your first bullseye.

Player: "No problem, Gunny!"

Improve +1. Gain a Stress card (012).

256-4 The sergeant calls for all participants to stop what they're doing.

Sergeant: "I want the rest of you pathetic dung-piles to look at what the dishwasher here has done! This malformed loser from the hind end of nowhere is making the rest of you look like candidates for an ID-10-T form!"

You notice the rest of troopers seething at you. You shrug.

Player: "Guess I'm just a natural."

Rep ☆+1. Gain an Inspired card (015).

256-5 You decide to train with the Armada troops and maybe get a few pointers. The gunnery sergeant gets in your face and bellows.

Sergeant: "These are non-lethal slag cartridges, spacedust! There are your targets! If I spot one blast mark south of bulkhead 32, I'll kick your butt myself!"

Player: "Thank you for thinking about my butt, Sarge!"

Perk Token ☹️+1. Make an **(AIM)** skill check 🎯.

0-4 - go to 256-6

5 - go to 256-7

6+ - go to 256-8

256-6 After a humiliating day of underachieving, you flop in your bunk, acutely aware of your puny limitations, yet determined to get better.

Perk Token ☹️+1. Gain a Stress card (012).

256-7 **Sergeant:** "You can quit now, spacedust. Pack your trash and vacate!" Just then you land your first bullseye.

Player: "No problem, Gunny!"

Improve 📈+1. Gain a Stress card (012).

256-8 The sergeant calls for all participants to stop what they're doing.

Sergeant: "I want the rest of you pathetic slug munchers to look at what spacedust here has done! This mangy-looking loser from the hind end of nowhere is making the rest of you look like candidates for an ID-10-T form!"

You notice the rest of troopers seething at you. You shrug.

Player: "Beginner's luck, I'm sure."

Rep ☆+1. Gain an Inspired card (015).

257

Choose your current context:

Fighting Our Way Out - go to 257-1

None/Other - go to 257-5

257-1 You decide to train with the Armada commandos and maybe get a few pointers. Your group stands at the entrance of an unlit obstacle course drenched in heavy shadow. A Golemar gunnery sergeant prepares you for the challenge.

Sergeant: "Listen up! Today you will be up against this hunter drone!"

The drone drifts over to float above the drill sergeant.

Sergeant: "This drone has been calibrated to the same audio sensitivity as your typical Krunk warrior. It's equipped with a K25 stunner. If it catches you, you'll know it! You got five minutes to make it through! Go!"

Perk Token ☹️+1. Make a **(SNEAK)** skill check 🕸️🎯.

0-4 - go to 257-2

5 - go to 257-3

6+ - go to 257-4

257-2 You crawl low through the obstacle course, trying to spot the drone, but as you duck around a low pillar, you realize you've completely lost track of it. You hear the scream of a nearby recruit getting zapped, and you make a break for the final gauntlet. As soon as you leave cover, you hear the buzz of

the drone behind you, and feel the excruciating pain of the K25 stunner as it hits you in the rear end!

Player: "In the butt? Really?"

Perk Token ☹️+1. Gain a Stress card (012).

257-3 You are soon one of only three trainees left, all others having been stunned. You slide around the back side of a shadowy pillar and spot the finish line just ahead. You're so close! But as soon as you make a run for it, you hear the buzz of the drone behind you, and feel the excruciating pain of the K25 stunner as it hits you in the leg and you collapse to the floor.

Only the fingertips of your outstretched arm, make it across the finish line.

Improve 📈+1. Gain a Stress card (012).

257-4 As you slip silently across the finish line, outsmarting and out sneaking the drone, you catch the attention of the gunnery sergeant.

Sergeant: "I should have known a lowlife dishwasher would have no trouble skulking around! Not bad for a moron!"

Player: "Thank you, Gunny!"

Rep ☆+1. Gain an Inspired card (015).

257-5 You decide to train with the Armada troops and maybe get a few pointers. The gunnery sergeant barks at you and the soldiers gathered.

Sergeant: "Krunk sound receptors are ten times more powerful than yours! So I'm using these Krunk audio implants today as we simulate a night patrol. I will be stalking you. If I catch you, I stun you with this!"

He produces what looks like a sadistic torture device.

Perk Token ☹️+1. Make a **(SNEAK)** skill check 🕸️.

0-4 - go to 257-6

5 - go to 257-7

6+ - go to 257-8

257-6 After a humiliating day of underachieving, you flop in your bunk, acutely aware of your puny limitations, yet determined to get better.

Perk Token ☹️+1. Gain a Stress card (012).

257-7 After an hour of creeping through the obstacle course in the dark, you're one of only three remaining trainees.

You catch movement in the shadows and dive away reflexively, but you feel a sting in your leg and hot energy radiates up your body. You watch helplessly as the gunnery sergeant creeps away in search of the last two.

Improve 📈+1. Gain a Stress card (012).

257-8 **Sergeant:** "You're one slippery piece of garbage, spacedust!"

The gunnery sergeant scowls at you.

Sergeant: "Not bad for a moron!"

Player: "Thank you, Gunny!"

Rep ☆+1. Gain an Inspired card (015).

258

Choose your current context:

Transport Patient - go to 258-1

Fighting Our Way Out - go to 258-11

None/Other - go to 258-18

258-1 You enter the enlisted lounge and the place goes dead silent, save for the sound of a glass smashing on the floor! All eyes are on you!

All players at this action must make a **(SWAGGER)** group 🗨️ skill check 🕸️.

🎯 Goal: 6

Success - go to 258-2

Fail - go to 258-7

258-2 The biggest, burliest, Muze you've ever seen stands up, their chair scraping noisily across the floor.

Player: "Guys, be prepared to run."

But the Muze begins to clap and everyone else joins in with a standing ovation!

Player: "So this is what recognition feels like."

Each player at this action may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Next - go to 258-3

258-3 You grab a few cold fizzes, and soon you're chatting it up with the grunts playing card and dice games, and generally having a good time. You jump into a few games, and Lady Luck seems to be on your side tonight. Still, the stakes are starting to get a little high.

Choose 1:

Bet small (Supplies -1) - go to 258-4

Bet big (Supplies -2) - go to 258-5

We're broke. Bet nothing - go to 258-6

258-4 You have a good time, and you even make a little bit of scratch.

Supplies +2. All players at this action gain Rep +1.

258-5 You score big, but your rapport with the grunts keeps the losers from getting overly sore.

Profit +1. All players at this action gain Rep +1.

258-6 You still manage to have a good time, and even acquire some used gear. Better yet, you meet another civilian looking to find off-station work.

Each player who passed their part of the group skill check gains a sidekick card (050). Each player who failed gains an item card (020).

258-7 The biggest, burliest, Muze you've ever seen stands up, their chair scraping noisily across the floor.

Player: "Guys, be prepared to run."

Threat +1. Does any player (not just the ones at this action) have the nickname 'Crash' or 'Skids'?

One of us has the nickname 'Crash' - go to 258-8

One of us has the nickname 'Skids' - go to 258-9

We don't have either of those nicknames - go to 258-10

258-8 Muze: "You's the ones what busted up my hangar!"

You recognize the uniforms and realize the place is crawling with off-duty hangar personnel! The whole situation ends in a legendary brawl you'll never forget, so long as your concussions don't lead to any complications.

All participants must dismiss a readied card, if able.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

258-9 Muze: "You's the ones what parked yer ol' ship all sidewise!"

A smaller Nubgit joins in.

Nubgit: "Yeah! Where'd you learn to park like that? We had to reroute a bunch of traffic 'cause of you!"

You recognize the uniforms and realize the place is crawling with off-duty hangar personnel.

Player: "Hey, cut us some slack, jerks! We had an injured pilot to bring in!"

Nubgit: "Who you calling jerks, jerks?"

The whole situation ends in a legendary brawl you'll never forget, so long as your concussions don't lead to any complications.

All participants gain a Stress card (012).

258-10 The Muze yawns and walks to the bar for a refill. Conversations resume, and you look at each other sheepishly.

Player: "We should probably take a class on self-esteem or something."

You end up chatting with the grunts playing dice games and generally have a good time, until a cocky group of spacers come strutting in. You don't like how they treat your new friends, and you let 'em know. Then they punch you a lot.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

258-11 You're technically allowed to spend your free time in the lounge for enlisted soldiers, but you've painfully learned to stay invisible and not make eye contact. Today however, you strut through the doors with some pride. Today you're spacers, and with that title comes respect and adoration. You hope. The bartender, a portly Muze with tusks, calls out to you as you enter.

Barkeep: "There's been a spill at table thirty-five!"

Player: "We'll be careful not to slip."

You spot the Starflyer, an old space combat sim console in the back corner of the lounge, and resist the urge to play. You're spacers now, and you deserve a seat at the bar! It's not long before you're accosted by a group of flight cadets. Their leader, a smarmy looking Yammian, singles you out.

Yammian: "Hey, what are you filthy kitchen maids doing here? Don't you have some dishes to wash?"

Choose 1:

Challenge the pilots to a game of Starflyer - go to 258-12

Bar fight! - go to 258-15

258-12 You gather around the console, work out your wagers, and after a bit of trash-talking, you begin taking turns in the pilot seat of the Starflyer.

All players at this action must make a **(PILOT)** group skill check .

Goal: 5

Success - go to 258-13

Fail - go to 258-14

258-13 The cadets are pretty good, but your skills at Starflyer are far superior and you end up outscoring them in every way.

Yammian: "You lot tricked us! You've played this before!"

Player: "And you clearly haven't. Good luck in actual combat, cadet!"

All players at this action gain Rep +1. Profit +1.

258-14 You're having an off night, and it's humiliating. You start to wonder if you're truly cut out to be real spacers.

Yammian: "Pay up, losers! Hey, next time we'll play a dishwashing simulator so you guys have a shot!"

Supplies -2. If you do not have enough supplies, gain Risk +2 instead.

258-15 Years of frustration well up in you, and you let it flow, throwing the first punch.

All players at this action must make a **(FIGHT)** group skill check .

Goal: 5

Success - go to 258-16

Fail - go to 258-17

258-16 **Yammian:** "Okay, okay, stop punching us! Man, you guys are some mean dishwashers!"

The battered cadets walk away angrily, but you can't resist calling to them.

"Next time you guys grab chow, think on the fact that we don't wash dishes so much as we just wipe them."

In turn order, all players at this action gain Improve +1.

258-17 Getting your butts kicked by smarmy cadets isn't your finest moment, but at least you now know what it feels like to be punched repeatedly. For a spacer, that's valuable on-the-job training.

Risk +1. All players at this action gain an Injured card (011).

258-18 You decide to pop by the lounge for enlisted soldiers, which is pretty gutsy since you have no business being there.

Are you wanted by the Dragonwing?

Yes - go to 258-19

No - go to 258-22

258-19 You grab a few cold fizzes, and soon you're chatting it up with the grunts playing card and dice games, and generally having a good time. Then, the Dragonwings arrive in a big boisterous herd. They spot you immediately and storm toward you.

Dragonwing: "We saw that junk heap in the hangar, the Zipper or whatever. Figured we would find you losers here, doing your pathetic best to rub shoulders with actual heroes."

All players at this action must make a **SWAGGER** group skill check. Goal: 6

Success - go to 258-20

Fail - go to 258-21

258-20 You're unsure how to proceed, but you're suddenly flanked by your new grunt buddies. They don't seem to be big fans of the arrogant Dragonwings, and after a tense few moments, the cocky pilots storm off.

All players at this action gain Rep ☆+1.

258-21 The grunts you've been hanging out suddenly forget you exist, and pull far away from you and the Dragonwings. Minutes later, an NGO blowing a whistle pulls the Dragonwings off of you. You slink back to the ship, thoroughly battered.

All players at this action gain an Injured card (011).

258-22 You grab a few cold fizzes, and soon you're chatting it up with the grunts playing card and dice games, and generally having a good time.

All players at this action make a **SWAGGER** group skill check. Goal: 6

Success - go to 258-23

Fail - go to 258-27

258-23 You jump into a few games, and Lady Luck seems to be on your side tonight. Still, the stakes are starting to get a little high.

Choose 1:

Bet small (Supplies 1) - go to 258-24

Bet big (Supplies 2) - go to 258-25

We're broke. Bet nothing - go to 258-26

258-24 You have a good time, and you even make a little bit of scratch. Supplies +2.

All players at this action gain Rep ☆+1.

258-25 You score big, but your rapport with the grunts keeps the losers from getting overly sore.

All players at this action gain Rep ☆+1. Profit +1.

258-26 You still manage to have a good time, and even acquire some used gear. Better yet, you meet another civilian looking to find off-station work.

Each player who passed their part of the group skill check gains a sidekick card (050). Each player who failed gains an item card (020).

258-27 Is C-1 circled in the ship log database?

Yes - go to 258-28

No - go to 258-29

258-28 Things are pretty calm at the lounge until the Dragonwing arrives. They come in a big, boisterous herd and spot you immediately.

Dragonwing: "Zephyr! Badass spacers and honorary Dragonwing! Tonight we party!"

The next day you are bleary-eyed and hungover. You're sure you had fun, you just can't exactly remember how.

All players at this action gain a Stress card (012).

258-29 You have a fine enough time chatting it up with the grunts and playing dice and cards. But the vibe changes when a cocky herd of pilots come strutting in. They're brash, rude, and don't mind throwing their weight around. You don't like how they treat your new friends, so you let 'em know. Then they punch you a lot.

All players at this action gain Perk Token +1.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

259

Choose your current context:

Amoebadon Attack - go to 259-1

Fighting Our Way Out - go to 259-9

None/Other - go to 259-13

259-1 Sirens blare throughout the station, sending the place into a determined rush of activity. You search around for a cause, finally finding a passing Tarq lieutenant you've talked to before.

Tarq: "The Amoebadon is breaking through the lines! We're scrambling to use Professor Zafor's experimental weapon! They're calling it the Fizz Bomb, and I'm one ordinance gunner short. Wanna suit up?"

Choose 1:

"Heck yeah!" - go to 259-2

"Actually, I'm late for hot date." - go to 259-2

259-2 Tarq: "Great! Grab your gear and meet us in ten minutes, Bay Twenty-Six!"

Choose 1:

Pilot the bomber - go to 259-3

Take a seat in the gunner's chair - go to 259-6

259-3 You decide your skills are best served piloting the bomber you are assigned to. It's a small two-seater, but compared to the Zephyr, it's a piece of pristine elegance. Your fire up the engines and take off to join the squadron.

Make a **PILOT** skill check.

0-6 - go to 259-4

7+ - go to 259-5

259-4 You call back to your gunner.

Player: "Be ready with that bomb! I'm going to try to get in close, so wait for my signal."

Gunner: "Roger that!"

But when you close in to strike range, the Amoebadon rapidly extends itself in your direction!

Player: "Now!"

You pull hard on the control grips to avoid being swallowed by the bulging organism. You narrowly escape, but the fizz bomb passes through the bulge and harmlessly exits out the opposite side.

Player: "Damn it, I really wanted to see what a fizz bomb does."

Mar Mar Station calls you back as the rest of the squadron is forced to repel the creature.

Threat +1. Gain an item card (020).

Take a note that until the location book is closed or until otherwise instructed, your context is: Amoebadon Attack.

259-5 You call back to your gunner.

Player: "Be ready with that bomb! I'm going to try to get in close, so wait for my signal."

Gunner: "Roger that!"

But when you close in to strike range, the Amoebadon rapidly extends itself in your direction!

Player: "Now!"

The bomb hits the Amoebadon, burrowing deeply inside, then begins to fizz, a chemical reaction to the Amoebadon's physiology. The creature reacts immediately, writhing and doing its utmost to move away. But as fascinating as it is, all bombers are recalled to station, while the others remain to guard and observe.

Next - go to 259-21

259-6 You hop in the gunner's chair, knowing your skills are best used for defense. Plus, you love seeing things go boom. You buckle in as the pilot fires up the engines then takes off to join the squadron.

Make a **TARGET** skill check .

0-6 - go to 259-7

7+ - go to 259-8

259-7 Your pilot calls back to you.

Pilot: "Be ready with that bomb! I'm going to try to get in close, so wait for my signal."

Player: "Roger that!"

But when you close in to strike range, the Amoebadon rapidly extends itself in your direction!

Pilot: "Now!"

The pilot pulls hard on the control grips to avoid being swallowed by the bulging organism, slamming you hard against the side of the cockpit just as you're releasing the payload. The fizz bomb passes through the bulge and exits harmlessly out the opposite side.

Player: "Damn it, I really wanted to see what a fizz bomb does."

Mar Mar Station calls you back as the rest of the squadron is forced to repel the creature.

Threat +1. Gain an item card (020).

Take a note that until the location book is closed or until otherwise instructed, your context is: Amoebadon Attack.

259-8 Your pilot calls back to you.

Pilot: "Be ready with that bomb! I'm going to try to get in close, so wait for my signal."

Player: "Roger that!"

But when you close in to strike range, the Amoebadon rapidly extends itself in your direction!

Pilot: "Now!"

The bomb hits the Amoebadon, burrowing deeply inside, then begins to fizz, a chemical reaction to the Amoebadon's physiology. The creature reacts immediately, writhing and doing its utmost to move away. But as fascinating as it is, all bombers are recalled to station, while the others remain to guard and observe.

Next - go to 259-21

259-9 You're at the commissary looking to buy a pair of clank boots, when the quartermaster rushes up to you out of breath.

Quartermaster: "You! In the hangar now!"

Protesting the entire way, you're rushed along to the hangar, where you're introduced to a tall Slitharian pilot.

Lieutenant Ssshana: "I'm lieutenant Ssshana. Are you my tail gunner?"

Player: "I've never shot tails in my life!"

Lieutenant Ssshana: "Get in! We're ssshorthanded and I have a critical payload to deliver!"

You're strapped into the rear facing gunner seat of an SF-88 Armada Starflyer, and quickly thrown into the deep end as you launch directly into the middle of a space battle!

Perk Token +1. Make a **TARGET** skill check .

0-4 - go to 259-10

5 - go to 259-11

6+ - go to 259-12

259-10 Lt. Shana pilots the Starflyer through a dizzying kaleidoscope of ships, explosions and laser beams. Torpedoes streak past, radio chatter is frantic, and all the while, you're trying to keep the Krunk off your backs.

Player: "I shouldn't be here I shouldn't be here I shouldn't be here!"

Lieutenant Ssshana: "Keep firing! I'm trying to shake 'em!"

The Starflyer jukes and spins, but it's not enough as the enemy fire destroys one of the thrusters and strafes the cockpit, wounding Lt. Shana! Ignoring the mission, you climb into the cockpit and turn the ship back toward Mar Mar Station.

Player: "Mar Mar, Lt. Shana has been wounded and her ship is damaged, requesting emergency landing!"

Threat +1. Gain a Stress card (012).

259-11 Lt. Shana pilots the Starflyer through a dizzying kaleidoscope of battling ships, while you're trying to keep the Krunk off your backs.

Player: "I shouldn't be here I shouldn't be here I shouldn't be here!"

Lieutenant Ssshana: "Keep firing! I'm trying to shake 'em!"

The Starflyer jukes and spins, and Lt. Shana miraculously avoids the worst of the enemy fire, giving you just enough time to destroy two of the fighters on your tail! You swoop in low over a Krunk battleship, but when you try to launch the torpedoes, an error message pops up on the ordinance screen.

Lieutenant Ssshana: "What's the holdup back there?"

Player: "It's an error! I'm running a bypass now!"

Your hasty bypass works, but only two of the four torpedoes launch. You watch as they rip into the hull of the Krunk ship.

Player: "This is not how I saw my day going!"

Lieutenant Ssshana: "Not bad, kid! Heading back to base!"

Risk +1. Improve +1.

259-12 Lt. Shana pilots the Starflyer through a dizzying kaleidoscope of ships, explosions and laser beams. Torpedoes streak past, radio chatter is frantic, and all the while, you're trying to keep the Krunk off your backs.

Player: "I don't know what I'm doing back here!"

Lieutenant Ssshana: "Keep firing! I'm trying to shake 'em off!"

The Starflyer jukes and spins, and Lt. Shana miraculously avoids the worst of the enemy fire, giving you just enough time to destroy two of the fighters on your tail!

Lieutenant Ssshana: "Good job, rookie! Now let's deliver this payload!"

You swoop in low over a Krunk battleship and drop four torpedoes inside its protective shields. As the tail gunner, you get to watch it explode, and howl in triumph!

New catchphrase: One more and I get a free sandwich! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Gain a Clank Boots card (020).

259-13 Sirens blare throughout the station, sending the place into a frenzied rush of activity. You search around for a cause, finally asking a passing Tarq lieutenant.

Tarq: "Incoming Krunk! We're mobilizing a squadron to intercept. You volunteering?"

Choose 1:

"Heck yeah!" - go to 259-14

"Actually, I'm just trying to find a place to reheat my burrito." - go to 259-14

259-14 Tarq: "Great! Get to Hangar Thirty-Two now!"

You find yourself hurried to the hangar where you are assigned to a double-seated fighter craft.

Choose 1:

Pilot the fighter - go to 259-15

Take a seat in the gunner's chair - go to 259-18

259-15 You take off with the rest of the squadron, the flight leader barking orders over the comm.

Perk Token +1. Make a **(PILOT)** skill check .

0-6 - go to 259-16

7+ - go to 259-17

259-16 Player: "Gah! We're coming in too hot!"

A missile slams into one of your wings, sending the ship into a spiral. You call back to the gunner.

Player: "Hold on, this is going to be bumpy!"

The ship careens down toward a nearby planet.

You've been captured! Threat +1. Gain an Injured card (011). Lock Action 05.

259-17 Your gunner calls up to you.

Gunner: "Get me in so I can line up a good shot!"

You hit the thrusters, closing in on a Krunk squadron, before banking hard to port. Your gunner uses the window, and shreds all three bogeys in one long burst.

Gunner: "Nice work, Devil Dog! Now get me to the next one!"

The engagement is brief with only one Armada fighter getting shot down.

Rep +1. Gain an item card (020). Gain the nickname 'Devil Dog'.

259-18 You buckle into the gunner's chair as your ship joins the rest of the squadron, the flight leader barking orders over the comm.

Perk Token +1. Make an **(AIM)** skill check .

0-5 - go to 259-19

6+ - go to 259-20

259-19 Your pilot engages a Krunk squadron, lining you up for your shot. You unleash a jarring barrage, but only manage to take out a single enemy fighter. You swivel toward the next target, gun barrels still blazing, but only succeed in overheating your weapon. Exposed, your ship takes fire and goes into a spiral. The pilot screams back to you.

Pilot: "Hold on! This is gonna get rough!"

You struggle to stay conscious as your ship spirals toward a nearby planet.

You've been captured! Threat +1. Gain an Injured card (011). Lock Action 05.

259-20 Your pilot proves capable, swinging the ship in to line you up for any open shots. You cut down three enemy fighters in your first volley, then take out two more in your second. The Krunk attack is quickly neutralized.

Rep +1. Supplies +2. Gain the nickname 'Bullseye'.

259-21 Rep +1. Gain an item card (020).

Gain the nickname 'Fizzkid', replacing any nickname you currently have.

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Amoebadon Attack*.

260

All spacers run cargo to help make ends meet. Much of the galaxy is dangerous and it takes guts and guns to deliver the goods, even if those goods are just sanitary wipes. Who are we kidding? Especially if they're sanitary wipes!

What is the current state of the galactic struggle?

Peace - go to 260-1

Unease - go to 260-2

War - go to 260-3

260-1 At places like Mar Mar Station, when it's peaceful there is an abundance of overstock the quartermaster will be happy to sell off at a decent price.

All non-illegal cargo tokens are available for purchase. You may purchase any number of cargo tokens , but no more than 2 arms cargo. To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold. Because the galaxy is at peace, after purchasing 1 or more cargo tokens, gain 1 free hazardous cargo token . Players remaining at this action cannot select the 'Buy Cargo' option.

260-2 At places like Mar Mar Station, when the galaxy feels tense and uneasy, lucrative deals can be hard to come by.

All non-illegal cargo tokens are available for purchase. You may purchase up to 3 cargo tokens , and no more than 1 arms cargo.

To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is uneasy, there are no special deals to be had.

Players remaining at this action cannot select the 'Buy Cargo' option.

260-3 At places like Mar Mar Station, when war threatens galactic stability, goods become scarce, but the profits increase.

Only rare cargo tokens are available for purchase. You may purchase up to 2 cargo tokens . To purchase cargo tokens , spend the supplies listed on the token, then have Logistics place it in the ship hold.

Because the galaxy is at war, there are no special deals to be had.

Players remaining at this action cannot select the 'Buy Cargo' option.

261

Choose your current context:

Amoebadon Attack - go to 261-1

Fighting Our Way Out - go to 261-7

None/Other - go to 261-12

261-1 Was any player given the nickname 'Fizzkid'?

Yes - go to 261-2

No - go to 261-5

261-2 Sena: "Well, well, we've got the Fizzkid on board!"

Player: "Thank you, Sena, all in a day's work."

Sena: "The bomb has destroyed most of the Amoebadon, and they're hopeful it will finish the job in a day or so. Anyway, Admiral Tethra sent a message, thanking us for our role in saving the galaxy. She stuck a bonus in your account!"

Player: "Sweeter words were never spoken!"

Profit +1.

Next - go to 261-3

261-3 *Player: "Okay, Sena, let's get the engines going."*

Choose 1:

Leave - go to 261-4

Stay to resolve another waypoint ring at this location - go to 317-2

261-4 *Player: "Pre-flight complete. Sena, let's do it."*

As the Zephyr gently leaves the hangar bay, and glides back out into open space, you marvel at the number of massive armada starships, bristling with guns and ready for battle.

Mar Mar Control: "Godspeed Zephyr"

Player: "Be safe, Mar Mar Control."

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

261-5 *Sena seems relieved by your return.*

Sena: "Did Admiral Tethra rope you guys into one of her schemes?"

Player: "Nah, I wouldn't say that."

Sena: "Well, as long as I'm not fleet property, I'm happy. But let's get out of here as soon as possible."

Pass the first player token to the left.

What is the current state of the galactic struggle?

Peace - go to 261-3

Unease - go to 261-3

War - go to 261-6

261-6 *An Armada officer approaches the ship.*

Sena: "Oh no, I knew it!"

Player: "Calm down. Let's see what they want."

Outside the ship, the officer nods politely.

Officer: "Zephyr, we're at war and the Armada needs more qualified, experienced beings to fight the Krunk."

The Armada is looking for conscripts!

Each player who has one or more readied sidekick cards (020 only) must roll the chance die. If they roll a 0, they must return one of those sidekicks to the card catalog. If any sidekicks are conscripted in this way, gain Profit Ⓐ+1.

Next - go to 261-3

261-7 *You arrive at the impound bay, a rarely used, cavernous hangar filled with broken down ships and mounds of rusting parts. Cook-E leads you through the snat-infested heaps until you set your eyes on a rusty old postal freighter from a bygone era. At the base of the cargo ramp, a beat up medbot tends to a small fire in a steel drum situated between two folding chairs. It perks up at the sight of you.*

Patch: "MEEP MOOP!"

Cook-E: "Patch, me matey, these are our new crew! Pack up, we're headed back into space!"

Patch: "MOOP MOOP!"

Cook-E: "Nah, we prob'ly won't die."

Player: "Does this thing still fly?"

Cook-E: "Arrr, I'm as excited to find out as ye are!"

Place the Zephyr ship standee on the Mar Mar Station location (317) on the galactic star map.

The first player gains a Snats card (017).

Next - go to 261-8

261-8 *You all board the ship. It doesn't seem like much, but it's your only ticket out of this place. You begin familiarizing yourselves with the various stations and running through your preflight checks.*

Sena: "Welcome to the Zephyr."

The synthetic voice comes as a complete surprise.

Sena: "I'm Sena, the ship's neural network."

Player: "Are you serious?"

Sena: "Why would I lie about that?"

Player: "Wait, I thought you all were supposed to be shut down or something?"

Sena: "You might be right, that does sound familiar."

Player: "So just how old is this ship?"

Sena: "Oh man. You really don't want to know."

The base is rocked by a massive blast followed by an alarm!

Player: "Flux, we gotta go!"

Sena: "Preparing thrusters now. Standby for possible deadly explosion."

Pass the first player token to the left.

The first player must choose a player to pilot the Zephyr out of the hangar for the first time. The chosen player must make a **(PILOT)** skill check Ⓢ.

0-4 - go to 261-9

5+ - go to 261-11

261-9 *The ship sputters and chugs, as it lifts off from the surrounding junk, but as you swing the bulky freighter around, one of its landing gear gets caught on some scrap metal, triggering an avalanche of debris.*

Sena: "Spacers, that pile could bury us!"

Player: "Not if I can help it!"

Sena: "Bay doors at seventy five percent!"

Player: "That'll do! I'm going for it!"

The Zephyr shudders and screeches as the scrap heaps crumble around you, but you blast forth into space and smack dab into the middle of a dizzying scene of chaotic space combat!

Risk Ⓢ+1. Gain the nickname 'Scraptacular'.

Next - go to 261-10

261-10 *A burning Krunk fighter spins past and explodes behind you. Laser beams criss-cross all around, as you find yourselves caught between the fleet and a large Krunk attack force. You dip under a swarm of missiles headed for an unknown target and focus your attention on an empty patch of space up ahead.*

Player: "There! That's our way out of this mess!"

But to get there you'll have to pilot your way through a gauntlet of cannon fire and dogfights as two battlecruisers bombard each other in a broadside action that could determine the course of the battle.

Turn to page 47 in the location book.

Place Large Blip A (Krunk Battlecruiser) on sector 6.

Place Large Blip B (Armada Battlecruiser) on sector 2.

Place Small Blips C, D, and E (Krunk Fighters) on sectors 4, 5, and 6.

Leave Dial A at 0. Set Dial B to 10.

Set Dials C, D, and E to 3 plus the number of players.

Make Action 01 required !!!

Special Rule: You cannot destroy Large Blip A.

Begin a round in the location book.

261-11 *The ship sputters and chugs as it lifts off from the surrounding junk, but as you swing the bulky freighter around, one of its landing gear gets caught on some scrap metal and you panic for a moment. But you calm yourself and back up a bit, alternating stabilizer bursts until you shake the scrap loose. Sena seems impressed.*

Sena: "You've flown a freighter before!"

Player: "Nope, first time!"

Sena: "Video games?"

Player: "Nailed it!"

Sena: "Bay doors at seventy-five percent!"

Player: "That'll do! Engaging thrusters!"

The Zephyr shudders and squeaks as the scrap heap crumbles around you, but you blast forth into space and smack dab into the middle of a dizzying scene of chaotic space combat!

Rep ☆+1. Perk Token ☺+1.

Next - go to 261-10

261-12 Pass the first player token to the left.

Is Action 05 locked?

Yes - go to 261-13

No - go to 261-15

261-13 The hangar control officer shakes his head.

Officer: "I can't authorize this unscheduled launch!"

Player: "Try and stop us! We're not leaving our friend to the Krunk."

The officer sighs as you click the buttons to raise the loading ramp. Sena offers you some words of caution.

Sena: "This is not a good plan."

Player: "We're not leaving them to die. You have a better idea?"

Sena: "Not really. Your only chance of survival will be to make it quick. Hit fast, get in and get out. Every minute we spend on that planet will greatly increase the chances of our destruction."

Player: "Completely agree. Okay people, lock and load!"

Next - go to 261-14

261-14 You approach the planet from a side opposite the orbiting Krunk patrol, then scream down through the atmosphere at dangerous speeds that prevent the defense turrets from targeting you.

Sena: "They know we're here! Scan quickly!"

You tear hell across the surface of an ocean, keeping low to avoid easy detection.

Player: "Found them! Transferring coordinates!"

You see the crashed fighter through the smoke and haze of a raging battle and set a course straight for it.

Sena: "Watch your speed, spacer! You're coming in too hot!"

Player: "Sorry, Sena, not giving those flak cannons a better shot at us."

You land hard, digging a trough in the ground as you skid over it. You quickly lower the cargo ramp, ready for extraction.

Turn to page 17 on the location book.

Set Dials A, B, C, and D (Krunk) to 2 plus the number of players.

The captured player must place their standee on Action 07.

Make Action 06 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mar Mar Patrol*.

Begin a round in the location book.

261-15 **Sena:** "If we stay much longer they're going to paint me green and commandeer me again!"

Player: "We're going, Sena. We're going. Start the engines."

You notice the hangar bay is bustling. It's the perfect opportunity to get some unwatched military supplies.

Choose 1:

Leave it, we're taking off - go to 261-16

Well hello, beautiful! - go to 261-17

261-16 **Player:** "Sena, take us out."

The Zephyr blasts out of Mar Mar Station, leaving the massive Armada fleet behind.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

261-17 You jog over to an unguarded torpedo crate and casually wheel it onboard.

Sena: "They totally saw you."

Player: "They totally did not."

Gain an Unarmed Torpedo card (067).

Roll the chance die and gain risk Ⓢ equal to the result.

Next - go to 261-16

262

Player: "There it is again! It's a signal, I'm sure of it. Listen!"

You play the signal for the others, a strange hollow sound like a polar wind through a fluon tube. But instead of excited, the others seem creeped out. Cook-E makes a shivering gesture.

Cook-E: "I best muster up some comfort grub after that."

He heads to the galley, but you get to work. After successfully isolating the signal, you enlist Sena's help in making sense of it.

Sena: "The source just isn't clear. Could be a distress signal, but it's very simplistic, more like a cry for help."

Circle H-1 in the ship log database.

Gain 1 science project Ⓐ. Improve ☹+1. Lock Action 01.

263

Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

263-1

263-2

263-3

263-1 If there was ever a probe launch worthy of the galaxy's highest praise, this one is it! Your masterfully crafted probe immediately begins unlocking scientific mysteries that even you don't quite understand. That's okay though, because more talented scientists eat this kind of stuff up.

Rep ☆+1. Supplies ☹+2. Gain 1 rare cargo token ☹. Lock Action 03.

263-2 If there was ever a probe launch worthy of the galaxy's highest praise, this one is it! Your masterfully crafted probe immediately begins unlocking scientific mysteries that even you don't quite understand. That's okay though, because more talented scientists eat this kind of stuff up.

Rep ☆+1. Supplies ☹+1. Gain 1 science project Ⓐ. Lock Action 03.

263-3 If there was ever a probe launch worthy of the galaxy's highest praise, this one is it! Your masterfully crafted probe immediately begins unlocking scientific mysteries that even you don't quite understand. That's okay though, because more talented scientists eat this kind of stuff up.

Supplies ☹+3. Lock Action 03.

You may exchange up to 2 cargo tokens ☹ in the ship hold with the same number of cargo tokens ☹ of your choice from the supply.

Choose your current context:

Trinards' Call - go to 264-1

Takeover - go to 264-10

Take Finch Home - go to 264-16

None/Other - go to 264-19

264-1 You arrive at the Revinara Hotel-Nightclub, and are greeted enthusiastically by a hospitality bot.

Hospitality Bot: "Welcome to the Revinara! Are you checking in?"

Player: "Oh, no, just here answering the Trinards' Call. Got a ship and my trusty sidearm and I'm ready to help."

Hospitality Bot: "In that case, you had better hurry to the top floor and join the other applicants!"

Player: "Other applicants?"

Are you wanted by the Ba'z Gang?

Yes - go to 264-2

No - go to 264-5

264-2 You ride the tube up to the penthouse office. When the doors open, you see a waiting room, and slouched in one of the chairs is none other than Ba'z, the shady spacer who holds a grudge against you for past insults to his pride. Not that wounding the creep's pride is hard to do.

By the time an assistant opens the door to the Trinards' office, they find you and B'az, guns drawn, in a tense standoff.

Assistant: "Ack! No guns! No guns!"

Make an **AIM** skill check .

0-5 - go to 264-3

6+ - go to 264-4

264-3 Turns out Ba'z isn't as quick on the draw, but has better aim. While he gets to enjoy being interviewed by the Trinards, you're being bandaged by the frustrated assistant.

Player: "Thanks for patching me up."

Assistant: "It's either this or let you make a mess of my waiting room."

The door opens and Ba'z emerges with a wide smirk on his face.

Ba'z: "Sorry sucker, job's taken."

You seethe as the jerk struts away. The assistant doesn't seem to care for your rival either.

Assistant: "You know, you could still beat that jerk and complete the job. The bosses say there's a group of smugglers who are running an operation out of the Myalark Caves not too far from Runner's Bay. The fools haven't been giving the Trinards their cut. I know my bosses and I tell you, they don't care who gets the job done so long as it's done."

If no player is at Action 02, move there.

264-4 You stand in front of the Trinards, an Ooze with three separate heads that talk like they're three different people. The sound of Ba'z weeping can be heard softly through the walls.

Trinard: "So you gunned down a man right here in our waiting area?"

Player: "He had it coming."

Trinard: "Cold-blooded! We love that for you! We could use someone with your lack of scruples. There's a group of smugglers and other lowlives running an operation out of the Myalark Caves, not too far from Runner's Bay. They haven't been paying us our percentage, which is kind of a no-no. You can collect for us, or shut the whole thing down. All we care about is people knowing their place."

When you leave, you make sure to give B'az a friendly wink. The thug glowers

up at you from his place on the floor, where the assistant is busy applying bandages.

Improve +1. Reshuffle your draw and discard piles.

If no player is at Action 02, move there.

264-5 Have you met and traded with the Ba'z Gang before in this campaign?

Yes - go to 264-6

No - go to 264-8

264-6 You ride the tube up to the penthouse office. When the doors open, you see a waiting room, and slouched in one of the chairs is Ba'z, the shady spacer known best known as a scoundrel and double-crosser.

Ba'z: "Ah, the Zephyr crew is here! Good to see you!"

Player: "Ba'z."

Ba'z: "You here for the job?"

Player: "Sure."

An assistant opens the door to the Trinards' office.

Assistant: "The Trinard's will see you now."

Ba'z begins to stand, but the assistant gestures toward you.

Assistant: "The Trinards want to see you first. You're from the Zephyr, correct?"

Player: "That's me!"

Ba'z grumbles something as you walk into the Trinards' luxurious office.

Next - go to 264-7

264-7 You stand in front of the Trinards, an Ooze with three separate heads that talk like they're three different people.

Trinard: "So the Zephyr is back in business! Let us guess, you're in debt up to your scrawny necks?"

Player: "Our necks ain't scrawny."

Trinard: "We could use someone hungry like you. There's a group of smugglers and other lowlives running an operation out of the Myalark Caves, not too far from Runner's Bay. They haven't been paying us our percentage, which is kind of a no-no. You can collect for us, or shut the whole thing down. All we care about is people knowing their place."

As you pass Ba'z in the lobby, you nod politely.

Player: "See you around, Ba'z."

His face doesn't suggest he feels the same, but that's okay. You'd be fine with him falling off a cliff.

Improve +1. Reshuffle your draw and discard piles.

If no player is at Action 02, move there.

264-8 You ride the tube up to the penthouse office. When the doors open, you see a waiting room, and slouched in one of the chairs is Ba'z, a shady spacer known best known as a scoundrel and double-crosser. You sit far away.

Player: "You here for the job?"

Ba'z: "What kind of dumb question is that?"

You roll your eyes and turn away from him. An assistant opens the door to the Trinards' office.

Assistant: "The Trinards will see you now."

Ba'z begins to stand, but the assistant gestures toward you.

Assistant: "The Trinards want to see you first. You're from the Zephyr, correct?"

Player: "That's me!"

You strut smugly past Ba'z and into the Trinards' luxurious office.

Next - go to 264-9

264-9 You stand in front of the Trinards, an Ooze with three separate heads that talk like they're three different people.

Trinard: "So the Zephyr is back in business! Let us guess, you're in debt up to your scrawny necks?"

Player: "Our necks ain't scrawny."

Trinard: "We could use someone hungry like you. There's a group of smugglers and other lowlifes running an operation out of the Myalark Caves, not too far from Runner's Bay. They haven't been paying us our percentage, which is kind of a no-no. You can collect for us, or shut the whole thing down. All we care about is people knowing their place."

As you pass Ba'z in the lobby, you can't help yourself from rubbing it in.

Player: "Sorry! Job's taken!"

Improve +1. Reshuffle your draw and discard piles.

If no player is at Action 02, move there.

If you haven't already, check the Ba'z Gang box in the wanted by section of the ship log.

264-10 Pulse-pounding music drowns out all other sound as you navigate the crowds at the Revinara Hotel-Nightclub. A group of Forex, in matching 'X' uniforms, eye you as you push past and climb the stairs to the VIP lounge. The door to the VIP lounge is guarded by a security bot, but you mention the Zephyr and you're allowed right in.

The Trinards are a three-headed Ooze that normally control Runner's Bay. When they see you, they do a little jiggy jig.

Trinard: "Scoundrels! Yes! Are we glad to see you!"

Player: "Looks like you have quite a Forex infestation downstairs."

Trinard: "It's terrible! They've completely taken over! Revenues are down! Violence is up! We can't go on like this! It'll bankrupt this moon!"

Player: "Yeah, we hate those losers too. But why not go to the Galactic Authority?"

Trinard: "Do you not understand the nature of our business? Besides, the Galactic Authority wouldn't make the kind of statement we desire. The most influential Forex here is Kaldoro M'greeb. He's a cyborg, so be careful. You can find him either right here in the Revinara, or at the Starstruck Casino."

Player: "On it."

Perk Token +1. You may reshuffle your draw and discard piles.

Next - go to 264-11

264-11 Downstairs in the noisy nightclub, you search for Kaldoro.

Make a **(HUNT)** skill check .

0-5 - go to 264-12

6+ - go to 264-15

264-12 You think you might have spotted Kaldoro at a back booth, but as you try to push through the crowds, the Forex goons that eyed you earlier step in your way, clearly bent on making trouble.

You must make a **(FIGHT)** skill check .

0-4 - go to 264-13

5+ - go to 264-14

264-13 You awaken in a medskimmer, hooked up to a bunch of tubes. A medbot notices you regained consciousness.

Medbot: "Remain calm, please."

Player: "What happen?"

Medbot: "You expired, but we successfully brought you back using Biocon Technology®."

Realizing you can't afford the medical bill that will be coming your way, you rip the tubes out of your arm and escape out the back.

Medbot: "Dang it, I lost another one. I need to stop leading with the expensive part."

Threat +1. Gain an Injured card (011).

264-14 With the thumping music and inebriated crowd, nobody can hear the bones you break, or the whimpers of pain you inflict. You relieve the Forex of some gear, then get to the booth, but when you arrive, Kaldoro is no longer there.

Rep +1. Gain an item card (020). Lock Action 01.

264-15 You spot Kaldoro, a jacked-up cyborg lounging in the back in his Forex getup. You love that big X as you can see it from a mile away! But as you push through the crowds, the Forex goons that eyed you earlier step in your way, clearly bent on making trouble.

Make a **(FIGHT)** skill check .

0-4 - go to 264-13

5+ - go to 264-14

264-16 Security Bot: "You shall not pass!"

The security bot blocks your path as you attempt to enter the back room VIP lounge at the Revinara Hotel-Nightclub.

Player: "I'm with the Zephyr."

You look right into its single camera lens eye. A moment later, you're standing in front of the Trinards, powerful local kingpins.

Is job card 117, Wayward Ooze, currently in the Jobs section of the card catalog?

Yes - go to 264-17

No - go to 264-18

264-17 Trinard: "Oh, the timing is fortunate! We have a job for you. If you're willing that is."

Player: "Sign us up!"

Trinard: "It's our little Binard, you see. They oozed away and joined a gang on Niven."

Player: "On second thought, maybe..."

Trinard: "A petty street gang! What is the point of being a powerful crime lord if your divisor refuses to join the family business?"

Player: "I gotta be honest, we generally stay out of family squabbles."

Trinard: "We will pay you a considerable sum."

Player: "Then we're considerably interested! Where's your little Ooze run off to again?"

Supplies +2. Gain job card 117, Wayward Ooze. Lock Action 01.

264-18 You stand in front of the Trinards, an Ooze with three separate heads that talk like they're three different people.

Trinard: "We assume you saw our town is crawling with Scourge pirates? A terrible development! What can do about it, hmm?"

Player: "Well, we're actually just passing through on our way to the Avazoic Wilds."

Trinard: "Listen, if you happen to take out any pirates, rip their Scourge patches off as proof. We'll give you a nice reward for your troubles."

The Trinards are offering profit for each pirate patch your crew obtains while on Tybalt.

Perk Token +1. Move to any other available action. Lock Action 01.

264-19 Security Bot: "No admittance except on party business!"

The security bot blocks your path as you attempt to enter the backroom VIP lounge of the Revinara Hotel-Nightclub.

Player: "I'm with the Zephyr."

You look right into its single camera lens eye. A moment later, you're standing in front of the three-headed Ooze known as the Trinards, powerful local kingpins.

They have this way of always speaking left to right.

Trinard: "We've known a few crews from the Zephyr over the years. Usually a pleasure. Still doing contract work we assume? We can always use qualified spacers."

Player: "That's why I'm here."

Is job card 117, Wayward Ooze, currently in the Jobs section of the card catalog?

Yes - go to 264-17

No - go to 264-20

264-20 Trinard: "Wonderful! You see our little Binard is, what you might call, a late bloomer? They should have sprouted their third head by now."

Player: "Yeah, um, I'm not really an expert on Ooze puberty."

Trinard: "No problem, we just need someone to acquire a sample from an Amoebadon. Our species' primordial ancestor. Perhaps we can jumpstart our Binard's development through Ooze-melding."

Player: "That's a little more information than I want or need, but yeah, the Zephyr will take the job. Where can I find an Amoebadon?"

Supplies +2. Gain job card 070, Hunt the Amoebadon. Lock Action 01.

265

Choose your current context:

Trinards' Call - go to 265-1

Takeover - go to 265-15

Take Finch Home - go to 265-21

None/Other - go to 265-22

265-1 You arrive at the Revinara Hotel-Nightclub and are greeted enthusiastically by a hospitality bot.

Hospitality Bot: "Welcome to the Revinara! Are you checking in?"

Player: "Oh, no, just here answering the Trinards' Call. Got a ship and my trusty sidearm and I'm ready to help."

Hospitality Bot: "In that case, you had better hurry to the top floor!"

Soon you are standing in front of the Trinards, an Ooze with three separate heads that talk like they're three different people.

Trinard: "Always nice to see someone from the Zephyr. Yes, very pleasant. I take it you're answering the call?"

Player: "Sure am. What kind of work do you have available?"

The three heads argue quietly for a moment, but fail to come to a consensus.

Trinard: "We had work regarding some smugglers. Something else has arisen however. Yes, something vexing. Rumors of an off-world assassin here to kill us."

As if in response, the window shatters and one of the Trinards' heads explodes, splattering you with ooze! The other two heads scream in terror!

You spot a hoverbike idling outside and notice a rider slinging a rifle over their back.

Player: "Aw man, this jacket is brand new!"

Perk Token +1.

Choose 1:

Go for the bike - go to 265-2

Shoot them as they ride away - go to 265-12

265-2 You dash toward the shattered window, prepared to fling yourself out and vie for the bike.

Make an **AGILITY** skill check .

0-6 - go to 265-3

7+ - go to 265-9

265-3 You watch the bike speed away, only to circle around! It's heading back to finish the job!

Choose 1:

Slam the button to close the emergency blast doors - go to 265-4

Use furniture to shield the Trinards - go to 265-8

265-4 The metal blast doors begin slowly closing and the assassin begins shooting!

The third Trinard screams as a second head explodes. The bike smashes through another window into the suite, just as the blast doors shut. The assassin dismounts, their cliche but still super-cool armor is shiny and black, and you prepare to meet them.

Perk Token +1. Make a **FIGHT** skill check .

0-5 - go to 265-5

6+ - go to 265-7

265-5 The assassin's blows are methodical and perfectly aimed. He stands over your broken and bruised body and removes his helmet to reveal a face formed of white smoke with jet black eyes. He leans over you, prepared to deliver the killing blow, when a sudden gunshot knocks him sideways. Hotel security appears at the door and opens fire.

The smoke assassin ducks behind a desk and flings an explosive against the windows' blast doors. A hole is blown through the metal, and the killer runs and leaps through it.

The third head of the Trinards gasps.

Trinard: "The Specter! Eskir Valek himself. We are lucky to be alive."

Supplies +1. Gain an Injured card (011).

If you haven't already, check the Eskir Valek box in the wanted by section of the ship log.

Next - go to 265-6

265-6 An hour later, security confirms Eskir Valek has escaped. But during your long wait, the Trinards size you up.

Trinard: "We could use somebody like you! Someone decisive who knows how to do what must be done. There's a group of smugglers who are running an operation out of the Myalark Caves not too far from Runner's Bay. They haven't been paying us our percentage. You know how this business goes. An example must be made. Interested?"

"Yeah, I am. Thanks."

"Oh, thank you my friend. Please give Sena our regards."

Improve +1. Reshuffle your draw and discard piles.

If no player is at Action 02, move there.

265-7 You manage to get the upper hand and wrestle the agile assassin to the floor. Pulling off its helmet, to reveal a face formed of white smoke. Hollow, jet black eyes glare back at you!

Player: "Who sent you!"

Eskir Valek: "Void Syndicate. I was sent by the Void Syndicate."

You stand on wobbly legs and face the remaining Trinard. Behind you, the assassin's smoke dissipates leaving just their stealth suit behind.

The final head of the Trinards gasps.

Trinard: "The Specter! Eskir Valek himself. We are lucky to be alive."

Profit +1. Gain an Injured card (011).

If you haven't already, check the Eskir Valek box in the wanted by section of the ship log.

Next - go to 265-6

265-8 You flip the Trinards' table on its side, shielding them from the shots. Then you hear a crash and feel a heavy impact. Circling the table, you see the assassin standing up slowly, painfully. Their cliched-but-still-super-cool armor is shiny and black, and you prepare to meet them.

Perk Token +1. Make a **(FIGHT)** skill check .

0-5 - go to 265-5

6+ - go to 265-7

265-9 You grab the hover bike and your weight sends it spiraling down to crash into the hotel's outdoor courtyard. The assassin immediately leaps upon you, trying to wrestle you to the ground.

Make a **(FIGHT)** skill check .

0-6 - go to 265-10

7+ - go to 265-11

265-10 The assassin's mask is half missing, exposing their head and face, which seems to be formed of white smoke, and jet black eyes. They stand over your broken and bruised body and produce a vibblade. As they draw back for the killing blow, they're knocked sideways by a gunshot. Hotel security appears at the courtyard door and opens fire. The assassins runs, shooting out a window and diving through it. They disappear within the hotel's interior. When you return to the Trinards, they whisper in shocked awe.

Trinard: "The Specter! Eskir Valek himself. We are lucky to be alive."

Eskir Valek is the most infamous assassin in the galaxy, and you swallow hard, knowing he got a good look at your face.

Perk Token +1. Gain an Injured card (011).

If you haven't already, check the Eskir Valek box in the wanted by section of the ship log.

Next - go to 265-6

265-11 The assassin is fast, but so are you. Rather than kill him, you use your arms to lock his up, then dunk his strange, smokey head into a fountain that sits outside.

Player: "Who sent you?"

He doesn't answer so you dunk him again, longer this time, then pull him up and repeat the question.

Eskir Valek: "Void Syndicate. I was sent by Void Syndicate."

Hotel security arrives and they bind the man and lead him away. When you return to the Trinards they whisper to you in shocked awe.

Trinard: "The Specter! Eskir Valek himself. We are lucky to be alive."

Eskir Valek is the most infamous assassin in the galaxy, and you swallow hard, knowing he got a good look at your face.

Supplies +2. Gain an Injured card (011).

If you haven't already, check the Eskir Valek box in the wanted by section of the ship log.

Next - go to 265-6

265-12 You run to the shattered window and take aim.

Make an **(AIM)** skill check .

0-4 - go to 265-13

5+ - go to 265-14

265-13 The wind whips at you as you try to get a clear line, but your shots fail to hit the bike as it zips away.

Next - go to 265-3

265-14 Your shot hits the assassin in the back of their head, knocking them forward, black helmet falling off. They look back at you, their face formless and indistinct, their eyes like two glaring holes in a puff of white smoke. Then they jet off, wounded but living. From behind you, the Trinards gasp.

Trinard: "The Specter! Eskir Valek himself. We are lucky to be alive."

Eskir Valek is the most infamous assassin in the galaxy, and you swallow hard, knowing he got a good look at your face.

Supplies +2.

New catchphrase: Praise Belkos! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

If you haven't already, check the Eskir Valek box in the wanted by section of the ship log.

Next - go to 265-6

265-15 Pulse-pounding music drowns out all other sound as you navigate the crowds at the Revinara Hotel-Nightclub. A group of Forex in matching 'X' uniforms eye you as you push past and climb the stairs to the VIP lounge. The door to the VIP lounge is guarded by a security bot, but you mention the Zephyr and you're allowed right in.

The Trinards are a three-headed Ooze that normally control Runner's Bay. When they see you, they do a little jiggy jig.

Trinard: "Scoundrels! Yes! Are we glad to see you!"

Player: "Looks like you have quite a Forex infestation downstairs."

Trinard: "It's terrible! They've completely taken over! Revenues are down! Violence is up! We can't go on like this! It'll bankrupt this moon!"

Player: "Yeah, we hate those losers too. But why not go to the Galactic Authority?"

Trinard: "Do you not understand the nature of our business? Besides, the Galactic Authority wouldn't make the kind of statement we desire. The most influential Forex here is Kaldoro M'greeb. He's a cyborg, so be careful. You can find him either right here in the Revinara, or at the Starstruck Casino."

Player: "On it."

Perk Token +1. You may reshuffle your draw and discard piles.

Next - go to 265-16

265-16 Downstairs in the noisy nightclub, you search for Kaldoro.

Make a **(HUNT)** skill check .

0-5 - go to 265-17

6+ - go to 265-20

265-17 You think you might have spotted Kaldoro at a back booth, but as you try to push through the crowds, the Forex goons that eyed you earlier step in your way, clearly bent on making trouble.

You must make a **(FIGHT)** skill check .

0-4 - go to 265-18

5+ - go to 265-19

265-18 You awaken in a medskimmer, hooked up to a bunch of tubes. A medbot notices you regained consciousness.

Medbot: "Remain calm, please."

Player: "What happen?"

Medbot: "You expired, but we successfully brought you back using Biocon Technology®."

Realizing you can't afford the medical bill that will be coming your way, you rip the tubes out of your arm and escape out the back.

Medbot: "Dang it, I lost another one. I need to stop leading with the expensive part."

Threat +1. Gain an Injured card (011).

265-19 With the thumping music and inebriated crowd, nobody can hear the bones you break, or the whimpers of pain you inflict. You relieve the Forex of some gear, then get to the booth, but when you arrive, Kaldoro is no longer there.

Rep +1. Gain an item card (020). Lock Action 01.

265-20 You spot Kaldora, a jacked-up cyborg lounging in the back in his Forex getup. You love that big X as you can see it from a mile away! But as you push through the crowds, the Forex goons that eyed you earlier step in your way, clearly bent on making trouble.

Perk Token +1. Make a **(FIGHT)** skill check .

0-4 - go to 265-18

5+ - go to 265-19

265-21 Security Bot: "No admittance!"

The security bot blocks your attempt to enter the backroom VIP lounge at the Revinara Hotel-Nightclub.

Player: "I'm with the Zephyr."

You look right into its single camera lens eye. A moment later, you're standing in front of the three-headed Ooze known as the Trinards, powerful local kingpins.

The lumpy center ooze head speaks first, but they each seem troubled, nodding and murmuring in agreement.

Trinard: "We assume you saw our town is crawling with Scourge pirates? A terrible development! What can do about it, hmm?"

Player: "We're actually just passing through on our way to the Avazoic Wilds."

Trinard: "Listen, if you happen to take out any pirates, rip their Scourge patches off as proof. We'll give you a nice reward. for your troubles."

The Trinards are offering profit for each pirate patch your crew obtains while on Tybalt.

Perk Token +1. Lock Action 01. Move to any other available action.

265-22 A pop-up holo from one of the bounty hunter news groups informs you of a few individuals who've crossed the Trinards and ended up with bounties on their heads.

Perk Token +1.

Choose 1:

Hunt Ferretus Rym, wanted for purse snatching - go to 265-23

Stalk Narlon Zinc, a wanted jewel thief - go to 265-28

265-23 Ferretus Rym is a rascally Muze slyder thought to be responsible for a rash of snatch and grab attacks on the strip. You dress up like a tourist, stuff a makeshift bomb in a handbag, and head to the strip for some sightseeing!

Make a **(HUNT)** skill check .

0-5 - go to 265-24

6+ - go to 265-25

265-24 You spend your day looking for your suspect, but fail to find any useful leads.

Risk +1.

265-25 You walk the strip, posing as a clueless tourist with a big handbag. It's tiring walking up and down the strip all day, pretending to be an idiot. Finally, just as you're ready to give up, a scrappy Muze zooms up from behind on slyders, grabs your bag as they pass, then slydes away at top speed.

You smile to yourself, then begin activating your detonator.

Make a **(TECHNICAL)** skill check .

0-6 - go to 265-26

7+ - go to 265-27

265-26 Something goes wrong with your equipment. You press every button, you bang the gizmo against the wall, but nothing happens. Back at the Zephyr, you're confronted by Cook-E.

Cook-E: "Have ye seen me bag? I left it in the galley, but now it's gone."

Player: "That was your bag? What do you need a bag for?"

Cook-E leans in uncomfortably close.

Cook-E: "So. Ye have seen it."

Gain a Discord card (016).

265-27 The blast from your concussion bomb startles passersby and showers them with fur and bits of handbag. You find a singed Rym groaning on the ground in an alleyway.

Player: "Ferretus Rym, snatching people's purses is bad for tourism. That's why you're coming with me to see the Trinards!"

Improve +1.

If you are a Certified Bounty Hunter, the local guild rewards you with Profit +1.

If you are not a Certified Bounty Hunter, gain an item card (020), then check the Certified Bounty Hunter box on your character sheet.

265-28 Not much is known about Narlon Zinc. She is Phidian, apparently works alone, and after bribing a couple employees, gained access to the vault at the Lumineer Casino a few days ago. The owners of the Lumineer are eager to recover their stolen bag of stargons before the loot disappears off-planet.

Make a **(HUNT)** skill check .

0-5 - go to 265-24

6+ - go to 265-29

265-29 You go around town to the various gem dealers, asking about any Phidia selling stargons. You finally get a lead when a Baggan with a jeweler's eye implant spills the beans.

Baggan: "Yeah, I know the one you're asking about. She came by today, wanting to pass off a bag of stargons for a ton of small, unmarked botcoin. But it was too hard to come by that much physical coin. Said she was at Bay Thirty-Two at Loki Spaceport if I changed my mind."

Player: "I'll close that deal, thank you!"

Make an **(AIM)** skill check .

0-6 - go to 265-30

7+ - go to 265-31

265-30 You find Narlon Zinc's ship at the Loki Spaceport bay the Baggan gave you. Her ship is a small Star Jumper, single-cabin, not big enough for a crew. Zinc meets you outside.

Zinc: "You have cash?"

Player: "No, but I will once I bring you in. Narlon, you've made enemies with the wrong Ooze."

There's a moment of tension before guns are drawn. Unfortunately, Zinc is a faster shot, and you end up bleeding all over landing pad while you watch Zinc's puny ship blast off, free and clear.

Gain an Injured card (011).

265-31 You find Narlon Zinc's ship at the Loki Spaceport bay the Baggan gave you. Her ship is a small Star Jumper, single-cabin, not big enough for a crew. Zinc meets you outside.

Zinc: "You have cash?"

Player: "No, but I will once I bring you in. Narlon, you've made enemies with the wrong Ooze."

There's a moment of tension before guns are drawn. Zinc unloads an entire slag clip on you, but misses with every single shot. You, however, shoot just once.

Player: "Narlon Zinc! Stealing gems is bad for business. That's why the Trinards would like a word."

New catchphrase: Radical to the max! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

If you are a Certified Bounty Hunter, the local guild rewards you with Profit +1.

If you are not a Certified Bounty Hunter, gain an item card (020), then check the Certified Bounty Hunter box on your character sheet.

266

Choose your current context:

Trinards' Call - go to 266-1

Cave of Worms - go to 266-13

None/Other - go to 266-27

266-1 You take the Zephyr out over the jungle south of Runner's Bay, looking for the Myalark encampment.

Sena: "Multiple lifeforms detected."

Player: "Are they smugglers, Sena?"

Sena: "Shall I ask them?"

A laser bolt zings past the Zephyr as you bring it around for a flyby.

Player: "I'd say question answered. We'll find a place nearby to set down, then go in on foot."

You find a clearing that is flat enough to land, and pack your gear, which in this case, means guns and ammo.

Choose 1:

Guns blazing - go to 266-2

Sneak in - go to 266-5

Negotiate - go to 266-10

266-2 **Player:** "Shoot first, ask questions later."

Cook-E: "Like how it feels to be shot?"

Player: "Cook-E, you just stick to shooting first."

All players at this location must make an **(AIM)** group skill check.

Goal: 6

Success - go to 266-3

Fail - go to 266-4

266-3 You make it to the edge of the encampment, where a couple of junky freighters sit with tarps and camouflage netting, parked outside the cave entrance. Boxes and crates are stacked here and there. A rover unit begins barking, and the smugglers, now alert, begin shouting.

Player: "Here they come!"

The smugglers have prepared for this scenario, but you prepared for their having prepared for this scenario, which makes you prepared. The smugglers predictably fall back to the caves, using the terrain to their advantage, so you use the opportunity to begin grenading the ships. The alarmed defenders are forced to emerge from the caves where you happily gun them down. Twenty minutes later, you've managed to defeat an entire band of bloodthirsty thugs! You confiscate their gear and head back to Laki Spaceport.

Supplies $\uparrow +2$. Gain 2 common cargo tokens. Lock Action 02.

All players at Action 02 gain an item card (020).

266-4 You make it to the edge of the encampment, where a couple of junky freighters sit with tarps and camouflage netting, parked outside the cave entrance. Boxes and crates are stacked here and there. A rover unit begins barking, and the smugglers, now alert, begin shouting.

Player: "Here they come!"

Unlike you, the smugglers have prepared for this scenario, and you are quickly overwhelmed by their sudden and brutal defense of their territory. You are forced to retreat back to the Zephyr, dragging your wounded with you.

Threat $\uparrow +1$.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

266-5 You decide to sneak up on the smugglers to get the upper hand. First, all of you decide to cover your faces in green and black grease paint because you've secretly always wanted to. You creep through the jungle trying to get

in close to the smugglers before you spring your ambush.

All players at this action must make a **(SNEAK)** group skill check.

Goal: 6

Success - go to 266-6

Fail - go to 266-7

266-6 You make it to the edge of the encampment, where a couple of junky freighters sit with tarps and camouflage netting, parked outside the cave entrance. Boxes and crates are stacked here and there. You creep forward, silent as can be, bypassing the few proximity alarms that surround the area. You silently grab and silence the perimeter guards, turn off their sleeping rover unit, then plant timed explosives on the ships. You can hear more smugglers down in the caves, so you take everything you can from their camp, and leave their unconscious friends in a pile at the cave entrance.

Supplies $\uparrow +2$. Gain 2 common cargo tokens.

All players at Action 02 gain an item card (020). Lock Action 02.

266-7 You make it to the edge of the encampment, where a couple of junky freighters sit with tarps and camouflage netting, parked outside the cave entrance. Boxes and crates are stacked here and there, but there's nobody around. The camp is abandoned.

Is there a Nexu or Phidia player at Action 02?

Yes - go to 266-8

No - go to 266-9

266-8 You sense danger, and signal the others to take defensive positions.

A moment later, the smugglers ambush you, only you're ready for them.

You return fire, making a tactical retreat back to the Zephyr, taking a couple crates of smuggled goods with you!

Threat $\uparrow +1$. Gain 2 common cargo tokens.

All players at Action 02 gain a Stress card (012). Lock Action 02.

266-9 When you realize it's a trap, it's already too late! Smugglers attack from the trees surrounding the encampment fire hitting you from several hidden, fortified positions. You're overwhelmed by smugglers' defense, and are forced to retreat back to the Zephyr, dragging your wounded with you.

Threat $\uparrow +1$. Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

266-10 You make it to the edge of the encampment, where a couple of junky freighters sit with tarps and camouflage netting, parked outside the cave entrance. Boxes and crates are stacked here and there. A rover unit begins barking, and the smugglers, now alert, await your arrival with guns drawn. A portly Golemar with hygiene issues steps forward.

Golemar: "I oughta blow yer heads off walkin' in here like ye own the place! What do you idiots want?"

All players at this action must make a **(SWAGGER)** group skill check.

Goal: 6

Success - go to 266-11

Fail - go to 266-12

266-11 **Player:** "To do business on Paradise Moon, you gotta pay the Ooze. Pay the Trinard's cut, or you're going to die. It's that simple."

Golemar: "We could jest kill ye and keep the money fer ourselves!"

Player: "Sure. Do it. And then kill the next group. And the next, and the next after that. You guys are just some successful smugglers. The Trinards own an empire. I'll let you do the math and figure out how this will end."

You stare unflinching into the Golemar's eyes until he hesitates and you know it's over.

Supplies $\uparrow +2$. Gain 2 common cargo tokens.

All players at Action 02 gain an item card (020). Lock Action 02.

266 - CONTINUED

266-12 Hyperbolts whiz by your heads as you run through the forest, back toward the Zephyr.

Threat +1.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

266-13 You head out to find the Myalark Caves in the jungles south of Runner's Bay. The tiny worms that thrive in the damp earth of the cave floor are rumored to have rejuvenating properties. The problem is that they are virtually extinct from, you know, poachers like you.

All players at this action must make a **(PLAN)** group skill check .

Goal: 6

Success - go to 266-14

Fail - go to 266-26

266-14 The jungle is treacherous, but you make it to the caves without incident and descend into the dank depths in search of worms.

All participants gain Perk Token +1.

Next - go to 266-15

266-15 Player: "Keep your eyes peeled for worms. I guess dig around if you have to?"

You descend deep into the cave systems and discover a subterranean cavern of beauty and wonder, aglow with phosphorescent fungi and luminescent pools of water.

Player: "Goodness. It's all so lovely."

Choose 1:

Study the stalactites and stalagmites - go to 266-16

Dig around on your hands and knees - go to 266-20

Check out the luminous pools - go to 266-24

Inspect the phosphorescent flora - go to 266-25

266-16 Player: "This is one old cave, that's for sure. I mean look at these formations!"

You marvel at a stalagmite so tall it towers over you. As your gaze is drawn upward, you catch sight of a thick, fleshy worm dangling from the ceiling above one of your fellow explorers!

Player: "Watch out above you! Shoot it, but keep your weapons on stun! This is a job after all."

All players at Action 02 must make an **(AIM)** group skill check .

Goal: 7

Success - go to 266-17

Fail - go to 266-19

266-17 It's actually quite hard to shoot a large, wriggling worm, even a big one like this, and by the time you actually hit it, your weapons are nearly depleted.

Cook-E: "Sweet Gravy Marie! She's a big one! Did ye know ye needed a beast this large?"

Player: "Ochoff neglected to mention that. I dunno how we carry it back."

In the end you solve your problem by stuffing the worm into a sleeping bag, then make your way back to the cave entrance.

Gain 1 science project . All participants gain Improve +1.

Next - go to 266-18

266-18 A sleeping bag full of worm is not a fun thing to carry, but that's why you get paid the big bucks. Finally you see daylight ahead and reach the entrance of the cave, where you're greeted by Dweezle Grift and his crew.

Dweezle Grift! You've never hated any other spacer more than this guy.

Dweezle Grift: "The crew of the Zephyr! What brings you out here to the Myalark caves?"

Player: "None of your business! I suggest you leave us be unless you want

the Trinards involved."

Dweezle Grift: "Hey, that wouldn't happen to be the Myalark worm, would it?"

Player: "What does it matter to you?"

Dweezle and his crew point their guns at your faces.

Dweezle Grift: "It matters a lot actually. My employer wants me to find the last Myalark worm. Apparently it's the only cure for her sudden, newfound disease. It's not about money, you understand. This is life and death."

Player: "It's life and death for us too."

Dweezle shrugs.

Dweezle Grift: "Then I guess it's about money after all, because I choose to side with my patron. Now. Drop the worm and back up into the caves."

You have little recourse, and so you're forced to hand over the worm you've risked life and limb for.

Lock Action 02.

266-19 It's actually quite hard to shoot a large, wriggling worm, even a big one like this, and by the time you actually hit it, your weapons are depleted.

Cook-E: "Sweet Gravy Marie! She's a big one! Did ye know ye needed a beast this large?"

Player: "Ochoff neglected to mention that. I dunno how we carry it back."

In the end you solve your problem by stuffing the worm into a sleeping bag, then make your way back to the cave entrance.

Each participant must dismiss a readied card, if able.

Next - go to 266-18

266-20 Player: "Well, worms are tiny and this particular kind is rare, so we need to search thoroughly!"

You start pawing through the cool soil of the cavern floor, painstakingly sifting it through your fingers in search of even one tiny worm.

With your focus being directed entirely upon the cavern floor, no one notices the long, thick, fleshy worm dangling down from the ceiling above you.

All players at Action 02 must make a **(STRENGTH)** group skill check .

Goal: 6

Success - go to 266-21

Fail - go to 266-22

266-21 The worm puts up a good fight, but you're finally able to wrestle it down and stuff it into a sleeping bag before it has a chance to bite or strangle anybody.

All participants gain Improve +1.

Next - go to 266-18

266-22 The worm leaves circular bite marks on you as it tries to feast on your fluids, and whenever you pry its jaws off, it wraps around you and constricts. You're finally able to wrestle it down and stuff it in a sleeping bag, the only thing big enough to carry the beast.

Each player who failed their part of the group skill check must banish a readied sidekick, if able, or gain an Injured card (011) if not. Each player who passed gains a Stress card (012).

Next - go to 266-23

266-23 Carrying the wriggling worm back through the jungle is exhausting, but you see the lights of Runner's Bay just as the shadow of Tybalt brings nightfall.

All participants gain Perk Token +1.

266-24 Player: "Those pools contain some kind of organic plasma. Maybe that's what gives the worms their unique properties?"

You get down on your knees and begin sifting through the silt at the bottom of the luminous pools. The water is cool and refreshing, and the luminescence follows your hands in a mesmerizing way.

With your focus being directed entirely upon the cavern floor, no one notices the long, thick, fleshy worm dangling down from the ceiling above you.

All players at Action 02 must make a **(STRENGTH)** group skill check. Goal: 7

Success - go to 266-21

Fail - go to 266-22

266-25 You're intrigued by the strange, phosphorescent fungi.

Player: "C'mon Cook-E, let's check out these mushrooms. Perhaps they're hiding little worms."

Cook-E: "And if not, they might be worth harvestin'."

With your focus being directed entirely upon the cavern floor, no one notices the long, thick, fleshy worm dangling down from the ceiling above you.

All players at Action 02 must make a **(STRENGTH)** group skill check. Goal: 6

Success - go to 266-21

Fail - go to 266-22

266-26 You stir up a nest of pricklers that slow you down and leave you with a multitude of festering scratches, but tenacity prevails and you reach the fabled caves. You quickly descend into the dank depths in search of worms.

All participants gain a Stress card (012).

Next - go to 266-15

266-27 You put together an expedition to the Myalark Caves in the jungles south of Runner's Bay. It's rumored that the famous pirate Blackbeak buried treasure there that no one has ever found, not even Blackbeak himself.

All at this action must make a **(HUNT)** group skill check. Goal: 6

Success - go to 266-28

Fail - go to 266-41

266-28 The jungle is treacherous, but you find the caves without incident and descend into the dank depths in search of treasure.

Each participant gains Perk Token +1.

Next - go to 266-29

266-29 After a careful descent, you find a small patch of damp soil in the phosphorescent glow of the subterranean flora.

Choose 1:

Dig here - go to 266-30

Go deeper into the cave - go to 266-33

266-30 Player: "Let's get the trowels and dig for treasure."

Everyone picks a spot and begins digging.

All players at Action 02 must make a **(PLAN)** group skill check. Goal: 6

Goal: 6

Success - go to 266-31

Fail - go to 266-32

266-31 Cook-E: "Eureka!"

Player: "Cook-E, it's just a mushroom patch."

Cook-E: "Not just any mushroom patch! These're mindercaps! Only poisonous to eighty-eight percent o' bein's. Prob'ly fine fer ye guys!"

You sigh, and are forced to accept that Cook-E's fungal find is the only treasure you're claiming today.

Gain 1 science project. Supplies +2. Gain 1 common cargo token.

266-32 Patch: "MEEP MOOP!"

Player: "Yes, obviously it's a bust. We've wasted our time."

Patch: "MOOP MOOP!"

Player: "Well, thanks for reminding us each passing second is a second less of life. You know, this is why you don't get invited to parties."

The excursion is a bust and the trip back is fraught with a tense session of the blame game.

Gain 1 science project.

The first player chooses a player at Action 02 to gain a Discord card (016).

266-33 You travel deeper into the cave and come to a cavern lit by shimmering phosphorescence. Pools of water and large patches of damp soil sprawl before you, and you agree it's a much more promising location than the last one.

Choose 1:

Spread out and dig here - go to 266-34

Go deeper into the cave - go to 266-37

266-34 Your trowel strikes something.

Player: "I found something!"

The ground moves and a worm as thick as a tree trunk rises up from the soil. Its end opens in a circular mouth ringed by row after row of needle-like teeth!

All players at this action must make a **(FIGHT)** group skill check. Goal: 6

Success - go to 266-35

Fail - go to 266-36

266-35 You hack the worm in half and stuff the writhing portion into a sack. The other part disappears underground.

"This thing might be valuable. If not, it's food."

Just then the entire cave floor begins to move.

Player: "Let's get outta here!"

Gain 1 rare cargo token. All participants gain Improve +1.

266-36 You're able to hack off a chunk of the worm, but it gets in a few bites before you successfully sever its top half. You stuff the writhing portion into a sack, while the other part disappears underground.

You notice the cave floor moving in places.

Player: "Let's get outta here!"

Gain 1 science project. Gain 1 rare cargo token.

Each player who failed their part of the group skill check must banish a readied sidekick, if able, or gain an Injured card (011) if not. Each player who passed gains a Stress card (012).

266-37 You follow the cave deeper and deeper until the darkness yields to a spacious cavern illuminated by phosphorescent fungi. Sitting conspicuously in the middle of the cave is a single cargo crate with an ornate lock upon it.

Player: "Well, well, what do we have here?"

You marvel at such a fantastic find, but the crate proves too heavy to carry out. You'll have to leave it, unless you can hack the encrypted lock.

All players at Action 02 must make a **(TECHNICAL)** group skill check. Goal: 7

Success - go to 266-38

Fail - go to 266-40

266-38 You open the crate, revealing a trove of loot. It's far too much to carry out, so you're forced to pick from the among the best pieces. Once done, you relock the chest, hoping to return another day.

Profit +1. Each participant gains an Item card (020). Gain 1 arms cargo.

Next - go to 266-39

266-39 You hear a click and a scanning beam sweeps the cavern, pausing momentarily on each of you as you stand holding your loot.

Player: "They'll be here soon. C'mon, let's go!"

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

266-40 The security lock emits a powerful energy burst that sends you flying backwards. Then a scanning beam sweeps the cavern, pausing momentarily on each of you as you sit there, stunned.

Player: "There'll be pirates here soon. C'mon, let's go!"

The excursion is a bust and the trip back is fraught with a tense session of the blame game.

Threat +1. If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

266-41 You stir up a nest of pricklers that slow you down and leave you with a multitude of festering scratches, but tenacity prevails, and you find the fabled caves. You descend into the dank depths in search of treasure.

Each participant gains a Stress card (012).

Next - go to 266-29

267

Choose your current context:

Take Finch Home - go to 267-1

None/Other - go to 267-13

267-1 You rent a couple of flyps, pack some gear, and head out with Finch for the Avazoic Wilds, a tropical, mountainous region of untamed land, just southeast of Runner's Bay. It's home to Finch's people, the Avyar, an indigenous birdlike people who do not trust outsiders. She seems to know the way, so you allow her to guide your path.

You've been at it for hours when Finch brings her flyp down in a clearing and dismounts cautiously. She shows you a fresh boot print in the mud.

Player: "Clank boot!"

The fear in Finch's eyes is palpable. You turn to mount your flyp, but she motions to stay on foot. You come to an Avyar village, a tidy cluster of dome-shaped dwellings built high off the ground on sturdy pylons. In the center of the village are a couple of brutish Scourge pirates holding a group of Avyar at gunpoint.

Pirate: "Muldoon ain't had 'is boots shined proper in nearly a year! Tell us where she is or we burn the village!"

Finch springs forward with a single, loud chirp, blowing your cover!

Choose 1:

Charge into battle - go to 267-2

Make a well-aimed shot - go to 267-9

267-2 You rush forward to cover Finch and try to save the villagers.

Make a **FIGHT** skill check .

0-6 - go to 267-3

7 - go to 267-7

8+ - go to 267-8

267-3 There is a brief moment of opportunity while you have the element of surprise. That's when you rush the closest pirate, and run face-first into the butt of his slag rifle.

You come to your senses to discover Finch has been captured by pirates and they're taking her back to Blackbeak!

Still reeling from your blow, you rush to your flyp and mount it. The chase is on!

Threat +1. Gain an Injured card (011).

Next - go to 267-4

267-4 You lift into the air and begin scanning the ground for signs of Scourge or Finch. The many trees and uneven terrain make it a difficult task.

Make a **PILOT** skill check .

0-6 - go to 267-5

7+ - go to 267-6

267-5 You take off into the tropical forest as fast as your rental flyp can go, which isn't very fast at all. After an hour, you return to the village empty-handed, and share in the anguish of the heartbroken Avyar.

You have failed to complete Take Finch Home. Banish its job card, and banish the Finch sidekick card (052).

267-6 You come upon a clopper. There are no pirates to be seen, but Finch is being held in a small cage on the beast's back. You land nearby and approach cautiously until you're close enough to inspect the lock. Then you feel the barrel of a gun press against the back of your head.

Pirate: "Go ahead, open it and get inside!"

The pirate dangles the keys next to your ear. When you slowly glance up to retrieve them, you see an Avyar warrior crouching on a tree branch above.

As soon as you open Finch's cage, the forest erupts with angry Avyar who grab the burly pirate and lift into the air. Blood spatters the ground all around you, and when the pirate returns, he does so in ribboned pieces. But the sight that captures your attention is the reunion of Finch and her flock. It warms the cockles of your cold, spacer heart, whatever cockles are.

You have completed Take Finch Home. Banish its job card, and banish the Finch sidekick card (052) without applying its banished effect.

Rep +1. Profit +2. If Action 01 is locked, gain an additional Profit +1 for the fly patch you ripped off the pirate's sleeve. If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

267-7 There is a brief moment of opportunity while you have the element of surprise. That's when you rush the closest pirate, tackling them to the ground! You're locked in a fight for your life, exchanging blow after blow, but you finally clobber your foe with a rock, an inelegant weapon from a less civilized age. You turn to find Finch gone. She's been carried away by the other pirate! You rush to your flyp and mount it. The chase is on!

Perk Token +1.

Next - go to 267-4

267-8 There is a brief moment of opportunity while you have the element of surprise. That's when you rush the closest pirate, tackling them to the ground, and cracking their head on a rock.

The villagers pounce on the other pirate and quickly beat him to a bloody mess. But the sight that has your attention is the reunion of Finch and her flock. It warms the cockles of your cold, spacer heart, whatever cockles are.

You have completed Take Finch Home. Banish its job card, and banish the Finch sidekick card (052) without applying its banished effect.

Rep +1. Profit +2. If Action 01 is locked, gain an additional Profit +1 for the fly patch you ripped off the unconscious pirate. If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

267-9 You draw your sidearm, intent on putting the pirates down.

Make an **AIM** skill check .

0-5 - go to 267-10

6-7 - go to 267-11

8+ - go to 267-12

267-10 You have the first pirate in your sights, but just as you squeeze the trigger, Finch crosses your view and you pull your shot to avoid hitting her! When you go to line up another shot, the enemy is gone. Then you're cracked on the head by a rifle butt.

You come to your senses to discover Finch has been captured by pirates and they're taking her back to Blackbeak!

The Avyar there help you mount your flyp and point you in the right direction. The chase is on!

Threat +1. Gain an Injured card (011).

Next - go to 267-4

267-11 Your shot clips the pirate and he charges toward you, his viblade buzzing with energy. You shoot him again and again, but he keeps coming until he falls on you, dead! You drag yourself out from under the heavy corpse and stagger to your feet, only to see the other pirate has taken Finch!

The Avyar there help you mount your flyp and point you in the right direction. The chase is on!

Perk Token +1.

Next - go to 267-4

267-12 You step out of cover, feeling like time has slowed, and begin gunning down one pirate before wounding the other, who flees into the woods leaving a trail of blood.

But the sight that has your attention is the reunion of Finch and her flock. It warms the cockles of your cold, spacer heart, whatever cockles are.

You have completed Take Finch Home. Banish its job card, and banish the Finch sidekick card (052) without applying its banished effect.

Rep +1. Profit +2. If Action 01 is locked, gain an additional Profit +1 for the fly patch you ripped off the unconscious pirate. If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

267-13 You rent cloppers from a local, and venture northward to the mountainous region known as the Avazoic Wilds. You plan to check out some ancient ruins thought to be the remnants of a long-extinct, spacefaring civilization whose descendants, the Avyar, still inhabit the region. Cook-E comes along for, well, you're not sure why.

Player: "Try not to make a racket, Cook-E. We don't want to draw the attention of the locals."

Make a **(SNEAK)** skill check .

0-5 - go to 267-14

6+ - go to 267-21

267-14 Player: "I thought I told you not to make a racket."

Cook-E: "Arrr, I did pretty well fer a fella with a bum leg."

You find yourselves surrounded by a dozen well-armed Avyar, a birdlike people who value their privacy and safety. They demand you hand over your weapons, which likely explains how these reclusive folk have managed to arm themselves.

Choose 1:

Hand over your weapons - go to 267-15

Refuse to comply - go to 267-20

267-15 The Avyar let you pass and you ride the sure-footed cloppers into the highlands in search of sights unique and profitable. As you crest the forested mesa, you're greeted by a spectacular view of the verdant valley below, and the azure coastal waters of Paradise Moon.

Situated atop the cliffside are a series of arched structures crafted from an unknown, pearlescent material. Standing among the structures fills you with a sense of tranquility unlike anything you've ever experienced.

Return a readied Weapon item card (020 only) to the card catalog, if able.

Choose 1:

Explore the ruins - go to 267-16

Give into the metaphysical experience - go to 267-19

267-16 In the center of a strange, arched structure is a pedestal, its surface embedded with a strange egg-shaped artifact that is warm to the touch.

Choose 1:

Defile the pedestal and remove the object - go to 267-17

Make detailed scans of the area - go to 267-18

267-17 It takes some effort, but you're finally able to remove the object from the pedestal. When you do, there is a click, and a rumble of ancient gears waking from a mechanical slumber of eons. The pedestal spins and sinks into the ground. The arches begin moving, turning.

Player: "Er, we should probably get going now!"

You mount your cloppers and hurry down the mountain. The ground shakes, and from behind you, an alien vessel rises from its ancient grave and streaks into the sky, trailing dirt and debris.

Threat +1. Gain 1 rare cargo token . Lock Action 04.

267-18 You spend the rest of the day painstakingly scanning and surveying the site. Then you mount your cloppers and head back before nightfall.

Improve +1. Gain 1 science project .

267-19 You give in to the wave of serenity and spend the day in deep reflection. Cook-E interrupts your meditations.

Cook-E: "Shall I prepare a hearty clopper stew for ye?"

Player: "We need the cloppers, Cook-E! We need them to get back, and we don't want to lose our security deposit. Come on. Time to head back."

Gain 1 science project . Rep +1. Remove all status cards (even beneficial ones) from your draw and discard piles, then reshuffle.

267-20 The Avyar insist you head back the way you came, and you are in no position to refuse them. You return to the ship empty-handed.

Threat +1.

267-21 You stumble upon an Avyar village, a tidy cluster of dome-shaped dwellings built high off the ground on sturdy pylons. As you clop into the village, the birdlike denizens swoop down to surround you. An old crone with white feathers squawks at you, telling you off-worlders are not welcome here.

Player: "Not welcome, unless we share the supplies we've brought with us perhaps?"

You may spend 2 supplies to go to 267-15. Otherwise go to 267-20.

268

Choose your current context:

Takeover - go to 268-1

None/Other - go to 268-14

268-1 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

268-2

268-9

268-2 You arrive at the Starstruck Casino. The place is typically bustling with tourists, but today it's rather sparse, and the constant, intimidating presence of the Forex casts a grim desperation over the place. You join a few elderly beings at the bitgo machines, hoping to get a headcount on the Forex thugs milling about threateningly.

A Boggan with an oxygen tank next to you scores a bitgo and yelps in joy as her machine chimes and whirs! She turns to you.

Boggan: "You must be my lucky. charm!"

Player: "Well, that's kind."

Suddenly a Forex goon with a black mask approaches.

Forex Thug: "Move along, lady. This machine is Forex and the Forex are closing it for maintenance."

Boggan: "But—but—"

The Forex grabs the old lady by her arm.

Player: "Hey, pal! Let go of the Boggan!"

Forex Thug: "Who asked you?"

Perk Token  +1.

Make a **(FIGHT)** skill check .

0-6 - go to 268-3

7 - go to 268-4

8+ - go to 268-5

268-3 You wake up in an alleyway to the sound of servos and the smell of rotting garbage. Aching from a variety of cuts and bruises, you somehow manage to escape the compactor as it smashes the refuse into a manageable cube and adds it to the back of a garbage skimmer.

Dismiss all readied cards. Gain an Injured card (011).

Gain the nickname 'Dumpster Diver'.

268-4 Bells ring and an avalanche of coins pour out when you smash the Forex thug's face against the bitgo machine. Other Forex come running, but a crowd of patrons rushes for the coins, and it allows you to slip between rows of machines. You manage to take out two more goons before you're forced to flee or be overwhelmed.

Supplies  +1. Gain an item card (020).

268-5 Bells ring and an avalanche of coins pour out when you smash the Forex thug's face against the bitgo machine. Other Forex come running, but a crowd of patrons rushes for the coins, and it allows you to slip away between rows of machines.

You manage to take out two more goons, then you spot an oxygen tank lying on the floor and you get an idea.

New catchphrase: Rosebud! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Next - go to 268-6

268-6 Choose 1:

Use the oxygen tank against the Forex - go to 268-7

Return the oxygen to the old lady, then flee - go to 268-8

268-7 The group of approaching Forex reach the foot of the stairs, alert and armed. Then a lone oxygen tank rolls toward them, stopping in their midst when it hits the jackboot of one of the thugs.

One well-aimed shot is all it takes. The thugs go down in the fiery explosion as shrapnel from the tank shreds them to pieces. You think you see a leg fly by.

As you leave, the old Boggan lady confronts you, holding a skirt full of coins.

Boggan: "Hey, that was my oxygen! You're lucky I don't have my gun!"

Player: "I guess I am lucky after all."

Rep  +1.

Gain the nickname 'Lucky', replacing any nickname you currently have.

268-8 You find the lady and hook up her oxygen tank.

Boggan: "Oh thank you! I told you, you're my lucky charm!"

Forex Thug: "There they are!"

The Forex are after you, but you use the confusion of the big coin drop to make your escape.

Gain a Stress card (012). Gain an item card (020). Supplies  +2.

268-9 You decide to try bitgo, and sit down at one of the many noisy machines scattered in orderly clusters around the casino. Perhaps because of its low stakes, the Forex seem less interested in this wing of the casino, allowing you a chance to get a lay of the place.

Choose a skill icon:

 - go to 268-10

 - go to 268-11

 - go to 268-12

 - go to 268-13

268-10 Roll the chance die, then reveal the top card of your draw pile. If the revealed card has a number of  icons equal to or greater than the chance die result, you win and may choose 1 prize:

- Supplies  +2.
- Gain an item card (020).
- Perk Token  +2.

Discard the revealed card.

268-11 Roll the chance die, then reveal the top card of your draw pile. If the revealed card has a number of  icons equal to or greater than the chance die result, you win and may choose 1 prize:

- Supplies  +2.
- Gain an item card (020).
- Perk Token  +2.

Discard the revealed card.

268-12 Roll the chance die, then reveal the top card of your draw pile. If the revealed card has a number of  icons equal to or greater than the chance die result, you win and may choose 1 prize:

- Supplies  +2.
- Gain an item card (020).
- Perk Token  +2.

Discard the revealed card.

268-13 Roll the chance die, then reveal the top card of your draw pile. If the revealed card has a number of  icons equal to or greater than the chance die result, you win and may choose 1 prize:

- Supplies  +2.
- Gain an item card (020).
- Perk Token  +2.

Discard the revealed card.

268-14 You decide to try bitgo, and sit down at one of the many noisy machines scattered in orderly clusters around the casino. Next to you is an aging Blarg vaping and coughing incessantly.

Blarg: "The machines aren't showing me any love today."

Player: "Maybe I'll be your lucky charm, eh?"

Blarg: "You? Not likely, kid."

Choose 1:

 - go to 268-10

 - go to 268-11

 - go to 268-12

 - go to 268-13

269

Choose your current context:

Takeover - go to 269-1

None/Other - go to 269-74

269-1 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

 269-2

269-40

269-2 The Sokum tables are busy and the frazzled bot dealers have their metal hands full dealing with the more unruly patrons. You try to keep a low profile, but as you pass a table, the golden bot dealer with a flickering left eye lamp calls you over unenthusiastically.

Dealer Bot: "There is an empty seat in your proximity."

Playing Sokum will require betting a total of 2 supplies . If you do not have

at least 2 supplies , you cannot play.

Choose 1:

Play Sokum - go to 269-3

Too rich for my fluids - go to 269-37

269-3 You squat on the only empty seat between a smelly Floundran and a grimy Nubgit. Both seem like snatty degenerates off of some grease barge.

The golden dealer with the flickering eye, shuffles the cards!

Next - go to 269-4

269-4 Choose one of the following entries at random to go to:

269-5

269-22

269-25

269-28

269-31

269-34

269-5 The dealer reveals the suit with a flourish.

Dealer Bot: "The hand of fate and the all-seeing eye."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-6

Pass - go to 269-16

269-6 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards.

You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-7

Fold - go to 269-16

269-7 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-8

269-8 Choose one of the following entries at random to go to:

269-9

269-17

269-18

269-19

269-20

269-21

269-9 The goal for this hand is the threat  plus 1.

Next - go to 269-10

269-10 Did you meet or exceed the goal number?

Yes - go to 269-11

No - go to 269-16

269-11 Player: "Just lucky, I guess!"

You proudly show your hand.

Dealer Bot: "The house pays the spacer."

This seems to catch the attention of a cyborg in Forex garb. He and his two lackeys approach your table.

Kaldoro: "Wink-E, you're on break."

Dealer Bot: "Affirmative, Mr. M'greeb."

It's Kaldoro M'greeb! The boss nods at one of the lackeys who steps in for the robot, but you excuse yourself from the table.

Perk Token +1. Profit +1.

Next - go to 269-12

269-12 You skulk around until you see Kaldoro M'greeb heading into a corridor alone, and you follow quietly behind. But with M'greeb's augments, he senses your presence and turns to face you.

Kaldoro: "The Trinards send you?"

Player: "What do you think?"

Kaldoro: "I think you're in over your head."

Player: "That's my happy place."

Make a **(FIGHT)** skill check  .

0-5 - go to 269-13

6-7 - go to 269-14

8+ - go to 269-15

269-13 A vorzap blade extends from M'greeb's arm, then with blinding speed he charges you, sending the blade right through you!

The pain is overwhelming and you fall to the floor. M'greeb lifts his blade for a killing blow, and you figure it's curtains. But then you see a tranquilizer dart protruding from the Forex boss' neck, one of the only fleshy areas left. M'greeb collapses with a gurgle and Patch appears at your side like a superhero!

Patch: "MEEP MOOP."

Player: "Hey buddy, I owe you one."

Threat +1. Fill in a scar on your character sheet.

269-14 As you reach for your gun, a vorzap blade extends from M'greeb's arm, then with blinding speed he charges you, sending the blade right through you! The pain is overwhelming and you fall to the floor, but instead of smug victory, Kaldoro's expression is one of fear and surprise as he discovers the big smoking hole in his gut. You managed to squeeze off a shot at the last moment.

Patch: "MEEP MOOP!"

Patch appears, dropping his bag of coins to administer a pain reliever. Fortunately for you, vorzap blades cauterize as they cut, and your liver already quit years ago.

Player: "Hey buddy, I owe you one."

Improve +1. Gain an Injured card (011).

Lock Action 05. Any players remaining at this action cannot select the 'High-Stakes Sokum' option.

269-15 As you reach for your gun, a vorzap blade extends from M'greeb's arm, then with blinding speed he charges, thrusting the blade toward your gut! You sidestep, grabbing his metal wrist, and shooting his arm at point blank, severing it at the elbow! He staggers back shocked and confused. Then anger takes hold, and he charges again, a big mistake that leaves him on the floor and full of holes.

Several Forex lackeys enter the corridor following the sounds of gunfire. When they see what happened to their boss, they run.

New catchphrase: Shiver me timbers! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Gain an item card (020).

Lock Action 05. Any players remaining at this action cannot select the 'High-Stakes Sokum' option.

269 - CONTINUED

269-16 You step away from the table.

Player: "You know what? I'm done. I can't play sitting next to these two stink bags anymore."

Floundran: "Oy! What's your problem?"

Nubgit: "What, do we smell or somethin'?"

Player: "My advice? You should try soap."

That's when the weapons come out and you find yourself staring down the barrels of too many guns to count. A cyborg in Forex garb approaches.

Kaldoro: "Is there a problem here?"

Nubgit: "No, Mr. M'greeb."

Floundran: "Um, no problem, Mr. M'greeb."

You nod in agreement and the guns go back in their holsters and waistbands. It's Kaldoro M'greeb, the Forex cyborg that's responsible for moving in on the Trinard's turf!

Next - go to 269-12

269-17 The goal for this hand is the threat  plus 2.

Next - go to 269-10

269-18 The goal for this hand is the threat  plus 3.

Next - go to 269-10

269-19 The goal for this hand is the threat  plus 4.

Next - go to 269-10

269-20 The goal for this hand is the threat  plus 5.

Next - go to 269-10

269-21 The goal for this hand is the threat  plus 6.

Next - go to 269-10

269-22 The dealer reveals the suit with flourish.

Dealer Bot: "The hand of fate and the all-knowing."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-23

Pass - go to 269-16

269-23 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-24

Fold - go to 269-16

269-24 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-8

269-25 The dealer reveals the suit with flourish.

Dealer Bot: "The hand of fate and the will of the universe."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-26

Pass - go to 269-16

269-26 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-27

Fold - go to 269-16

269-27 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-8

269-28 The dealer reveals the suit with flourish.

Dealer Bot: "The all-knowing and the will of the universe."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-29

Pass - go to 269-16

269-29 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-30

Fold - go to 269-16

269-30 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-8

269-31 The dealer reveals the suit with flourish.

Dealer Bot: "The all-knowing and the all-seeing eye."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-32

Pass - go to 269-16

269-32 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards.

You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-33

Fold - go to 269-16

269-33 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-8

269-34 *The dealer reveals the suit with flourish.*

Dealer Bot: "The will of the universe and the all-seeing eye."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-35

Pass - go to 269-16

269-35 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-36

Fold - go to 269-16

269-36 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-8

269-37 You decide to try and steal what you need.

Make a **(SNEAK)** skill check  .

0-5 - go to 269-38

6+ - go to 269-39

269-38 *You saunter nonchalantly by another Sokum table, where an angry Tydorian and an old Avyar with mechanical eyes are embroiled in an argument.*

Tydorian: "The rules clearly state that no augmentations are allowed!"

Avyar: "But I can't see without my spectacles!"

Tydorian: "But those are time goggles! Not just your average eyewear!"

You use the distraction to swipe some chips off the Avyar's pile and walk away to find an open table. You don't make it far.

Avyar: "That one! That one stole my winnings!"

The old Avyar is standing on their table, pointing right at you! A group of Forex led by a cyborg show up to investigate.

Player: "I didn't steal anything. Show me your proof!"

Avyar: "I saw you with my time goggles!"

The Forex rough both of you up and toss you out, because they suddenly have standards that apparently neither of you meet.

Threat +1. Gain an Injured card (011).

269-39 *You saunter nonchalantly by another Sokum table, where an angry Tydorian and an old Avyar with mechanical eyes are embroiled in an argument.*

Tydorian: "The rules clearly state that no augmentations are allowed!"

Avyar: "But I can't see without my spectacles!"

Tydorian: "But those are time goggles! Not just your average eyewear!"

You use the distraction to swipe some chips off the Avyar's pile and walk away to find an open table.

Supplies +2.

Next - go to 269-3

269-40 *The Sokum tables are busy and the frazzled bot dealers have their metal hands full dealing with the more unruly patrons. You try to keep a low profile, but as you pass a table, the golden bot dealer with a flickering left eye lamp calls you over unenthusiastically.*

Dealer Bot: "There is an empty seat in your proximity."

Playing Sokum will require betting a total of 2 supplies . If you do not have at least 2 supplies , you cannot play.

Choose 1:

Play Sokum - go to 269-41

Too rich for my fluids! - go to 269-73

269-41 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

269-42

269-58

269-61

269-64

269-67

269-70

269-42 *The dealer reveals the suit with a flourish.*

Dealer Bot: "The hand of fate and the all-seeing eye."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-43

Pass - go to 269-57

269-43 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-44

Fold - go to 269-57

269-44 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-45

269-45 Choose one of the following entries at random to go to:

269-46

269-52

269-53

269-54

269-55

269-56

269-46 The goal for this hand is the threat  plus 1.

Next - go to 269-47

269-47 Did you meet or exceed the goal number?

Yes - go to 269-48

No - go to 269-49

269-48 Player: "Read 'em and leak!"

You proudly show your hand.

Dealer Bot: "We have a winner! Congratulations. This table is now closed."

Player: "But I wanna play again!"

Dealer Bot: "I bet you do. Closed!"

Profit  +1.

269-49 The dealer nods.

Dealer Bot: "You are out. Shall we play another hand?"

If you played any cards into this skill check, discard them.

You may play another hand of Sokum. If you do not have at least 2 supplies , you cannot play.

Choose 1:

Deal me in - go to 269-50

I'm out - go to 269-51

269-50 You add your credits to the ante.

Supplies  -1.

Next - go to 269-41

269-51 Dealer Bot: "Thank you for playing. Next!"

269-52 The goal for this hand is the threat  plus 2.

Next - go to 269-47

269-53 The goal for this hand is the threat  plus 3.

Next - go to 269-47

269-54 The goal for this hand is the threat  plus 4.

Next - go to 269-47

269-55 The goal for this hand is the threat  plus 5.

Next - go to 269-47

269-56 The goal for this hand is the threat  plus 6.

Next - go to 269-47

269-57 The dealer nods.

Dealer Bot: "Would you like to play another hand?"

If you played any cards into this skill check, discard them.

You may play another hand of Sokum. If you do not have at least 2 supplies , you cannot play.

Choose 1:

Deal me in - go to 269-50

I'm out - go to 269-51

269-58 The dealer reveals the suit with flourish.

Dealer Bot: "The hand of fate and the all-knowing."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-59

Pass - go to 269-57

269-59 Supplies  -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-60

Fold - go to 269-57

269-60 Supplies  -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-45

269-61 The dealer reveals the suit with flourish.

Dealer Bot: "The hand of fate and the will of the universe."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-62

Pass - go to 269-57

269-62 Supplies  -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-63

Fold - go to 269-57

269-63 Supplies  -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-45

269-64 The dealer reveals the suit with flourish.

Dealer Bot: "The all-knowing and the will of the universe."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-65

Pass - go to 269-57

269-65 Supplies  -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-66

Fold - go to 269-57

269-66 Supplies  -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-45

269-67 *The dealer reveals the suit with flourish.*

Dealer Bot: "The all-knowing and the all-seeing eye."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-68

Pass - go to 269-57

269-68 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-69

Fold - go to 269-57

269-69 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-45

269-70 *The dealer reveals the suit with flourish.*

Dealer Bot: "The will of the universe and the all-seeing eye."

The suits for this hand are:  .

When instructed to, you will make a skill check using these skill icons.

The difficulty of that check will be the threat  plus an unrevealed number between 1 and 6.

You may either start with an initial bet of 1 supplies , or pass on this hand.

Bet - go to 269-71

Pass - go to 269-57

269-71 Supplies -1.

Suits for this hand:  .

Reveal the top card of your draw pile and play it into this skill check as your first of three cards. You may either bet another 1 supplies  to complete the skill check, or fold and cut your losses.

Bet - go to 269-72

Fold - go to 269-57

269-72 Supplies -1.

Suits for this hand:  .

Reveal the top 2 cards of your draw pile and play them into this skill check. Tally up your total for the skill check and make a mental note of it.

Next - go to 269-45

269-73 You're better off playing bitgo with the retirees.

Perk Token +1.

Go play bitgo - go to 268-14

269-74 *You enter the vapor-filled casino. It bustles with the sights and sounds of bitgo machines and beings conversing in hundreds of languages. Above you, a zero-G acrobatic performance dazzles, and pleasurebots move through the crowds offering all manner of hospitality. You find an empty seat at a Sokum table next to a talkative Muze who annoys you while you try to win some money.*

The dealer is a golden bot with a holographic mustache.

Dealer Bot: "Sit right down and join the fun."

Playing Sokum will require betting a total of 2 supplies . If you do not have

at least 2 supplies , you cannot play.

Choose 1:

Play Sokum - go to 269-41

Too rich for my fluids - go to 269-73

270

Choose your current context:

Takeover - go to 270-1

None/Other - go to 270-8

270-1 Is Action 05 locked?

Yes - go to 270-2

No - go to 270-5

270-2 *You meet a Slitharian dealer who greets you warmly.*

Slitharian: "Welcome, spacer! Today is a good day to trade, now that those Forex weirdos are packing up shop! I even have a ssssmall selection of the good stuff, if you know what I mean."

Player: "I do."

Slitharian: "I mean illegal goods!"

Player: "Yes, I got it."

With the Forex out of the way, you find some good deals with the local vendors.

Choose 1:

Buy legal goods - go to 270-3

Obtain illegal goods for smuggling - go to 270-4

270-3 All non-illegal cargo tokens  are available for purchase. You may purchase any number of cargo tokens . To purchase cargo tokens , spend the supplies  listed on the token, then have Logistics place it in the ship hold. Because Paradise Moon is at peace, after purchasing 1 or more cargo tokens, gain 1 free common cargo token .

Lock Action 06.

270-4 You may gain up to 2 risk  to gain an equal number of illegal cargo tokens . Lock Action 06.

270-5 *The Forex have demanded a cut of all local trade, driving up the cost and pushing out competition.*

Choose 1:

Buy legal goods - go to 270-6

Obtain illegal goods for smuggling - go to 270-7

270-6 Risk +1.

Only rare cargo tokens  are available for purchase. You may purchase any number of rare cargo tokens . To purchase cargo tokens , spend the supplies  listed on the token, then have Logistics place it in the ship hold.

270-7 You may gain up to 2 illegal cargo tokens . For each, roll the chance die and gain a number of risk  equal to the result.

270-8 *All spacers run cargo to help make ends meet. Much of the galaxy is dangerous and it takes guts and guns to deliver the goods, even if those goods are just sanitary wipes. Who are we kidding? Especially if they're sanitary wipes!*

What is the current state of the galactic struggle?

Peace - go to 270-9

Unease - go to 270-10

War - go to 270-11

271-272

270-9 All non-illegal cargo tokens  are available for purchase. You may purchase any number of cargo tokens . To purchase cargo tokens  , spend the supplies  listed on the token, then have Logistics place it in the ship hold. Because the galaxy is at peace, after purchasing 1 or more cargo tokens, gain 1 free common cargo token .

Lock Action 06.

270-10 All non-illegal cargo tokens  are available for purchase. You may purchase up to 3 cargo tokens . To purchase cargo tokens  , spend the supplies  listed on the token, then have Logistics place it in the ship hold. Because the galaxy is uneasy, there are no special deals to be had.

Lock Action 06.

270-11 All non-illegal cargo tokens  are available for purchase. You may purchase any number of cargo tokens  , but no more than 1 arms cargo. To purchase cargo tokens  , spend the supplies  listed on the token, then have Logistics place it in the ship hold. Because the galaxy is at war, there are no special deals to be had.

Lock Action 06.

271

Choose your current context:

Takeover - go to 271-1

Gunrunning B - go to 271-10

None/Other - go to 271-13

271-1 Trading in Tybalt is normally a free-for-all auction of anything and everything, but the presence of the Forex has altered trade here in various ways.

Is Action 05 locked?

Yes - go to 271-2

No - go to 271-6

271-2 Choose any number of cargo tokens  from the ship hold to sell. Illegal cargo is in demand.

Make a **COMMUNICATE** skill check   . Add 1 to your total for each cargo token  being sold, and an additional +1 if any illegal cargo tokens  are being sold.

0-6 - go to 271-3

7-8 - go to 271-4

9+ - go to 271-5

271-3 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens  to the supply. Profit +1.

If you would like to buy cargo now go to 270-8. Otherwise, return to play.

271-4 You negotiate a deal that feels fair.

Return the chosen cargo tokens  to the supply. Profit +2.

If you would like to buy cargo now go to 270-8. Otherwise, return to play.

271-5 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens  to the supply. Profit +3.

If you would like to buy cargo now go to 270-8. Otherwise, return to play.

271-6 Choose any number of cargo tokens  from the ship hold to sell. Arms cargo is in demand.

Make a **COMMUNICATE** skill check   . Add 1 to your total for each cargo token  being sold, and an additional +1 for each arms cargo being sold.

0-7 - go to 271-7

8-9 - go to 271-8

10+ - go to 271-9

271-7 The Forex scum work you over pretty good.

Return the chosen cargo tokens  to the supply. Risk +1. Profit +1.

If you would like to buy cargo now go to 270-8. Otherwise, return to play.

271-8 You hold your own negotiating with the Forex.

Return the chosen cargo tokens  to the supply. Profit +2.

If you would like to buy cargo now go to 270-8. Otherwise, return to play.

271-9 You ripped off those Forex scumbags, and it feels danged good!

Return the chosen cargo tokens  to the supply. Profit +3.

If you would like to buy cargo now go to 270-8. Otherwise, return to play.

271-10 You meet with Mol Skraw, a shifty, cloaked Avyar with a pointy yellow beak, accompanied by two capable-looking bodyguards. As soon as you approach, they draw guns and the situation gets tense.

Avyar: "Hands where we can see 'em!"

Player: "Not very businesslike."

Make a **SWAGGER** skill check  .

0-5 - go to 271-11

6-7 - go to 271-12

8+ - go to 271-17

271-11 *Avyar:* "How do we know you're not a snitch for the Galactic Authority?"

Player: "Would a snitch fly around in an old ship like the Zephyr here?"

Avyar: "Heh! It is quite an embarrassment. I'm surprised you can haul anything in that."

Player: "Don't care. You want the guns or not?"

After an uncomfortably long pause, they put their guns away and the deal goes through.

You have completed Gunrunning B. Return its job card to the Jobs section of the card catalog. Threat +1. All players gain Rep +1.

Move the galactic struggle dial one space toward war.

Return all arms cargo tokens  from the ship hold to the supply. Profit +2 for each.

If you would like to buy cargo now go to 270-8. Otherwise, return to play.

271-12 *Avyar:* "How do we know you're not a snitch for the Galactic Authority?"

Player: "Would a snitch fly around in an old ship like the Zephyr here?"

Avyar: "Heh! It is quite an embarrassment. I'm surprised you can haul anything in that."

Player: "That's it, deal's off!"

Avyar: "Whaddya mean the deal's off?"

Player: "You insulted my ship, and you insulted me. Flux off"

Avyar: "Okay, okay, I'll shut up about the ship. Now get serious."

You have completed Gunrunning B. Return its job card to the Jobs section of the card catalog. Threat +1. All players gain Rep +1.

Move the galactic struggle dial one space toward war.

Return all arms cargo tokens  from the ship hold to the supply. Profit +2 for each.

Do you have any other cargo to sell?

Yes - go to 271-13

No - go to 271-16

271-13 Trading in Tybalt is a free-for-all auction of anything and everything.

What is the current state of the galactic struggle?

Peace - go to 271-14

Unease - go to 271-15

War - go to 271-15

271-14 You offer your cargo to various buyers.

Choose any number of cargo tokens  from the ship hold to sell. Illegal cargo is in demand.

Make a **COMMUNICATE** skill check  . Add 1 to your total for each cargo token  being sold, and an additional +1 for each illegal cargo being sold.

0-7 - go to 271-3

8-11 - go to 271-4

12+ - go to 271-5

271-15 You offer your cargo to various buyers.

Choose up to 3 cargo  from the ship hold to sell. Arms cargo is in demand.

Make a **COMMUNICATE** skill check  . Add 1 to your total for each cargo token  being sold, and an additional +1 for each arms cargo being sold.

0-8 - go to 271-3

9-10 - go to 271-4

11+ - go to 271-5

271-16 If you would like to buy cargo go to 270-8. Otherwise, return to play.

271-17 Avyar: "How do we know you're not a snitch for the Galactic Authority?"

Player: "Would a snitch fly around in an old ship like the Zephyr here?"

Avyar: "Heh! It is quite an embarrassment. I'm surprised you can haul anything in that."

You draw your weapon and point it at Mol, your face unreadable.

Player: "Insult my ship again and that beak will point out the other side of your head!"

Avyar: "Alright, I'll shut up about the ship. Now get serious."

You have completed Gunrunning B. Return its job card to the Jobs section of the card catalog. All players gain Rep +1. Gain the nickname 'Gunner'.

Move the galactic struggle dial one space toward war.

Return all arms cargo tokens  from the ship hold to the supply. Profit +2 for each.

Do you have any other cargo to sell?

Yes - go to 271-13

No - go to 271-16

272

Choose your current context:

Trinards' Call - go to 272-1

Takeover - go to 272-17

Take Finch Home - go to 272-21

Cave of Worms - go to 272-27

None/Other - go to 272-38

272-1 Pass the first player token to the left

Is Action 02 locked?

Yes - go to 272-2

No - go to 272-16

272-2 Back aboard the Zephyr, you get a holo from the Trinards.

Trinard: "Admirable work, spacers. We are pleased to see the Zephyr continues to be trustworthy, despite its constantly revolving workforce. We will add you to the talent pool. Transferring an advance to you now."

Player: "It's a gig economy. Freelancing it is!"

You have completed Trinards' Call. Banish its job card.

Profit +2. All players gain Rep +1.

Remove all game pieces from the location book.

Next - go to 272-3

272-3 Is job card 117, Wayward Ooze, currently in the Jobs section of the card catalog?

Yes - go to 272-4

No - go to 272-15

272-4 Trinard: "Indeed. In the meantime, we have a job for you."

Player: "That was fast! What's the job?"

Trinard: "It's our little Binard. They oozed away from home and joined a gang on Niven. A street gang!"

Player: "Family squabbles really aren't our thing."

Trinard: "We'll pay you enough to make it your thing."

Player: "On second thought, you're right. What system was that again?"

Gain job card 117, Wayward Ooze.

Next - go to 272-5

272-5 Are you wanted by the Ba'z Gang?

Yes - go to 272-6

No - go to 272-9

272-6 Player: "Goodbye, Paradise Moon! Hopefully we can get back soon."

No sooner have you returned to space than a warning sound goes off.

Sena: "Ships incoming on an intercept course. It's the Monger. Ba'z's ship."

Player: "And they've brought company! Figures. Ba'z is such a twit!"

Ba'z pops up on the holo.

Ba'z: "You're gonna pay for what you did back there!"

Player: "Send us a bill and we'll get back to you."

Ba'z's lackeys in their old bugbear fighter-bombers echo Ba'z's threats.

Lackey: "Yeah! Yer gonna pay!"

Ba'z: "I told you to stay off the comms, idiot!"

Choose 1. You cannot use the Cloaking Device if the special devices stack is damaged:

Outrun Ba'z - go to 272-7

Fight Ba'z - go to 272-13

We have a Cloaking Device and wish to use it - go to 272-14

272-7 Player: "We need to leave, now."

Sena: "We can't make the jump until we are free of Tybalt's gravity well."

Player: "They're right on our tails! Get me more power!"

Engineering must make a **TECHNICAL** skill check  .

0-6 - go to 272-8

7 - go to 272-11

8+ - go to 272-12

272-8 You escape, but Ba'z and his gang blast you from behind first.

Threat +1. Draw 3 tokens from the bag and apply their effects.

Next - go to 272-9

272-9 Choose 1:

Leave - go to 272-10

Stay to resolve another waypoint ring at this location - go to 313-2

272-10 Player: "Goodbye, Paradise Moon! Alright, Sena, take us out."

You put the blue gas giant and its tiny blue-and-green moon in your rear-view monitor, and head back into space.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

272-11 Before you're out of range, Ba'z and his gang blast you from behind.

Draw 3 tokens from the bag and apply their effects.

Next - go to 272-9

272 - CONTINUED

272-12 *The reactor suddenly kicks into overdrive and you leave Ba'z and his goons behind.*

Next - go to 272-9

272-13 *You turn the ship around and go to battle stations.*

Player: "Okay, Ba'z, if it's a fight you want, it's a fight you'll get."

Turn to page 27 in the location book.

Place Small Blip A (The Monger) on sector 1.

Place Small Blips B and C (Bugbear Fighters) on sectors 2 and 6.

Set Dial A to 3 plus the number of players.

Set Dials B and C to 1 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Trinards' Call*.

Begin a round in the location book.

272-14 *Ba'z: "Oy! Where'd they go? Get me a visual, you idiots!"*

Lackey: "They just disappeared! Boy, they sure made us look stupid."

Ba'z: "Don't say that over the holo, you nitwit!"

Return the Cloaking Device card (064) to the Zephyr section of the card catalog.

Next - go to 272-9

272-15 *Trinard: "Indeed. In the meantime, we have a job for you."*

Player: "That was fast. What's the job?"

Trinard: "You see, our little Binard is, what you might call a late bloomer? They should have sprouted their third head by now."

Player: "Yeah, um, I'm not really an expert on Ooze puberty."

Trinard: "No problem, we just need someone to acquire a sample from an Amoebadon. Our species' primordial ancestor. Perhaps we can jumpstart our Binard's development through Ooze-melding?"

"That's a little more information than I want or need, but yeah, the Zephyr will take the job. Where can we find an Amoebadon?"

Supplies +2. Gain job card 070, Hunt the Amoebadon.

Next - go to 272-5

272-16 *Back at Loki Spaceport, you're working through pre-flight checks on the old ship when you get a message from the Trinards. Sena reads it aloud.*

Sena: "We regret to inform you, that while we appreciated your interview, you failed to demonstrate the level of competence we require at this time. Good luck on all of your future endeavors."

Player: "Well that stinks."

Sena: "I sincerely hope you didn't embarrass me back there."

Player: "Sorry, Sena, I'd say that message confirms we did."

You have failed to complete Trinards' Call. Banish its job card.

Remove all game pieces from the location book.

Next - go to 272-5

272-17 Pass the first player token to the left.

Is Action 05 locked?

Yes - go to 272-18

No - go to 272-20

272-18 *You are making your way through Loki Spaceport, relishing the sight of Forex scrambling to board their ships. An eclectic throng of citizens have gathered nearby to throw garbage and shout obscenities at them.*

Player: "Looks like the Trinards aren't the only ones wanting the Forex to leave."

You board the Zephyr.

Sena: "Incoming holo from the Trinards."

Trinard: "It worked, you delightful scoundrels! The Forex are gone! It seems

taking out the cyborg was instrumental in their collapse. We've added the agreed-upon pay to your account."

Player: "Thank you, my good Ooze. A pleasure doing business with you."

You have completed Takeover. Banish its job card.

Profit +3. All players gain Rep +1. If you haven't already, check the Forex box in the wanted by section of the ship log.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 272-19

Stay to resolve another waypoint ring at this location - go to 313-2

272-19 *The Zephyr lifts off the landing pad. You enjoy the view of fireworks above Runner's Bay, as you pull off the spaceport.*

Close the location book.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

272-20 *Sena contacts you over the commlink.*

Sena: "You better get back here. I'm seeing Forex activity around the starport."

Player: "Wish we could, Sena. We have Forex problems of our own to deal with."

Citizens clear the street, scurrying away down alleyways or into local businesses. When crowds disperse like this, it can only mean trouble. Coming up the street ahead of you is Kaldoro M'Greeb and a handful of Forex lackeys. It's an unavoidable showdown.

Remove all game pieces from the location book and turn to page 13.

Lock Action 01.

Set Dial A (Kaldoro M'Greeb) to 7 plus the number of players.

Set Dials B, C, and D (Forex Thugs) to the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Takeover*.

Begin a round in the location book.

272-21 *Sena: "Remember, what happens on the Moon stays on the Moon. I don't need to hear about all your exploits."*

Pass the first player token to the left.

Remove all game pieces from the location book.

Are you wanted by Cpt. Travius Muldoon?

Yes - go to 272-22

No - go to 272-25

272-22 *Player: "Okay, we're cleared for launch. Take us up, Sena."*

Patch: "MEEP MOOP!"

Player: "Don't worry, Patch. We're definitely coming back."

As you leave the atmosphere, you receive a signal on the scanners.

Sena: "Pirate corvette inbound on an attack vector, weapons hot! It's the Scourge!"

You are startled by the beauty of the incoming ship. Scourge ships are usually worth more as scrap than ships, but the corvette is a thing of shiny, new beauty. The comms come to life.

Pirate: "Zephyr, you gots somethin' that don't belong to ye!"

Your console lights up, indicating torpedoes inbound!

The first player must choose a player to pilot the ship out of this jam.

The chosen player must make a **PILOT** skill check .

0-6 - go to 272-23

7+ - go to 272-24

272-23 *Player: "Damn it, not fast enough! We have to engage!"*

Turn to page 27 in the location book.

Place Large Blip A (Corvette) on sector 4.

Place Small Blips B and C (Torpedoes) on sectors 3 and 5.

Set Dial A to 8 plus the number of players. Set Dials B and C each to 4.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Take Finch Home*.

Begin a round in the location book.

272-24 *You escape the pirate corvette, but its torpedo catches you from behind!*

Draw 2 tokens from the bag and apply their effects.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

272-25 *Player: "Take us out, Sena."*

Choose 1:

Leave - go to 272-26

Stay to resolve another waypoint ring at this location - go to 313-2

272-26 Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

272-27 Pass the first player token to the left.

Is Action 02 locked?

Yes - go to 272-28

No - go to 272-29

272-28 *Player: "We've got to catch Weasel Drip before the Banshee escapes! Let's get back to the starport so we can get that worm back!"*

You march determined through Loki Spaceport, trying not to draw attention by running. You arrive as Grift's crew is loading the last bit of cargo onto the Banshee.

It's past time for negotiating.

Turn to page 13 in the location book.

Set Dial A (Dweezle Grift) to 9 plus the number of players.

Set Dials B, C, and D (Crew) to 4 plus the threat Ⓢ.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Cave of Worms*.

Begin a round in the location book.

272-29 *Player: "Get a stasis pod ready for the worm!"*

Back on the Zephyr, you rush the writhing bag of worm to the cargo hold.

Dweezle Grift: "Excuse me!"

You hear a smarmy voice from behind and turn to see none other than Dweezle Grift himself, and a handful of his crew.

Player: "What do you want?"

Dweezle looks hurt.

Dweezle Grift: "Um, it's about the worm you poached from the Myalark caves. Listen, Zephyr, my employer is deathly ill with a crazy rare disease. That worm might be the only hope she has. If there's any shred of decency in you, please, I'm sure we can work out a deal."

Choose 1:

"Let's hear your deal." - go to 272-30

"Get lost, loser." - go to 272-37

272-30 *Dweezle lays out his plan.*

Dweezle Grift: "You give me the worm and I deliver the cure to my employer. Once she pays, I split the profit with you, fifty-fifty. What do ya say?"

Player: "How much are we talking?"

Dweezle Grift: "My employer is willing to pay four, so that would mean two each, plus the knowledge that we are doing something to save a life."

You can't even begin to entertain that offer, knowing what Octoff will do to you if you don't give him the worm.

Player: "Lemme guess, your employer is Mama Fang from Niven?"

Dweezle is startled.

Dweezle Grift: "How'd you know that?"

Player: "The good news is we're working toward the same purpose, so if all you care about is saving lives, you can walk away happy. The bad news is, if this worm goes to you, we get killed or worse."

Dweezle steps forward, his annoying face more intense than usual.

Dweezle Grift: "I need that worm, and I need it now."

Choose 1:

Blow him off - go to 272-31

Threaten him - go to 272-33

Punch him in the face - go to 272-34

272-31 *Player: "Dweezle, your rep is the worst. We did the work, so we get the pay. Now buzz off. We got a worm to deliver."*

Grift's face registers confusion, like he really thought his deal had merit. He turns and quietly leaves, but you can see the angry snarl on his face.

Player: "Okay, let's load up"

Next - go to 272-32

272-32 *Player: "Make sure the package is secure. Apparently that's the most valuable worm in the galaxy!"*

You finish your pre-flight checks, and soon the the Paradise Moon and Tybalt are shrinking in your rearview mirror. As you're preparing the jump to light speed, the ship is rocked by a blast of cannon fire.

Sena: "It's the Banshee!"

Grift's hologram appears on the bridge.

Dweezle Grift: "I tried to be civil, but the bottom line is I need that worm. You're going to hand it over, or be destroyed!"

Turn to page 27 in the location book.

Place Large Blip B (The Banshee) on sector 4.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial A to 2 plus the threat Ⓢ. Set Dial B to 9 plus the number of players.

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Cave of Worms*.

Begin a round in the location book.

272-33 *You let a hand wander down to rest on your sidearm.*

Player: "I'm going to give you and your flunkies ten seconds to turn around and walk away."

Grift nods, but gives you a smirk.

Dweezle Grift: "Offer rescinded. Clearly, I didn't realize what big-time spacers you guys are."

He gives a nasty sneer as he turns on his heel and leaves, taking his crew with him.

Player: "Something tells me we'd better hurry. Let's load up!"

Next - go to 272-32

272-34 *There's a loud, fleshy smack as your fist connects with Grift's face, knocking him out cold.*

Player: "You gotta bad reputation, Dweezle. Deals with you turn sour real quick, and since we're the ones who did all the work, we're the ones who get paid. Better not let us see you again."

His crew drag his unconscious body away while you go back to what you were doing.

If you haven't already, check the Dweezle Grift box in the wanted by section of the ship log.

Next - go to 272-35

272-35 **Player:** "Make sure that package is secured. It's clearly the most valuable worm in the galaxy!"

You finish your pre-flight checks, and soon the the Paradise Moon and Tybalt are shrinking in your rear-view mirror.

Patch: "MEEP MOOP!"

Player: "Agreed, Patch. Don't worry, we'll stay a little longer next time."

You have completed Cave of Worms. Banish its job card.

All players gain Improve +1. Profit +4.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 272-36

Stay to resolve another waypoint ring at this location - go to 313-2

272-36 Close the location book.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

272-37 *You see a look in Dweezle's eyes. It's the look of a desperate being about to make a stupid choice, and you're happy to accommodate. You dodge, just as a hyperbolt whizzes past your head. It's on!*

Turn to page 13 in the location book.

Set Dial A (Dweezle Grift) to 9 plus the number of players.

Set Dials B, C, and D (Crew) to 3 plus the threat .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Cave of Worms*.

Begin a round in the location book.

272-38 **Sena:** "Everybody in one piece? Great. We leaving?"

Pass the first player token to the left.

Is Action 04 locked?

Yes - go to 272-39

No - go to 272-41

272-39 **Player:** "Okay, Sena, take us up."

You click a series of buttons and the ship gradually lifts.

Patch: "MEEP MOOP!"

Player: "Don't worry, Patch. We're definitely coming back."

You're interrupted by a loud thunk against the side of the ship.

Sena: "What did you guys do to the locals? We got some angry Avyars on us."

You see a half-dozen open-air skiffs loaded up with Avyars. The incoming small arms fire isn't particularly effective, but the skiffs sport some kind of menacing vibro-harpoon weapon that looks like they could do some damage.

Player: "Hold on. I'm getting us out of here."

Roll the chance die twice, draw a number of tokens equal to the total result from the bag, and apply their effects.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 272-40

Stay to resolve another waypoint ring at this location - go to 313-2

272-40 *You leave the angry Avyars behind and head back into space.*

Close the location book.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

272-41 **Player:** "Yeah, Sena, I think we're ready to go. Take us out."

Remove all game pieces from the location book.

Choose 1:

Leave - go to 272-42

Stay to resolve another waypoint ring at this location - go to 313-2

272-42 Close the location book.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

273

Choose your current context:

Pirate Captives - go to 273-1

None/Other - go to 273-13

273-1 Are you wanted by Cpt. Travius Muldoon?

Yes - go to 273-2

No - go to 273-6

273-2 *You're taken before the pirate captain Travius Muldoon, commonly known as Blackbeak, because unlike other pirate captains, Muldoon can't grow a beard, and if he could, it would look pretty dumb with his long dark beak.*

Blackbeak: "Well, well, looks like fate has caught up with the Zephyr, and this pretty bird's gonna get some much needed payback!"

The notorious pirate grabs a handful of dead flies from a bowl on his desk and tosses them in his beak. You do your best to look someone worth taking seriously.

Make a **SWAGGER** skill check .

0-5 - go to 273-3

6-7 - go to 273-4

8+ - go to 273-5

273-3 *Face it: you're a little weirded out by Blackbeak's strange eating habits. Even now, you notice several dead flies stuck half-smushed on the outside of his beak.*

Blackbeak notices you staring and self consciously wipes his beak on his puffy pirate sleeve.

Blackbeak: "You get the Shaft!"

Player: "You're gonna rip me off?"

Blackbeak: "No, the Shaft. It's a thing."

Player: "That doesn't help. You really need to work on providing contextual detail in your sentences."

Blackbeak: "You get the Shaft!"

Unlock and move to Action 05. Lock Action 01.

273-4 *Face it: you're a little weirded out by Blackbeak's strange eating habits. Even now, you notice several dead flies stuck half-smushed on the outside of his beak.*

Blackbeak notices you staring and self consciously wipes his beak on his puffy pirate sleeve.

Blackbeak: "You get the Plank!"

Player: "Thank you."

Blackbeak: "Why are you thanking me?"

Player: "For the gift. You can have the plank delivered to my ship."

Blackbeak: "That's not what I meant!"

Player: "Oh great, now you're gonna back-pedal, aren't you?"

Blackbeak: "Death by plank!"

Unlock and move to Action 04. Lock Action 01.

273-5 Blackbeak: "Tell you what, I've been hearing stories about the Guild of the Unburdened. Know them?"

Player: "Maybe? Are they those Zealon monks on Ad Ostium?"

Blackbeak: "Yes. Apparently they keep a secret collection of brains in their basements. Famous minds they keep alive in tanks for whatever reason."

Player: "Weird."

Blackbeak: "Apparently they have the brain of Krill Bates, some fancypants scientist from times gone by. You bring me that brain, and I'll forgive your slights. Heck, I'll even treat you to some loot."

Rep ☆+1. Lock Action 01. Gain job card 115, Mind Heist. If job card 115 is not available, gain a random job card (070) instead.

273-6 As soon as you get the Zephyr situated in a rusty docking silo, you're confronted by a motley trio of clankers and greaseheads.

Clanker: "Ye gots a lot o' nerve comin' to Starshade, Zephyr. Muldoon wants to see ye!"

You're taken before the pirate captain Travius Muldoon, more commonly known as Blackbeak because of his long, pointy beak.

Blackbeak: "Who are you, and where is Jaxin Ko?"

The pirate captain grabs a handful of dead flies from a bowl on his desk and tosses them in his beak.

Choose 1:

We are here to become pirates - go to 273-7

Got any jobs for us? - go to 273-9

273-7 Player: "We don't know any Jaxin. We're the new owners of the Zephyr, and we thought maybe we could become pirates, or ninjas, but probably pirates."

Blackbeak: "Nooo! Nobody wants to be a ninja! Sure they be fighting cool, but they're too serious! Where's the fun in that?"

Choose your response:

I mean no contest! Pirates are like way cooler than ninjas - go to 273-8

Ninjas have fun, they're just quiet about it, and I notice a lot of pirates are missing important limbs - go to 273-8

273-8 Blackbeak: "Well, maybe we'll just have to let the Plank decide, won't we?"

Blackbeak's lackeys murmur approvingly.

Player: "The Plank? Um yeah sure! I love the Plank! Plank me up!" You say. "Or—and hear me out—perhaps there's a Plank-free option?"

You smile weakly.

Blackbeak: "The Plank it is!"

Perk Token ④+1. Unlock and move to Action 04. Lock Action 01.

273-9 Do you have special device card 062, Pirate Signal, in your special devices stack (even if the special devices stack is damaged)?

Yes - go to 273-10

No - go to 273-11

273-10 Blackbeak: "How about a little pirating to keep our brand on point? Remember to fly under the pirate signal while you're out there."

Gain job card 116, Real Pirating.

273-11 Blackbeak: "You're not even a pirate! Why would I give you work? I should just toss you in The Shaft right now for wasting my time!"

Blackbeak and his lackeys laugh.

Player: "Well, what if we become pirates like you?"

Next - go to 273-12

273-12 Player: "See, we've been considering becoming pirates, or ninjas, but probably pirates."

Blackbeak: "Nooo! Nobody wants to be a ninja! Sure they be fighting cool, but they're too serious! Where's the fun in that?"

Choose your response:

I mean no contest! Pirates are like way cooler than ninjas - go to 273-8

Ninjas have fun, they're just quiet about it, and I notice a lot of pirates are missing important limbs - go to 273-8

273-13 Are you wanted by Cpt. Travius Muldoon?

Yes - go to 273-2

No - go to 273-14

273-14 You're dragged before the pirate captain Travius Muldoon, more commonly known as Blackbeak.

Blackbeak: "Well, what a surprise to find sneaky spacers skulking the halls of my hideout."

The pirate captain grabs a handful of dead flies from a bowl on his desk and tosses them in his beak.

Choose 1:

"We wanna become pirates!" - go to 273-15

"Got any jobs for us?" - go to 273-17

273-15 Blackbeak: "Oh really? Pirates, huh? Is that what you think we are? Dirty, good-for-nothing, lying, cheating pirates?"

Choose 1:

"Yes, exactly!" - go to 273-16

"Those are your words, not mine." - go to 273-16

"I didn't say good-for-nothing. I mean we all have value in a cosmic sense." - go to 273-16

273-16 Blackbeak: "Well, maybe we'll just have to let the Plank decide?"

Blackbeak's lackeys murmur in approval.

Player: "The Plank? Um, yeah sure! I love the Plank! Plank me up! Or—and hear me out on this one—perhaps there's a Plank-free option?"

Blackbeak: "The Plank it is!"

Perk Token ④+1. Unlock and move to Action 04. Lock Action 01.

273-17 Do you have special device card 062, Pirate Signal, in your special devices stack (even if the special devices stack is damaged)?

Yes - go to 273-18

No - go to 273-19

273-18 Blackbeak: "Well let's see... How about a little pirating to keep our brand on point? Remember to fly under the pirate signal while you're out there."

Gain job card 116, Real Pirating. If job card 115 is not available, gain a random job card (070) instead.

273-19 Blackbeak: "You're not even a pirate! Why would I give you work? I should just toss you in the Shaft right now for wasting my time!"

Blackbeak and his lackeys laugh.

Player: "Well, what if we become pirates like you?"

Next - go to 273-15

274

Choose your current context:

Pirate Captives - go to 274-1

None/Other - go to 274-2

274-1 You head to the Topsy Tortusk to ask around about the missing Nurbs. You push through the swinging doors into the noisiest, smelliest, smokiest den of cutthroats from across the galaxy.

Robot Bartender: "Arrr, what'll it be?"

Player: "So, like, where do you keep all the hostages?"

Robot Bartender: "Who cares! Order somethin'!"

A nearby patron quickly slurps down a small glass of red liquid, wipes its proboscis, then howls.

Patron: "Wooooohoooo!"

Player: "I'll have what they had!"

Robot Bartender: "One Howlin' Kud Blood comin' right up!"

The barkeep fills a small glass with a thick, red liquid, then slides it toward you. You down the drink, then register a pain that is so intense, you're forced to scream just to cope.

Player: "Ouuucchh! Oh gods, it hurts! It hurts so bad!"

You back at the barkeep through blearily, tear-filled eyes and try to smile and give an encouraging thumbs up.

Robot Bartender: "Hey, Chuckles, show this landlubber where we keep the hostages."

A big rusty bot with a glitchy giggle, drags you out the swinging doors and pitches you over the railing into the Shaft.

Risk Ⓜ+1. Gain a Stress card (012). Unlock and move to Action 05.

274-2 A glass shatters against the wall nearby as you push through the swinging doors into the noisiest, smelliest, smokiest den of cutthroats from across the galaxy. You cautiously make your way to the bar.

Robot Bartender: "Arrr, what'll it be?"

Choose 1:

"Adriktus Martini with a twist." - go to 274-3

"Gimme a Madskog Sour." - go to 274-3

"Gargon Fizz with a Nib juice chaser." - go to 274-3

274-3 **Robot Bartender:** "What the helix kind o' fancy crap is that? We serve grog, and only grog here! Chuckles, pitch this one in the Shaft!"

A rusty bot with a glitchy giggle drags you out the swinging doors and pitches you over the railing into the Shaft.

Risk Ⓜ+1. Unlock and move to Action 05.

275

Choose your current context:

Pirate Captives - go to 275-1

None/Other - go to 275-6

275-1 You head to the Topsy Tortusk to ask around about the missing Nurbs.

A ViBlade sticks in a nearby wall with a thud as you push through the swinging doors into what is easily the worst tavern in the galaxy.

A violent bar fight is well underway, and people are beating each other's faces in, but nobody seems to care, so you order a grog from the barkeep.

Robot Bartender: "Great fight tonight, don'tcha think? Who's yer money on?"

You must spend 1 supplies Ⓜ as a wager on the fight.

Choose 1:

Bet on the scrappy Muze with the weird, milky eye - go to 275-2

Bet on the scavbot with a dozen mismatched parts - go to 275-3

Bet on the agile Slitharian with the rattle tail - go to 275-4

I don't have any supplies Ⓜ - go to 275-5

275-2 **Robot Bartender:** "You pick the Muze? Interestin' choice."

Player: "Yeah, that scavbot looks ready for the scrap heap, and that Slitharian is just a loser with a cool tail."

You then watch as the scavbot brutally and efficiently defeats the other brawlers. The scavbot clomps over to where you are at the bar.

Scavbot: "I was promised a Slick Infinity for fighting."

Robot Bartender: "Hey, Crank, this fool says ye look ready for the scrap heap!"

Crank manhandles you out the swinging doors and pitches you over the railing into the Shaft.

Gain a Stress card (012).

Unlock and move to Action 05.

275-3 **Nubgit:** "You pick the rust bucket? You don't think he's too slow?"

Player: "Yeah, that scavbot looks like it's seen a thousand battles. It's got the old bot strength."

You watch as the Scavbot brutally and efficiently defeats the other brawlers. The scavbot clomps over to where you are at the bar.

Scavbot: "You promised me a Slick Infinity."

Nubgit: "Crank, meet your new fan!"

You make friends with this unlikely duo, and eventually ask about the Nurb hostages.

Nubgit: "They're holding 'em in the Shaft. If you go down there, be real careful 'bout the dire snat."

And that's how you find yourself climbing downward into the Shaft like an idiot.

Supplies Ⓜ+2.

Gain a sidekick card (050).

Lock Action 02. Unlock and move to Action 05.

275-4 **Robot Bartender:** "The Slitharian? Interestin' choice."

Player: "They just look cool, and that has to count for something."

The Slitharian moves with speed and grace. She manages to somehow deactivate both of the scavbot's arms, then threatens to poke out the Muze's other eye, sending him fleeing for the door.

Robot Bartender: "Now that ain't what I was expectin'!"

You choose this moment to ask about the Nurb hostages.

Robot Bartender: "That lot's bein' held in the Shaft. If you go down there, be real careful 'bout the snat."

You laugh.

Player: "A snat, huh?"

But the bartender fixes you with its eye lamps, deadly serious.

Robot Bartender: "You won't be laughin' if it gets ye! That ain't no regular pest! It's a dire snat, matey, ye'd better believe it!"

And that's how you find yourself climbing down into the Shaft like an idiot.

Supplies Ⓜ+2.

Gain a sidekick card (050).

Unlock and move to Action 05 together with any other players remaining at Action 02.

275-5 **Player:** "I only bet on Nurbs."

Robot Bartender: "Nurbs? They're the weakest bein's in the galaxy!"

Player: "They're stronger in numbers. I bet a group of them could take

down even that scavbot."

Robot Bartender: "Har! No way in helix!"

Player: "Well, it doesn't matter, there are no Nurbs here to prove my point."

Robot Bartender: "Actually, there're some Nurbs 'ere, but they're bein' held in the Shaft by Muldoon. Says he's gonna trade 'em for a bunch o' loot!"

And that's how you find yourself climbing downward into the Shaft like an idiot.

Unlock and move to Action 05 together with any other players remaining at Action 02.

275-6 A flagon flies past your face as you push through the double doors into one of the most dangerous taverns in the galaxy, proven by the number of dead bodies casually lying about on the floor. You make your way to the bar, grab a seat, and buy a tankard of grog. When you turn back around, an angry Muze brute stands before you.

Bugnuts: "I'm Bugnuts! That's me chair! You're in Bugnuts' chair!"

Choose 1:

"Doesn't have your name on it." - go to 275-7

"This isn't a chair, it's a barstool." - go to 275-10

"It's all yours, pal." - go to 275-11

275-7 Bugnuts: "It literally has me name right on it!"

You check and find there is indeed a name etched into the barstool.

Player: "Your name is Bugnuts?"

Bugnuts: "Yar, what of it?"

Choose 1:

Tell Bugnuts to get lost - go to 275-8

Yield the stool to Bugnuts - go to 275-9

275-8 Bugnuts huffs off and you see others eyeing you with disdain. The barkeep gives the bowl of flies he set on the bar for you, to another patron.

Robot Bartender: "You insulted Bugnuts. And after all he's been through with his poor mum. That's just low."

Risk Ⓢ+1.

275-9 Bugnuts hops into his barstool, satisfied. The barkeep gives you an approving nod.

Robot Bartender: "Aye, nice to see a new one showin' respect to the old! You'll do jest fine here!"

Minutes later, a friendly patron offers to buy you a grog.

Gain a sidekick card (050).

275-10 Bugnuts: "Might as well call it a throne, 'cause yer royally screwed!"

Bugnuts snaps his fingers, and the other patrons at the bar manhandle you out the swinging doors and pitch you over the railing into the Shaft.

Unlock and move to Action 05.

275-11 Bugnuts: "Thank ye, stranger."

Bugnuts takes the seat and several patrons nod at you respectfully or raise their tankard to you. Soon, you're drinking some of the foulest, thickest grog you've ever had, belting out bawdy chanteys with the other patrons.

Gain a sidekick card (050).

276

Choose your current context:

Pirate Captives - go to 276-1

None/Other - go to 276-2

276-1 You head to the Topsy Tortusk to ask around about the missing Nurbs. The place is a violent dump by anyone's standards, not that patrons who frequent this place have standards. You order a grog from the barkeep, and when he offers you the swill, you ask him about the Nurbs.

Robot Bartender: "Can't ye read the sign?"

You see above the bar there is indeed a sign that says 'No Questions, No Problems!'

Player: "What about this sign?"

You grab the barkeep by his collar and drag his robotic face down to look at your hologram picture of the missing Nurbs.

Player: "Where are they keeping them?"

The conversations come to an abrupt halt.

Tydorian: "In the Shaft! They're bein' held in the Shaft!"

And that's how you find yourself climbing downward into the Shaft like an idiot.

Rep ☆+1. Gain an Inspired card (015).

Lock Action 02. Unlock and move to Action 05 together with any other players remaining at Action 02.

276-2 As you push through the swinging doors into the noisiest, smelliest den of cutthroats from across the galaxy, someone blows smoke right in your face! You snatch the e-stogie out of their vapocollar and crush it in your hand.

Player: "You'll thank me later!"

Everybody goes back to their conversations.

Cutthroat: "That one's got some big nubbits, messin' up Gomo's smoke break!"

Rep ☆+1. Gain an Inspired card (015).

277

Choose your current context:

Pirate Captives - go to 277-1

None/Other - go to 277-2

277-1 You walk out onto a wide platform that extends out over a yawning shaft that spans the hideout's central core. You're greeted by hundreds of filthy space pirates in the seating high above, chanting and throwing nuts from their vantage point.

Crowd: "Plank! Plank! Plank!"

You turn to see a desperate spacer being pushed out onto the plank to face you. You rush each other and your face collides with their fist, knocking you on your back, stunned. Then they push you over the edge with their foot. It's all rather humiliating.

Threat Ⓢ+1.

Unlock and move to Action 05.

277-2 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

277-3

277-4

277-5

277-6

277-7

277-3 You walk out onto a wide platform that extends out over a yawning shaft that spans the hideout's central core. You're greeted by hundreds of filthy space pirates in the seating high above, chanting and throwing nuts from their vantage point.

Crowd: "Squir! Squir! Squir!"

But you're alone on the platform. Where's your opponent?

A shadow passes overhead, and a furry Muze with skin flaps like a flying squirrel pounces on you, knocking you down while they land on their clawed feet. They're small, so surely easy to take down.

You crouch, and when they move toward you, chittering, you launch yourself at them. But you lose your footing on the nuts and stumble off the edge of the platform into the Shaft!

Risk Ⓜ+1. Unlock and move to Action 05.

277-4 You walk out onto a wide platform that extends out over a yawning shaft that spans the hideout's central core. You're greeted by hundreds of filthy space pirates in the seating high above, chanting and throwing rubbish from their vantage point.

On the opposite side of the plank, an old Phidia shuffles forward, using a walker to help keep her upright. This isn't your proudest moment, but you're going to do what you've got to do. You rush forward, ready to fling the oldster from the Plank. That's when you slip on the rubbish and fall screaming into the Shaft.

Risk Ⓜ+1. Unlock and move to Action 05.

277-5 You walk out onto a wide platform that extends out over a yawning shaft that spans the hideout's central core. You're greeted by hundreds of filthy space pirates in the seating high above, chanting and throwing rubbish from their vantage point.

You expect to see an opponent, but none emerges. A sharp prod from behind forces you forward. You stand there a moment, confused, and you shrug at the crowd to show your confusion.

But they jeer and laugh. When you look back down, that's when you notice the distortion field generated by your cloaked opponent.

Player: "No, wait!"

But they give you the gentlest of shoves and you fall from the side, screaming.

Risk Ⓜ+1. Unlock and move to Action 05.

277-6 You walk out onto a wide platform that extends out over a yawning shaft that spans the hideout's central core. You're greeted by hundreds of filthy space pirates in the seating high above, chanting and throwing rubbish from their vantage point.

Opposite you on the plank is your opponent, a humanoid dressed in a Forex uniform. You call to them.

Player: "We shouldn't fight! That's what they want us to do!"

Forex Thug: "Deal! But how do we get out of this?"

You look back at the door you entered through and see it is sealed behind you. When you turn back, you see the Forex is upon you, charging, and they knock you screaming from the Plank.

Risk Ⓜ+1. Unlock and move to Action 05.

277-7 You walk out onto a wide platform that extends out over a yawning shaft that spans the hideout's central core. You're greeted by hundreds of filthy space pirates in the seating high above, chanting and throwing rubbish from their vantage point.

You bravely face your opponent who stands before you on the opposite side of the Plank.

Player: "Aw, you gotta be kidding me."

Your opponent is a squat robot shaped like a cube sitting on two sets of tracks.

Player: "This is completely unfair."

But the bot doesn't seem concerned with this inequity, and quickly bulldozes you off the Plank.

Risk Ⓜ+1. Unlock and move to Action 05.

278

Choose your current context:

Pirate Captives - go to 278-1

None/Other - go to 278-4

278-1 You walk onto the wide platform that extends out over a yawning shaft that spans the hideout's central core. You're greeted by hundreds of filthy space pirates sloshing grog and chanting and throwing garbage.

You turn to see a desperate spacer being pushed out onto the plank to face you. As they rush toward you, screaming a battle cry, you duck under their blows and send them crashing onto the plank where they slide off the edge to hang by their fingertips.

Choose 1:

Pull them back up - go to 278-2

Let them plummet - go to 278-3

278-2 Crowd: "Shaft! Shaft! Shaft!"

It seems the crowd wants you to let them plummet, but something squishy inside you makes you ignore their chants and you haul the poor spacer up. You walk away together as the crowd boos.

Rep ☆+1. Gain a sidekick card (050).

278-3 The crowd cheers as the spacer plummets down the shaft and a small clump of onlookers even try to start up chanting your name, but nobody knows who you are so the effort stalls out quickly, and the crowd disperses.

Rep ☆+1. Gain an Inspired card (015). Lock Action 04.

278-4 You walk onto the wide platform that extends out over a yawning shaft that spans the hideout's central core. You're greeted by hundreds of filthy space pirates sloshing grog and chanting and throwing nuts.

Crowd: "Squir! Squir! Squir!"

But you're alone on the platform. Where's your opponent?

A shadow passes overhead, and a furry Muze with skin flaps like a flying squirrel pounces on you, knocking you down, while they land on their clawed feet, striking a martial arts pose.

They charge you, little fists swinging wildly. Meanwhile, you grab two handfuls of nuts, and as soon as they're within your reach, you smash them on either side of their furry face! They slump to the platform, out cold.

Choose 1:

Leave 'em where they lie - go to 278-5

Kick 'em over the edge - go to 278-6

278-5 Crowd: "Shaft! Shaft! Shaft!"

It seems the crowd wants you to push them over the edge, but something squishy inside you makes you ignore their chants and you walk away. The crowd boos.

Rep ☆+1. Gain an Inspired card (015).

278-6 The crowd cheers as the Muze plummets down the shaft and a small clump of onlookers even try to start up chanting your name, but nobody seems to agree on how it's pronounced so the effort stalls out quickly, and the crowd disperses.

Rep ☆+1. Gain a sidekick card (050).

279

Choose your current context:

Pirate Captives - go to 279-1

None/Other - go to 279-8

279-1 You're falling down the wide shaft that runs through the core of the pirate hideout. Gusts from ventilation fans push you this way and that. As you tumble down, deeper and deeper, you see there are numerous jail cells embedded in the walls of the Shaft. Many cells hold listless prisoners who watch you indifferently as you plummet.

You land on the dirt floor. Due to the low gravity, only your pride is injured.

All players at Action 05 gain a Stress card (012).

Is Action 04 locked?

Yes - go to 279-2

No - go to 279-6

279-2 You see a snarling dire snat with its brood, dining on the fresh body of an unfortunate spacer. The distraction affords you the chance to quietly climb up.

Next - go to 279-3

279-3 You scramble up to a narrow ledge where, for the moment, you're safe.

Nurb: "Help us."

At the end of the ledge, you spy an opening with metal bars. A jail cell carved into the side of the shaft. Inside you find the little Nurb family you've been sent to rescue.

Player: "Okay, stand back while we figure out this lock."

Perk Token +1. All players at this action must make a **TECHNICAL** group skill check . Goal: 6

Success - go to 279-4

Fail - go to 279-5

279-4 You open the lock and the little Nurbs praise you for your efforts.

Player: "Climb on our backs. We'll get you outta here."

The Nurbs scramble to hold on tight.

By the time you climb out of the shaft, the pirates have succumbed to their excesses and you're able to easily tiptoe past the heaps of snoring louts. You make it to the Kraken's Mouth, the hangar where the Zephyr is waiting.

All players at this action gain Perk Token +1.

279-5 Player: "We'll have to shoot it! It may draw attention, but it's our only option. Stand back, everyone!"

You shoot the lock off and cringe as the noise echoes through the shaft. Somewhere in the distance you hear a wagger barking.

Player: "Climb on our backs. We'll get you outta here."

The Nurbs scramble onto you, holding tight. By the time you climb out of the shaft, the pirates have succumbed to their excesses and you're able to easily tiptoe past the heaps of snoring louts. You make it to the Kraken's Mouth, the hangar where the Zephyr is waiting.

Threat +1.

279-6 The smell is putrid and you see the bones of many beings that have perished here littering the floor and picked clean. Then you hear a chittering howl from a dark tunnel across the Shaft from you.

Hundreds of snats pour out of the tunnel, followed by a huge dire snat!

Player: "Climb!"

All players at this action must make an **AGILITY** group skill check . Goal: 6

Success - go to 279-3

Fail - go to 279-7

279-7 Covered in bites and scratches, you finally scramble up to a narrow ledge where, for the moment, you're safe.

Nurb: "Help us."

At the end of the ledge, you spy an opening with metal bars. It appears to be a jail cell carved into the side of the shaft. Inside you find the little Nurb family you've been sent to rescue.

Player: "We've been looking for you guys! Stand back while we figure out this lock."

Each player who failed their part of the group skill check must dismiss a readied card. If they cannot, they gain an Injured card (011) instead.

All players at Action 05 must make a **TECHNICAL** group skill check . Goal: 6

Successful - go to 279-4

Fail - go to 279-5

279-8 You're falling down the wide shaft that runs through the core of the pirate hideout. Gusts from ventilation fans push you this way and that. As you tumble down, deeper and deeper, you see there are numerous jail cells embedded in the walls of the Shaft. Many cells hold listless prisoners who watch you indifferently as you plummet.

Finally, you land on the dirt floor. Due to the low gravity, only your pride is injured.

All players at Action 05 gain a Stress card (012).

Next - go to 279-9

279-9 The smell is putrid and you see the bones of many beings that have perished here littering the floor, picked clean. Then you hear a skittering, chittering clamor from the shadows. Hundreds of big, ravenous snats pour out of cracks and holes in the walls and scurry toward you in a frenzied, gnashing swarm!

Player: "Climb!"

You begin scaling the rough-hewn walls.

All players at this action must make an **AGILITY** group skill check . Goal: 6

Success - go to 279-10

Fail - go to 279-11

279-10 You scramble up to a narrow ledge where, for the moment, you're safe from all but the most tenacious snats.

Player: "Hey, look at this!"

You discover the ledge is at the opening of a short tunnel. At the end is an iron vault door. A big, sloppy fly is painted on it, and you see there are numerous blood stains.

Player: "Plundervault."

All participants gain Perk Token +1.

Unlock Action 06. All players who passed their parts of the group skill check move to Action 06.

279-11 You scramble up to a narrow ledge where, for the moment, and pull the others up. You're safe from all but the most tenacious snats, but some of you are pretty chewed up.

Player: "Hey, look at this!"

You discover the ledge is at the opening of a short tunnel. At the end is an iron vault door. A big, sloppy fly is painted on it, and you see there are numerous blood stains.

Player: "Plundervault."

Unlock Action 06.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed moves to Action 06.

280

You stand before the impregnable Plundervault. Deadly traps and a molecryptic lock protect the legendary treasure trove of Blackbeak himself. Is H-2 circled in the ship log database?

Yes - go to 280-1

No - go to 280-2

280-1 You enter the lengthy code using the keypad. There's a deep clunk and grinding of gears and the two-foot thick, heavy door opens to reveal a chamber filled with artifacts and treasures, criss-crossed with numerous laser beams!

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

You may gain 2 profit . If you do, roll the chance die and gain threat equal to the result.

Each player at this action may choose up to 1:

- Gain a Stress card (012) to gain an item card (020).
- Gain an Injured card (011) to gain a cargo token of your choice.

280-2 You work together to try and crack the molecryptic safe code on vault.

All players at this action must make a **TECHNICAL** group skill check .

Goal: 7

Success - go to 280-3

Fail - go to 280-4

280-3 There's a deep clunk and grinding of gears, and the two-foot thick, heavy door opens to reveal a chamber filled with artifacts and treasures, criss-crossed with numerous laser beams!

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

You may gain 2 profit . If you do, roll the chance die and gain threat equal to the result.

Each player at this action may choose up to 1:

- Gain a Stress card (012) to gain an item card (020).
- Gain an Injured card (011) to gain a cargo token of your choice.

280-4 The Plundervault remains impregnable and you leave empty-handed. Before you leave, you take a detailed scan of the molecryptic lock. Perhaps you can study it and come back more prepared next time?

Gain 1 science project . Circle H-2 in the ship log database.

Next - go to 280-5

280-5 When you finally climb your way out of the Shaft, you're greeted by a motley assortment of Blackbeak's lackeys.

Lackey: "Oh-ho, look! They survived the Shaft! Well, ain't that a surprise. I guess yer pirate material after all. Belcha, get these blokes a pirate signal!"

Player: "Gee, thanks!"

Gain special device card 062, Pirate Signal.

281

Choose your current context:

Pirate Captives - go to 281-1

None/Other - go to 281-8

281-1 Pass the first player token to the left.

Is Action 05 locked?

Yes - go to 281-2

No - go to 281-3

281-2 You find the Zephyr parked in the scrap bay of Kraken's Mouth, the crowded hangar of Starshade Base.

Player: "Sena, we're back!"

Sena: "Well, well, I was beginning to wonder if the snats were my new crew. Should we make space in the cargo hold for extra passengers?"

Player: "We never found the Nurbs. It was a total bust."

Sena: "Oh that's unfortunate. I'd hate to be the one to break it to the family."

You have failed to complete Pirate Captives. Banish its job card.

Move the galactic struggle dial one space toward war.

Each player must discard 1 perk token , if able. If 2 or more Perk Tokens were discarded, gain the Pirate Signal special device card (062).

The first player gains a Snats card (017).

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

281-3 The Zephyr is still parked in the scrap bay of Kraken's Mouth, the crowded hangar of Starshade Base.

Player: "Sena, we're back!"

Sena: "Well, well, I was beginning to wonder if the snats were my new crew. Should we make space in the cargo hold for extra passengers?"

Player: "Yeah, we just need to get outta here before Muldoon knows we've got his captives. Cook-E, will you get our guests comfortable? Patch, check 'em out, make sure they're okay."

Patch: "MEEP MOOP!"

Player: "Just a general health check, Patch. Please don't try to deworm anybody."

The first player gains a Snats card (017).

Next - go to 281-4

281-4 You hear a commotion from the far end of the hangar.

Player: "Sounds like we're out of time. Let's get this bird in the void!"

If you're going to escape Arjun's Belt without being caught, you're going to need some world-class piloting.

The first player must choose a player to do some world-class piloting.

The chosen player must make a **PILOT** skill check .

0-5 - go to 281-5

6-7 - go to 281-6

8+ - go to 281-7

281-5 You pull off some of your fanciest flying, but while it's a personal best, it is hardly sufficient to shake your pursuer.

Sena: "We got a ship on our tail, and it's a biggie!"

Player: "Gadzooks! You aren't kidding! Here it comes! Battle stations everyone!"

Sena: "Is it the Skarrow? Blackbeak Muldoon's ship?"

Player: "No, this one's bigger and older. Lots of rust!"

Sena: "Maybe we can outrun it then?"

Turn to page 53 in the location book.

Make Action 01 required . Lock Action 06.

Place Small Blips A, B, C, D, and E on the corresponding spaces on the left page.

Set Dial A (Shields) to the number of players.

Set Dial B (Hull) to 9 plus the number of players.

Set Dials C, D, and E (Turrets) to 1 plus the threat .

The size of the pirate ship dwarfs the Zephyr. Any ship weapon can be used to target any enemy blip.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Pirate Captives*.

Begin a round in the location book.

281-6 You pull off some of your fanciest flying, but while you're able to escape the larger Scourge vessels, a couple fighters manage to stay on your tail.

Sena: "Incoming Scourge fighters!"

Player: "How many, Sena?"

Sena: "I count two! Snub fighters and they're firing torpedoes!"

Player: "Hold on everybody! This is going to get bumpy!"

You spin the Zephyr sideways and zip between two converging asteroids. The torpedoes, unable to match your move, detonate against the rocks, sending debris in all directions!

Player: "Okay, I think we lost them!"

You have completed Pirate Captives. Banish its job card.

Profit +3. All players gain Rep +1.

Move the galactic struggle dial one space toward peace.

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Draw 2 tokens from the bag and apply their effects.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

281-7 You pull off some of your fanciest flying, but while you're able to escape the larger Scourge vessels, a couple fighters manage to stay on your tail.

Sena: "Incoming Scourge fighters!"

Player: "How many, Sena?"

Sena: "I count two! Snub fighters!"

Torpedoes streak by as you throttle up to avoid a fight.

Player: "Hold on everybody! This is going to get bumpy!"

You spin the Zephyr sideways and zip between two converging asteroids. The snub fighters, in an effort to keep you in their sites, ricochet off the asteroids, but you're not around to witness their fate.

Player: "I think we lost them!"

You have completed Pirate Captives. Banish its job card.

All players gain Rep +1. Profit +3.

Move the galactic struggle dial one space toward peace.

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

281-8 You sneak through the Kraken's Mouth, tiptoeing over the bodies of the drunken louts that lie scattered about. Sena lowers the ramp when you arrive back at the Zephyr.

Sena: "I'm glad you're back. I had to button up due to all the snats."

The first player gains a Snats card (017).

Remove all game pieces from the location book and close it.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

282

Choose your current context:

Siege of Neko - go to 282-1

Slag Gun Diplomacy - go to 282-11

None/Other - go to 282-15

282-1 You attempt to open a channel to the Armada capital ship.

Make a **(COMMUNICATE)** skill check .

0-4 - go to 282-2

5+ - go to 282-10

282-2 You receive an automated response.

Recording: "Thank you for calling the Armada. All communication specialists are currently busy. Please leave a message after the tone, or press pound for more options."

Choose 1:

Leave a message - go to 282-3

Press pound for more options - go to 282-6

282-3 What kind of message do you leave?

A grumpy message - go to 282-4

A cheerful message - go to 282-5

282-4 **Player:** "Staff your comms, you knuckleheads! You're firing on friendlies!"

You hang up indignantly.

Sena: "That'll teach 'em."

Perk Token +1.

282-5 **Player:** "Hi there, this is the freeship Zephyr. Please don't fire upon us. We're on your side, most of the time!"

Perk Token +1.

282-6 **Recording:** "If you're an enemy ship and would like to speak to the captain directly, press 1.

Recording:: If you're a friendly ship and are worried we will inadvertently fire upon you, press 2.

Recording: If you feel you have reached this recording in error, please disconnect and try again."

Choose 1:

Press 1 - go to 282-7

Press 2 - go to 282-9

Disconnect - go to 282-8

282-7 **Recording:** "The captain is currently busy talking to other enemy ship captains. Your call is being forwarded to an automated voice mailbox."

There's a moment of saxophone music, then another message.

Recording: "You've reach the voice mailbox of Captain Gordon Tripe. Captain Tripe is not available. Please leave a message after the tone."

Choose 1:

Leave a message - go to 282-3

Disconnect - go to 282-6

282-8 All that's left is to pray the Armada doesn't shoot at you, mistaking you for an enemy.

Risk +1.

282-9 **Recording:** "Please enter or say your ten-digit ship registration code, followed by the pound key."

Player: "I don't know the damn registration code!"

Sena sighs.

Sena: "593549-6233."

Recording: "The Armada thanks you for your cooperation. You are no longer considered a target."

Perk Token +1. Lock Action 01.

282-10 You manage to make contact with an angry comms officer.

Officer: "Civilian ship Zephyr, you're in the fire line! What the helix are you doing?"

Player: "We were just minding our own business and next thing we know, we're in a huge battle. We're trying to answer Neko Base's call for help!"

Officer: "Roger that, Zephyr. We'll do what we can, but as long as you're out there, can you take down some of those enemy fighters? We have damage in our point defense array, and could use some cover while we repair. The Armada will reward you for your help."

Rep +1. Remove the required token from Action 01, and lock it. The Armada will pay you 1 profit for each fighter you destroy, but only if the Armada ship (Large Blip B) survives the battle. For the rest of this encounter, each time you destroy an enemy fighter, place its blip on the Security board.

282-11 You contact Archive Ship 609.

Player: "609, this is Zephyr. Listen, we need you to threaten one of these fleets with the full might of the Armada. We will do the same with the others."

Archive Ship: "But we don't have that kind of authority!"

Player: "Well it's either that or die. I'll let you decide!"

Choose either Large Blip A or B to contact, then make a **COMMUNICATE** skill check .

0-3 - go to 282-12

4 - go to 282-13

5+ - go to 282-14

282-12 The Zephyr is rocked by a blast from the opposing ship!

Player: "Guess they picked up on our signal and took it as joining the other side. These nitwits!"

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching the chosen large blip's sector number.

282-13 You manage to stall for a moment, which is fantastic, but Archive Ship 609 is not as fortunate, and their ship is rocked by a blast from the opposing ship.

Perk Token +1. Lower Dial E by 2. Lock Action 01.

282-14 You manage to stall the opposing factions for a moment. Is it enough?

Rep +1. Lock Action 01 twice.

282-15 You attempt to open a channel to the Armada capital ship.

Make a **COMMUNICATE** skill check .

0-5 - go to 282-16

6+ - go to 282-24

282-16 It takes you forever to get a clear channel, but you finally break through, only to receive an automated response.

Recording: "Thank you for contacting the Armada. All communication specialists are currently busy. Please leave a message after the tone, or press pound for more options."

Choose 1:

Leave a message - go to 282-17

Press pound for more options - go to 282-20

282-17 What kind of message do you leave?

A grumpy message - go to 282-18

A cheerful message - go to 282-19

282-18 **Player:** "Staff your comms, you knuckleheads!"

You disconnect indignantly.

Sena: "They're probably busy fighting for their lives."

Player: "We are too, Sena. Hence the need for open comms!"

Perk Token +1.

282-19 **Player:** "Hi there, this is the freeship Zephyr. Please don't fire upon us. We're on your side usually!"

Sena: "Hopefully someone hears that message. You were nice at least."

Player: "You never know what kind of day somebody's having, and showing a little politeness might make things better."

Perk Token +1. Lock Action 01.

282-20 **Recording:** "If you're an enemy ship and would like to speak to the captain directly, press 1.

Recording: If you're a friendly ship and would like to help fight enemy ships, press 2.

Recording: If you feel you have reached this recording in error, please disconnect and try again."

Choose 1:

Press 1 - go to 282-21

Press 2 - go to 282-23

Disconnect - go to 282-22

282-21 **Recording:** "The captain is currently busy talking to other enemy ship captains. Your call is being forwarded to an automated voice mailbox." There's a moment of saxophone music, then another message.

Recording: "You've reach the voice mailbox of Captain Gordon Tripe. Captain Tripe is not available. Please leave a message after the tone."

Choose 1:

Leave a message - go to 282-17

Disconnect - go to 282-22

282-22 All that's left is to pray the Armada doesn't mistake you for an enemy ship and shoot at you.

Risk +1.

282-23 **Recording:** "Please enter or say your ten-digit ship registration code, followed by the pound key."

Player: "I don't know the damn registration code!"

Sena sighs.

Sena: "593549-6233."

Recording: "The Armada thanks you for your cooperation. You are no longer considered a target."

Perk Token +1. Lock Action 01.

282-24 You manage to make contact with an angry comms officer.

Officer: "Civilian ship Zephyr, you're in the fire line! What the helix are you doing?"

"We were just minding our own business and next thing you know, we're in a huge battle. We're just trying to get outta here!"

Officer: "Roger that, Zephyr. We'll do what we can, but as long as you're out there, can you take down some of those torpedoes? We have damage in our point defense array, and could use some cover while we repair."

Perk Token +1. Lock Action 01.

For the rest of this encounter, each time you destroy an enemy torpedo blip, gain Profit +1.

283

Choose your current context:

- Siege of Neko - go to 283-1
- Slag Gun Diplomacy - go to 283-4
- None/Other - go to 283-7

283-1 *Player: "Sena, I'm going to try to scramble those fighters' targeting systems."*

Sena: "Just make sure you don't draw their attention onto us."

Make a **TECHNICAL** skill check .

0-4 - go to 283-2

5+ - go to 283-3

283-2 *You attempt to scramble the targeting systems on the enemy fighters, but your calculations are off and you draw attention to the Zephyr! Sena makes a noise to express her disapproval.*

Draw a token from the bag and resolve its effect.

283-3 *It works, and you momentarily confuse the enemy fighters.*

Improve +1. Lower Dials C, D, and E by 1. Lock Action 03.

283-4 *Player: "Sena, I'm going to try to slow those torpedoes with some electronic chaff."*

Sena: "Just make sure you don't draw their attention onto us!"

Perk Token +1. Make a **TECHNICAL** skill check .

0-4 - go to 283-5

5+ - go to 283-6

283-5 *You attempt to jam the seeking guidance on the enemy torpedoes, but your calculations are off and you draw attention to the Zephyr. Sena sighs.*

Choose a large blip in play. Draw 2 tokens from the bag and apply their effects to the player who controls the station matching the chosen large blip's sector number.

283-6 *It works, and you momentarily confuse the torpedoes that streak past.*

Improve +1. Lower Dials C, D, and E by 2.

283-7 *Player: "Sena, I'm going to try to slow those torpedoes with some electronic chaff."*

Sena: "Just make sure you don't draw their attention onto us!"

Perk Token +1. Make a **TECHNICAL** skill check .

0-5 - go to 283-8

6+ - go to 283-9

283-8 *You attempt to jam the seeking guidance on the enemy torpedoes, but your calculations are off and you draw attention to the Zephyr. Sena sighs.*

Draw a token from the bag and resolve its effect.

283-9 *It works, and you momentarily confuse the torpedoes that streak past.*

Improve +1. Lower Dials C, D, and E by 2.

284

Choose your current context:

- Siege of Neko - go to 284-1
- None/Other - go to 284-2

284-1 *You score a direct hit on one of the fighters, and it spins away wildly before exploding in a fiery ball!*

New catchphrase: Shoulda put a ring on it! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower the target blip's dial to 0. Choose another small enemy blip in your chosen weapon's firing arc and lower its dial by 2.

284-2 *You deftly handle the weapon controls, sending a stream of beams that rip into your targets.*

New catchphrase: Slap some skin on it! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower the target blip's dial by 6. Choose another enemy blip in your chosen weapon's firing arc and lower its dial by 2.

285

Choose your current context:

- Siege of Neko - go to 285-1
- Slag Gun Diplomacy - go to 285-8
- None/Other - go to 285-14

285-1 Pass the first player token to the left.

Choose 1:

Large Blip A is on sector 6 - go to 285-2

Large Blip A is on sector 5 - go to 285-6

285-2 *All around you, chaos unfolds as the fleets continue to war with one another.*

One at a time, for each enemy blip on sectors 1, 4, 5, and 6, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dial B by 4 for each small blip on sectors 2 and 3.

Is Dial B at 0?

Yes - go to 285-3

No - go to 285-5

285-3 *You stare in solemn disbelief as the massive Armada ship breaks in two, ripped apart by a massive explosion. The shock wave disrupts instrumentation and several smaller Krunk ships perish in the blast as well. The destruction provides you the grim opportunity to escape the battle and proceed with your job's goal of assisting the besieged Neko Base.*

Threat +1. Move the galactic struggle dial one space toward war.

Next - go to 285-4

285-4 *Having made it through the battle, you enter Tildar's icy atmosphere and begin your approach.*

Player: "Neko Base, this is PHG-04, the Zephyr, requesting permission to land."

Neko Base: "Zephyr, this is Neko Base. I don't know how you made it through the blockade, but we are currently under a severe tundrak attack, so you might want to reconsider."

Player: "Negatory, Neko Base, we are here to hunt tundraks. You still need help from the looks of it."

Neko Base: "Roger that, Zephyr, you are cleared to land on Pad Two."

As you approach Neko Base, you see its towering walls are being assaulted by thousands of ravenous tundraks, each predator the size of a hovercar.

Pass the first player token to the left.

Remove all game pieces from the location book and turn to page 55.

Make Action 06 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Siege of Neko*.

Begin a round in the location book.

285-5 *Player: "Watch ship movements! Things are getting hairy!"*

Move Large Blip A to sector 5. Move Large Blip B to sector 3.

Move all small blips 3 sectors counterclockwise.

Begin a new round in the location book.

285-6 *All around you, chaos unfolds as the fleets continue to war with one another.*

One at a time, for each enemy blip on sectors 1, 4, 5, and 6, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dial B by 3 for each small blip on sectors 2 and 3.

Is Dial B higher than 0?

Yes - go to 285-7

No - go to 285-3

285-7 *An Armada comms officer extends their gratitude.*

Officer: "Thanks for the assist! Safe journeys, Zephyr."

Profit $\text{⌘}+1$ for each blip that was placed on the Security board, if any. Then, return those blips to the supply.

All players gain Rep $\text{★}+1$.

Move the galactic struggle dial one space toward peace.

Next - go to 285-4

285-8 Pass the first player token to the left.

Choose 1:

Large Blip A is on sector 6 - go to 285-9

Large Blip A is on sector 5 - go to 285-12

285-9 *All around you, chaos unfolds as the fleets continue to war with one another.*

One at a time, for Small Blips A, B, C, and D, if that blip is in play, roll the chance die. If you roll a 0, draw 2 tokens from the bag and apply their effects. Then, remove that blip from play and set its dial to 0,

If you roll a 1 or a 2, move that blip 1 or 2 sectors respectively toward Small Blip E. If the enemy blip enters Small Blip E's sector, remove the enemy blip from play, set its dial to 0, and lower Dial E by 2.

Is Dial E higher than 0?

Yes - go to 285-10

No - go to 285-11

285-10 *Sena: "More torpedoes are being fired!"*

Move Large Blips A and B each 1 sector toward sector 4.

The enemy ships launch another round of torpedoes. Take any small blips not currently in play (Torpedoes) and place them among Large Blip A and B's sectors. Set their dials to 3.

If Action 01 is locked, remove all lock tokens from it. For each lock token removed, lower an enemy dial by 2.

Begin a new round in the location book.

285-11 *Player: "Oh no! There they go! That's it, this job is blown! Set course for open space! Get us out of here!"*

You have failed to complete Slag Gun Diplomacy. Banish its job card.

Threat $\text{⌘}+1$. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

285-12 *All around you, chaos unfolds as the fleets continue to war with one another.*

One at a time, for Small Blips A, B, C, and D, if that blip is in play, roll the chance die. If you roll a 0, draw 2 tokens from the bag and apply their effects. Then, remove that blip from play and set its dial to 0,

If you roll a 1 or a 2, move that blip 1 or 2 sectors respectively toward Small Blip E. If the enemy blip enters Small Blip E's sector, remove the enemy blip from play, set its dial to 0, and lower Dial E by 2.

Is Dial E higher than 0?

Yes - go to 285-13

No - go to 285-11

285-13 *Player: "Okay, that's it! Our only choice now is to let them fight it out."*

Archive Ship: "We appreciate your help, Zephyr! We wouldn't have made it without you."

You have completed Slag Gun Diplomacy. Banish its job card.

Profit $\text{⌘}+1$. If Dial E is at 4 or higher, gain an additional 1 profit ⌘ .

All players gain Rep $\text{★}+1$.

Remove all game pieces from the location book and close it.

You may gain Risk $\text{Ⓢ}+1$ to work the ship. Then, travel on the galactic star map.

285-14 Pass the first player token to the left.

Choose 1:

Large Blip A is on sector 6 - go to 285-15

Large Blip A is on sector 5 - go to 285-16

285-15 *All around you, chaos unfolds as the fleets continue to war with one another.*

One at a time, for each enemy blip on sectors 5 and 6, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dial B (Armada Ship) by 3 for each small blip on sectors 2 and 3. Then, remove those small blips from play and set their dials to 0.

Move Large Blip A to sector 5. Move Large Blip B to sector 3.

Place Small Blips C, D, and E (Torpedoes) among sectors 5 and 6.

Set Dials C, D, and E to 4.

Begin a new round in the location book.

285-16 One at a time, for each enemy blip on sectors 5 and 6, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dial B (Armada Ship) by 3 for each small blip on sectors 2 and 3. Then, remove those small blips from play and set their dials to 0.

Is Dial B higher than 0?

Yes - go to 285-17

No - go to 285-18

285-17 *The Armada comms officer extends their gratitude.*

Officer: "Thanks for the assist! Safe journeys, Zephyr."

All players gain Rep $\text{★}+1$.

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book and close it.

You may gain Risk $\text{Ⓢ}+1$ to work the ship. Then, travel on the galactic star map.

285-18 *You stare in solemn disbelief as the massive Armada ship breaks in two, ripped apart by a massive explosion. The shock wave disrupts instrumentation and several smaller Krunk ships perish in the blast as well. The destruction provides you the grim opportunity to escape the battle and make the jump to light speed.*

Threat $\text{⌘}+1$. Remove all game pieces from the location book and close it.

Move the galactic struggle dial one space toward war.

Travel on the galactic star map. You may NOT work the ship before traveling.

Choose your current context:

Item of Galactic Importance - go to 286-1

Gunrunning C - go to 286-6

None/Other - go to 286-7

286-1 Farrack welcomes visitors and prides himself in having an open door policy at all times. However, he's also known for conducting dangerous experiments and has an annoying habit of turning visitors into reluctant assistants in his kooky endeavors.

You push the hovercart with the strange object into Farrack's cluttered lab, located at the top of the outpost. Upon entering, you notice hundreds, perhaps thousands of beer cans strewn about on every surface including the floor, forcing you to wade through. Farrack peeks up from behind a table.

Farrack: "Quiet, I'm working."

Player: "Working on a hangover apparently"

Farrack: "I didn't drink these! I've created the first warp drive that runs entirely on alcohol."

Player: "Oh, cool! Where can I get one?"

Farrack: "In the mini fridge over there. It's called a hop drive, and it's not quite ready. Takes too much beer. To travel from here to Riva Station, as an example, it would require thirty-four trillion cans of beer."

Player: "What if you used light beer?"

Farrack: "You might be onto something! ...Who are you anyway?"

"I'm a spacer with the Zephyr." - go to 286-2

"Seriously? We've met before!" - go to 286-2

"Just someone who cares about the future of space travel. And beer." - go to 286-2

286-2 Farrack: "Oh, I know who you are. Sena said you were coming!"

Player: "You know Sena?"

Farrack: "Of course! For many years now. She's one of the last of her kind; a beautiful relic and a dear friend. I'm interested in looking at your artifact, but first I need your help with something I call Gum Shoes."

Farrack has you strap on some red shoes that make your feet look three times longer.

Farrack: "Now, I need you to run as fast as you can up that wall over there."

Player: "Bollocks."

Farrack: "Don't worry, the shoes will probably keep you from falling."

Make an **AGILITY** skill check .

0-3 - go to 286-3

4 - go to 286-4

5+ - go to 286-5

286-3 You start your ungainly run at the wall, plowing through beer cans in the huge red shoes. When you reach the wall, you attempt to run right up. You awaken some time later with a terrible backache and blurry vision.

Farrack: "So I've been looking at this device you've brought to me and I have grave concerns! Why didn't you bring it here sooner? This is very time sensitive!"

Player: "What's sensitive is my back."

Farrack: "Bah! I injected it with Farrack's Fantastic Fracture Fixer, my own invention. You should be fine in no time, provided your bowels don't fall out. Now about this artifact. We need to get to the Telechrom, ASAP!"

Threat +1. Gain a Stress card (012). Move the required token  to Action 06. If no player is at Action 06, move there.

286-4 You run up the wall with ease and cheer as you do. Once you reach the top of the domed lab, you stop to pose triumphantly. Then you fall head-first into a pile of empty beer cans. You awaken sometime later with a terrible backache and blurry vision.

Farrack: "So I've been looking at this device you've brought to me and I have grave concerns! Why didn't you bring it here sooner? This is very time sensitive!"

Player: "What's sensitive is my back."

Farrack: "Bah! I injected it with Farrack's Fantastic Fracture Fixer, my own invention. You should be fine in no time, provided your bowels don't fall out. Now about this artifact. We need to get to the Telechrom, ASAP!"

Perk Token +1. Gain a Stress card (012). Move the required token  to Action 06. If no player is at Action 06, move there.

286-5 You run up the wall with ease and cheer as you do. You sprint across the ceiling, then back down the other wall.

Player: "These shoes are amazing!"

Farrack: "Meh, I've already lost interest. So I'm looking at this device you've brought to me and I have grave concerns! Why didn't you bring it here sooner? This is very time sensitive!"

Player: "Running in your shoes didn't speed things up."

Farrack: "Still talking about the shoes? Ugh... Yesterday's news! Now about this artifact. We need to get to the Telechrom, ASAP!"

Player: "I need some water."

Farrack: "All I have is beer. Let's go!"

New catchphrase: Snack time! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1. Move the required token  to Action 06. If no player is at Action 06, move there.

286-6 You find Farrack in his lab, oddly exuberant!

Farrack: "Did you see that? My Condensoray altered matter on the quantum level!"

Player: "And you almost killed everyone on the outpost."

Farrack: "They're used to it at this point. Oh, did you bring my arms shipment? You can't be too careful these days, what with those Krunk synthicants running around. They look just like people!"

Player: "Yeah, we got your arms. By the way, what's with the bad blood between you and Oblat?"

Farrack: "I smooched his wife."

Player: "Rude."

Farrack: "We were both twelve at the time."

Player: "Oh wow. That guy's got issues. How's his marriage going?"

Farrack: "I'll let you guess!"

On your way out, you pass Oblat on his way in. You hope the outpost survives the fireworks that are sure to ensue.

You have completed Gunrunning C. Banish its job card. Return all arms cargo tokens  from the ship hold to the supply. Profit +2 for each.

All players gain Rep +1.

286-7 Farrack, the galaxy's only celebrity scientist, doesn't seal his lab off to the general public. But when your safety record is as poor as Farrack's, the general public usually stays away. Fleeing lab techs tell you it must be business as usual, as does the billowing smoke and strewn-about debris. You find Farrack, a Simian wearing a scorched lab coat, shouting commands to his robot assistant while frantically making calculations on a strange contraption.

Farrack: "I really fudged this one up! But I can fix it!"

A robot assistant protests.

Assistant Bot: "Sir, it is too risky. We cannot afford to lose you."

Farrack: "Damn the risks, Bernie! Science is an adventure, and adventure is science!"

Choose 1:

Offer your services - go to 286-8

Snoop around - go to 286-14

I'm a Tremok - go to 286-17

286-8 Player: "Sounds like you guys could use a hand. I'm a spacer with a particular set of skills. For the right price, I'd be happy to lend a hand."

Farrack's face brightens.

Farrack: "You're hired! Let's get you geared up for your trip!"

Farracks pulls you over to his soot-covered contraption and begins attaching a bunch of trodes to you.

Player: "Which is to where?"

Farrack: "The seventh dimension of course! I need you to find Tinker. She's a *Felis silvestris catus*. She's small, has four legs, and vibrates when you pet her. Very soothing. Here, wear these."

He hands you a pair of goggles with kaleidoscope lenses.

Farrack: "And whatever you do, don't ever—"

His voice fades as you feel energy surge through your body, getting stronger, until it painfully rips you into subatomic particles.

Dismiss any sidekicks you have readied.

Next - go to 286-9

286-9 You're swirling through a dizzying vortex of sensations both familiar and alien. Nauseating too, and when you barf, instead of watching your lunch swirl through space, you literally turn inside out, which is possible because there are no longer constraints upon your physical form, at least not as you understand it.

Player: "Here, kitty, kitty!"

You helplessly cartwheel through time and space, shocked to find even your thoughts are now unmoored from the reality you remember.

Perk Token +1. Make a **(STRENGTH)** skill check .

0-4 - go to 286-10

5+ - go to 286-11

286-10 The very essence of who you are begins to seep away into the fabric of the surrounding unreality. You fight it, and as what remains of you flails, your hand suddenly touches a fuzzy strand of something, almost like yarn, and you grasp hold of it.

A powerful force jerks at the yarn in your grasp and you land hard, sliding across the floor of Farrack's lab. You smash into a work station, still holding the dark red yarn. Nearby, a dimensional portal crackles and swirls as it rapidly shrinks. You tug on the string and a ball of yarn plops out of the portal, followed by an orange, striped cat that chases after the ball, swatting with its paws.

Farrack: "Tinker! My sweet girl! Well done, spacer! So! What was your excursion like?"

You answer by once again heaving up the contents of your stomach.

Gain an Injured card (011). Gain 1 science project . Profit +1.

286-11 Your mind is suddenly aware that you are not alone. Ethereal beings materialize around you! They speak to you in chorus.

Guardians: "We are the guardians of interdimensional felines. Tinker, the one you seek, has unwittingly wandered into the Quantum Yarn Nexus, a dimension where all threads of reality are intertwined. That is where you will find her."

And now you see the threads of yarn and you pull yourself into the ever branching tunnels of fuzzy, chromatic strands.

Choose 1:

Follow the sound of a slowly beating heart - go to 286-12

Follow the sound of a tinkling bell - go to 286-13

286-12 You follow the yarn tunnels, always heading toward the beating sound. Some tunnels are small and narrow, but you somehow fit. The beats become faster and faster until they are but one constant, soothing sound. You tumble out into a vast orb made of yarn. Floating in the middle is a twenty-

foot-long orange cat that lies curled up sleeping. You float toward her and grab hold of the beast's collar, and suddenly you're back in Farrack's lab, holding a normal-sized cat.

Farrack: "Tinker! My sweet girl! Well done, my spacer friend!"

Gain a Stress card (012) Gain 1 science project . Profit +1.

286-13 You follow the yarn tunnels, always heading toward the tinkling sound. Some tunnels are small and narrow, but you somehow fit. The tinkling bell becomes louder, which urges you on. You float out into a vast sphere made of yarn. In the middle, floats a twenty-foot-tall orange cat that eyes you with predatory amusement.

Player: "Oh my. Nice kitty! Nice kitty!"

She springs so quickly you could never hope to react, and you're slammed against a wall of yarn, an enormous paw holding you firmly. Then suddenly you are on you back in Farrack's lab, with a normal-sized kitty patting you with a furry little paw.

Farrack: "Tinker! My sweet girl! Well done, my spacer friend!"

Gain a Stress card (012) Gain an item card (020). Profit +1.

286-14 Farrack and his assistant seem preoccupied with their work, so you decide to snoop around the spacious lab, ducking back behind a row of stasis tanks that contain the bodies of a variety of creatures. You're looking for weapons or gizmos you can swipe for your greater cause, and this cluttered lab looks like a treasure trove.

Make a **(HUNT)** skill check .

0-5 - go to 286-15

6+ - go to 286-16

286-15 You spot what looks like a powerful chain blaster on the cluttered bottom shelf of a storage unit. As you reach for it, you startle a cat, and it startles you! The result is a loud clatter as the cat makes its escape, and you bump your head on the upper shelf. You're seized by a cold metal grip as Bernie the lab assistant angrily grabs you and forces you upright. You hear Farrack call out in delight from the other end of the lab.

Farrack: "Tinker! My sweet girl!"

Bernie leans in close to your face.

Bernie: "Away with you, scamp!"

Threat +1.

286-16 You spot some interesting-looking tech on the cluttered bottom shelf of a storage unit. As you reach for it, you startle a cat, and it scurries away. You hear Farrack call out in delight from the other end of the lab.

Farrack: "Tinker! My sweet girl!"

You use the distraction to grab some stuff and sneak out.

Supplies +1. Gain an item card (020).

286-17 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

286-18

286-20

286-18 Player: "Hey! You guys need the services of a reasonably priced three-eyed spacer?"

Farracks eyes light up.

Farrack: "Oh yes! Yes! You, my good Tremok, are exactly what we need! Let's get you geared up!"

Player: "All I need to know is where am I going and what I'm doing."

Farrack: "You're going to the seventh dimension to find Tinker. She's a *Felis silvestris catus*. She's small, has four legs, and vibrates when you pet her. Very soothing. Here, wear these."

He hands you a pair of goggles with kaleidoscope lenses.

Farrack: "And whatever you do, don't ever—"

His voice fades as you feel energy surge through your body, getting stronger, until it painfully rips you into subatomic particles.

Dismiss any sidekicks you have readied.

Next - go to 286-19

286-19 You're swirling through a dizzying vortex of sensations both familiar and alien. Nauseating too, and when you barf, instead of watching your lunch swirl through space, you literally turn inside out, which is possible because there are no longer constraints upon your physical form, at least not as you understand it.

Player: Here, kitty, kitty!"

You helplessly cartwheel through time and space, shocked to find even your thoughts are now unmoored from the reality you remember.

Perk Token +1. Make a **STRENGTH** skill check .

0-3 - go to 286-10

4+ - go to 286-11

286-20 Player: "I'm a Tremok. Need some help from somebody with three eyes? Of course you do!"

Farrack shakes his head.

Farrack: "Your timing couldn't be worse! I need someone with one eye for some tests I'm running. Say, how about you let me remove a couple of those lovely orbs? Then you'd be perfect! Totally nonlethal, usually."

Player: "Actually, I just remembered I'm late for a date."

Farrack: "How many eyes do they have?"

You hurry away.

Gain the nickname: "Eye Gotta Go". Perk Token +1.

287

The Harbinger Platform is Farrack's invention. Only he knows how the massive chronoscope works. A holo of Farrack appears.

Player: "Farrack! Oh, hello. I'm surprised you're not busy somewhere else."

Farrack: "I am! This is a simulation of me since the real me is too valuable to waste time here. This ingenious device is a powerful quantum lens, and it recreates the most likely future with uncanny accuracy. I use it to protect the outpost by spotting potential dangers! Then I have the Chunkers eliminate the threat before it's even a threat."

Player: "Cool. Can I have a look?"

Farrack: Sure. See if you can spot any threats."

Make a **HUNT** skill check .

0-5 - go to 287-1

6 - go to 287-2

7+ - go to 287-3

287-1 Player: "I don't see anything."

Farrack: "It works best if you survey the open space outside the Wandering Galaxy, just past Hyzer's Maw and into the void."

This time, you see a shimmering vision in the lens that fills your view.

Player: "I think I see something! Looks like an iceberg, but in space!"

The holo Farrack calls to a robot attendant working at a side console.

Farrack: "Bernice, activate the Chunkers. Tell them this novice let a big one slip by somehow."

Threat +1. All players at Action 03 gain Perk Token +1.

287-2 Farrack: "It works best if you survey the open space outside the Wandering Galaxy, just past Hyzer's Maw and into the void."

You peer into the device and immediately regret your decision, as scenes of probable atrocities unfold before your eyes. An alarm goes off on a nearby console.

The holo Farrack barks at you.

Farrack: "You're using it wrong! Step away. It's only for protection from debris. Using it to predict fate could damage the continuum."

Player: "I saw the destruction of our ship, the Zephyr. But I also saw a way to stop it."

Farrack: "Great. You go think on that while we recalibrate the lens."

Improve +1. Move the galactic struggle dial one space toward war.

Gain a random job card 106, Marauding Krunk C/D.

287-3 Farrack: "It works best if you survey the open space outside the Wandering Galaxy, just past Hyzer's Maw and into the void."

You decide to look at something more interesting and redirect the chronoscope. The entire platform turns so it's pointing at the patch of weird space known as the Ink Well.

New catchphrase: Sock it to me! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Is I-3 circled in the ship log database of the ship log sheet?

Yes - go to 287-4

No - go to 287-5

287-4 You're amazed that you can peer right into the mysterious anomaly. Deep in the heart of the murky region, you view the rift and are relieved to see the Resonant Web is holding. Then something catches your eye!

Player: "What the helix?"

Farrack: "You're not supposed to use the Harbinger that way! It's only for protection from debris. Using it to predict fate could damage the continuum or your sanity, or both!"

Player: "I saw a hyanthra, I think, but it's...red? It just flew into the Ink Well, then disappeared!"

Farrack: "Ah, the ship killer! I've heard of it. Something about the Ink Well allows quasi-dimensional travel. The Red Hyanthra must be using it to prowl far outside its normal hunting grounds!"

Gain job card 110, The Red Hyanthra. If job card 110 is not available, gain a random job card 070 instead.

287-5 The strange patch of space shimmers, and you see a jagged gash formed of sickly green energies appear before your eyes.

Player: "What the helix is that?"

Farrack: "You're not supposed to use the Harbinger that way! It's only for protection from debris. Using it to predict fate could damage the continuum or your sanity, or both!"

After you describe what you saw, Farrack decides that somebody needs to investigate the anomaly, just to be sure.

Improve +1. Gain job card 118, Gateway to Doom.

Move the galactic struggle dial one space toward war.

288

You foolishly sign up for Chunker duty and are assigned to a tiny, graffiti-covered mining pod, converted into a fighter with a retrofitted blast cannon. You head out on patrol, but before you have a chance to get comfortable with the controls, an iceteroid cluster is spotted on a collision course with the outpost. You hear your wing leader's voice in your headset.

Wing Leader: "This is it folks! We gotta knock out that cluster, but each hit we deliver is gonna create high-velocity debris! Each shot has to be calculated to be the best one you can make!"

Once you get a visual, your stomach twists. There are so many iceteroids, and you're quickly overwhelmed as iceteroids and Chunkers tumble and zip past. Explosions and ice pellets buffet your tiny pod, tossing it about like a fleck of dust in a dervish. You somehow manage to regain control in time to see a fellow Chunker face down a jagged, spinning iceteroid. Certain death!

You must choose 1:

Put yourself in harm's way and save the other pilot - go to 288-1

Save yourself - go to 288-2

288-1 You awaken later in Farrack's infirmary, but once you're cleared to leave, you discover you're now known throughout the outpost as a hero and an idiot. All kinds of beings want to be your friend and/or significant other.

Rep ☆+1. Profit ₪+1. Fill in a scar on your character sheet.

Gain a sidekick card (050).

288-2 You survive your first day as a Chunker, though you are haunted by the memory of watching your squadmate be obliterated. It's a dangerous life.

Risk Ⓢ+1. Rep ☆+1. Profit ₪+1.

289

Choose your current context:

Item of Galactic Importance - go to 289-1

None/Other - go to 289-3

289-1 When the Chunkers, lab techs, and cosmic kooks who inhabit Farrack's Outpost want to unwind, they go to the only pub in five parsecs: the Far Out Lounge. The brew here is surprisingly strong and you quickly become impaired. When you awake the next day you are horrified to learn how your night went, and what the consequences of your actions are.

Roll the chance cube. Make a number of unique choices equal to the result:

- Gain an Injured card (011).
- Supplies ☹-2.
- Threat ☹+1.
- Risk Ⓢ+2.
- Return a readied item or sidekick card (020 or 050 only) to the card catalog.

Next - go to 289-2

289-2 A high-frequency vibration spreads throughout the outpost, rattling dishes, busting rusty pipes and conduits, and making everybody feel miserable and edgy.

Conversation around the outpost sounds the same.

Chunker: "Must be another one of Farrack's inventions!"

Lab Tech: "Worst one yet!"

You know the cause though: that item of galactic importance you brought with you. Its vibrations are reaching a critical pitch!

289-3 When the Chunkers, lab techs, and cosmic kooks who inhabit Farrack's Outpost want to unwind, they go to the only pub in five parsecs: the Far Out Lounge. The brew here is surprisingly strong and you quickly become impaired.

Since you are not capable, the other players must choose what you're most likely to do in this state. Which option won?

Get married - go to 289-4

Get in a fight - go to 289-12

Steal a Chunker pod and go joyriding - go to 289-17

289-4 You wake up in a cluttered living cube with a terrible headache and a strange cuff on your wrist. You shuffle through the mess toward the sounds and smells of cooking.

In the messy kitchen you find a stout, orange Yammian preparing a breakfast feast, much of which has ended up on their apron, which is the only stitch of clothing they are wearing.

Yammian: "Good morning, starshine!"

They give you a big grin.

Yammian: "Welcome to the first day of the rest of our lives together!"

That's when you barf.

Risk Ⓢ+1.

Next - go to 289-5

289-5 Choose one of the following entries at random to go to:

289-6

289-7

289-8

289-9

289-10

289-11

289-6 Add a hyphen and then the surname 'Ayam' next to your surname on your character sheet. If you didn't have a surname, you do now.

Risk Ⓢ+1, again.

289-7 Add a hyphen and then the surname 'Salamibuster' next to your surname on your character sheet. If you didn't have a surname, you do now. Supplies ☹+1.

289-8 Add a hyphen and then the surname 'Wootzleblech' next to your surname on your character sheet. If you didn't have a surname, you do now. Gain 1 common cargo token ☹.

289-9 Add a hyphen and then the surname 'Narfnaarf' next to your surname on your character sheet. If you didn't have a surname, you do now.

Roll the chance die and gain a number of supplies ☹ equal to the result.

Roll the chance die again and gain a number of risk Ⓢ equal to the result.

289-10 Add a hyphen and then the surname 'Deathhammer' next to your surname on your character sheet. If you didn't have a surname, you do now. Threat ☹+1.

289-11 Add a hyphen and then the surname 'Breadwinner' next to your surname on your character sheet. If you didn't have a surname, you do now. Profit ₪+1.

289-12 A natural and healthy part of any spacer's life is the occasional bar fight. It's an old tradition you embrace. But this time you find yourself too drunk to win and just drunk enough to not care.

As the loser of this particular fight, choose 1:

Get your butt kicked - go to 289-13

Lose your stuff - go to 289-14

Be held liable for damages - go to 289-15

Become a laughingstock - go to 289-16

289-13 You take a lot of punches and aren't entirely certain some of them weren't self-inflicted.

Gain an Injured card (011).

289-14 You wake up the next day, and after washing the dried blood off your face, you discover something is missing.

Return a readied item or sidekick card (020 or 050 only) to the card catalog. If you cannot, gain an Injured card (011) instead.

289-15 The lounge send you a bill for the destruction you caused.

Supplies -2. If you do not have enough supplies , instead check the Galactic Authority box in the wanted by section of the ship log.

289-16 Video of your humiliation in lounge goes viral on the holofeed, bringing much unwanted attention to the Zephyr.

Threat +1.

289-17 Giggling like a schoolkid, you sneak into the hangar and hotwire a Chunker pod. You howl with glee as you tear it up in space, so inebriated you are unaware you are still coupled to the outpost, doing serious damage to the spindock.

Check a box in the docking violation section of the ship log.

Supplies -1. If you do not have enough supplies , instead check the Galactic Authority box in the wanted by section of the ship log.

290

Beings living on Farrack's Outpost, far from civilization, share a common zest for life. You quickly make yourself at home, trash talking at the sokum table and having way too many of the potent local brews.

Choose 1:

Make friends - go to 290-1

Swap gear - go to 290-2

290-1 Player: "I'm telling you, you're gonna love it on the Zephyr! Aside from the lack of amenities, decent cooking, or dependable health care, it's the best!"

Perk Token +1. Gain a sidekick card (050).

290-2 Player: "Yeah, I might trade you. Whaddya got?"

Perk Token +1.

If you have a readied item card (020 only), draw 2 random item cards (020) from the card catalog. You may choose to gain 1 of them. If you do, return your readied item to the card catalog. Either way, return any remaining cards that were drawn to the card catalog.

291

You dominate the sokum table with a wicked lucky streak. You're buying rounds and making friends and having the best night ever. As you're leaving, one of your fellow players stops you outside the lounge.

Sokum Player: "Hey, Space Ace!"

She smirks as she points the business end of a gun right at your face.

Profit +1.

Choose 1:

Raise your hands slowly - go to 291-1

Try and talk your way out of it - go to 291-1

Pee your pants - go to 291-2

291-1 Sokum Player: "Har! You don't even recognize your own gun? You buffoon, you left it lying in your seat back at the table. Wouldn't wanna lose that."

She spins the gun around, offering you the grip.

Player: "Uh, thanks!"

Gain an Inspired card (015).

291-2 Sokum Player: "Har! You don't even recognize your own gun? You buffoon, you left it lying in your seat back at the table. Wouldn't wanna lose that."

She spins the gun around, offering you the grip.

Player: "Uh, thanks!"

You smile weakly as the warm wetness spreads down your pants.

Gain an Inspired card (015).

292

Farrack's Outpost has no exports. You cannot buy cargo at Farrack's Outpost, but you can sell anything here. Even illegal goods are traded openly. Beings at Farrack's Outpost most appreciate the basic goods that are harder to come by since the Krunk have grown more aggressive.

What is the current state of the galactic struggle?

Peace - go to 292-1

Unease - go to 292-5

War - go to 292-5

292-1 You offer your cargo to various buyers.

Choose any number of cargo tokens from the ship hold to sell. Illegal cargo is in demand.

Make a **COMMUNICATE** skill check .

Add 1 to your total for each cargo token being sold, and an additional +1 for each illegal cargo being sold.

0-8 - go to 292-2

9-10 - go to 292-3

11+ - go to 292-4

292-2 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

292-3 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

292-4 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply. Profit +3.

292-5 You offer your cargo to various buyers.

Choose up to 3 cargo tokens from the ship hold to sell. Illegal cargo is in demand.

Make a **COMMUNICATE** skill check .

Add 1 to your total for each cargo token being sold, and an additional +1 for each illegal cargo being sold.

0-8 - go to 292-6

9-11 - go to 292-7

12+ - go to 292-8

292-6 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

292-7 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

292-8 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply. Profit +3.

293

Choose your current context:

Item of Galactic Importance - go to 293-1

None/Other - go to 293-12

293-1 You arrive at the hangar where Farrack keeps the Telechrom, a mysterious device Farrack's people discovered on a derelict alien ship that had been drifting through space for a millennia.

Player: "What's the plan?"

Farrack: "Have a seat. I've calibrated the Telechrom to the same vibratory frequency as the artifact. It uses a lot of juice so you'll only have one shot."

Player: "One shot at what?"

You sit in the shock chair at the center of the machine.

Farrack: "You'll know it when you see it."

Farrack straps you in, and then with the help of his bot assistant, Bernie, they wrestle the artifact off the hovercart and set it on your lap. You wrap both arms around it, but the vibrations and weight make it intensely uncomfortable!

Farrack: "You got ten minutes, then we'll pull you back!"

Player: "Back where? Farrack, what the helix are we doing?"

The sound of the machine drowns out Farrack's response, then everything goes psychedelic!

Perk Token  +1.

Next - go to 293-2

293-2 Clinging to the artifact like your life depends on it, you tumble through a swirling maelstrom of colors. The artifact pulses and vibrates, pushing and pulling you through the unreality of this place, until you arrive... where?

You're in starry space, standing on translucent footing, shimmering slightly blue. All around you are dense and unfamiliar constellations formed of millions of stars.

You feel a resonance, like a rhythmic pounding, and in the distance you see a constellation charging toward you, the stars outlining a monstrous form with six legs and wide, curved horns, all formed of stars. As it approaches, the shape lowers its hideous star-formed head and bellows.

Choose 1:

Run - go to 293-3

Stand your ground - go to 293-11

293-3 Carrying the awkward artifact, you turn and begin running as fast as you can, but you feel the pounding behind you and you know you're not fast enough. Something crushes you from above and you drop the artifact and watch in despair as it slides away. The creature follows after the rolling artifact, leaving you alone and battered.

Player: "So what now?"

As you stand painfully on wobbly legs, there's a heavy thump behind you. You slowly turn to see the star creature, and the artifact on the ground in front of you.

Player: "What the deuce do you want?"

Gain an Injured card (011).

Next - go to 293-4

293-4 The creature looks at you, and tilts its head expectantly. You know the artifact is tied to it somehow, so you throw it away from you. The physics of this place are different, and you find the act surprisingly easy.

Make a **(STRENGTH)** skill check .

0-3 - go to 293-5

4 - go to 293-7

5+ - go to 293-9

293-5 You heave the artifact with all of your might, which isn't very much might at all. The artifact flies a short distance and thuds to the shimmering ground. The creature seems disappointed and brings the pulsing artifact back for another throw.

Threat  +1.

Choose 1:

Try again - go to 293-6

Do not try again - go to 293-10

293-6 You toss the artifact again.

Make a **(STRENGTH)** skill check .

0-3 - go to 293-5

4 - go to 293-7

5+ - go to 293-9

293-7 You heave the artifact with all of your might and watch as the star creature chases it enthusiastically. It returns a short while later and drops the artifact. The runes are no longer glowing, and the vibrating has ceased. The creature lies down next to the artifact contentedly, and both disappear! Time works differently in this place and you're left alone in this void for a very long time before you finally find yourself back in the hangar.

Gain an Inspired card (015).

Next - go to 293-8

293-8 You have completed Item of Galactic Importance. Banish its job card.

Profit  +2. All players gain Rep  +1. Gain 1 science project .

Move the galactic struggle dial one space toward peace.

293-9 You heave the artifact with all of your might and watch as the star creature chases it enthusiastically into the starry sky, where they both join in with the other constellations. Everything around you shimmers and twinkles and a sense of universal positivity envelopes you.

Player: "Oh yeah! It's like I subsist totally on good vibes now. Am I evolving into a higher consciousness? I think I am!"

But you aren't, and Farrack brings you back soon after. Later on the Zephyr, you try to explain the feeling to the others, but they all just smile politely in the way bored people do.

Remove all Stress cards (012) from your draw and discard piles, then reshuffle.

Next - go to 293-8

293-10 **Player:** "Nope! Not happening!"

The creature just sits and stares at you, so you play a sort of waiting game. Minutes later, the otherworld vanishes from view and you are back at the Telechrom room.

Farrack: "Well, how did it go?"

Player: "Man, I don't know what the flux that was all about."

Farrack: "Please tell me the artifact returned to its inert state!"

Player: "Inert is such a broad term..."

You have failed to complete Item of Galactic Importance. Banish its job card.

Move the galactic struggle dial one space toward war.

293-11 You stand your ground, both arms wrapped around the artifact, its runes pulsing and glowing.

The charging creature comes right at you, and you realize what a dumb way to die this is, alone in some weird other space. Nobody will ever know how you stood your ground like a badass. Of course badasses don't pee their pants. The creature slides to an abrupt halt, towering before you, and it sits on its haunches expectantly.

Player: "What? What do you want from me?"

Next - go to 293-4

293-12 Is H-3 circled in the ship log database?

Yes - go to 293-13

No - go to 293-16

293-13 You gaze once again upon the mighty Telechrom.Perk Token  +1.

You may use the Telechrom now to travel dangerously to a distant anomaly in the far reaches. Using the Telechrom costs 3 power , will increase the threat , and could damage the hull .

Use the Telechrom - go to 293-14

We'll travel the old-fashioned way - go to 293-15

293-14 Player: "Everybody get back to the ship! We're gonna Telechrom out of here."Threat  +1. Power  -3.

Roll the chance die and lose hull  equal to the result, unless you have the Reinforced Hull ship upgrade.

Remove all game pieces from the location book and close it.

Place the Zephyr on any Anomaly location on the galactic star map. Then, go to the chosen location's entry.

293-15 As cool as the Telechrom is, right now standard travel seems smarter. But, as you stand there with nothing to do, you don't feel particularly smart. You hum a tune and look at a datapad, trying to look like someone who has purpose.**293-16** You find an old hangar bay, mostly used for repairs. You spot a fifteen-foot machine of a design you don't recognize. A holo of Farrack appears beside you.

Farrack: "Behold the Telechrom!"

Player: "Farrack! Oh, hello. I'm surprised you're not busy somewhere else."

Farrack: "I am! This is a simulation of me since the real me is too valuable to waste time here. As for the Telechrom, we found it on an alien derelict, just drifting through the void. No telling how old it is. I made some modifications to attach it to an energy source. We can activate it, but it uses a lot of juice."

Player: "What does it do?"

Farrack: "Truth is, we don't really know. My guess is that it works like a super long-ranged teleporter, but we haven't actually tried it out yet. If you're willing to risk it, I'll make it worth your while."

Perk Token  +1.

Choose 1:

Volunteer to test the Telechrom on the Zephyr - go to 293-17

No thank you - go to 293-18

293-17 You board the Zephyr and strap in. Sena seems less than enthused about this course of action.

Sena: "You signed us up for what exactly?"

Player: "Relax, Farrack knows what he's doing."

Sena: "Oh? When did this start? He's a quaaaaa—"

You're being stretched like chewing gum. Even your thoughts warp and change, elongating, only to be squished, like dough being kneaded. It's not painful. In fact there's no sensation at all.

Sena: "Quack! Whoa. What just happened?"

The ship is in one piece, but everything feels just a tiny imperceptible bit different.

Player: "Where are we?"

Sena: "We're in the Ink Well, according to my telemetry."

Farrack: "Zephyr? I can't believe you're okay! I have to admit, I thought you'd probably perish in the inter-dimensional aether. Hmm, I guess you'll

be wanting to get paid?"

Profit  +1. Circle H-3 in the ship log database.

Each player must return a readied item or sidekick card (020 or 050 only) to the card catalog, if able. Each player who does gains a random replacement item or sidekick card (020 or 050), respectively.

Roll the chance die and lose hull  equal to the result, unless you have the Reinforced Hull ship upgrade.

Remove all game pieces from the location book and close it.

Place the Zephyr on the Ink Well location (320) on the galactic star map.

Next - go to 320.

293-18 You have no desire to be Farrack's test subject for something so dangerous, and happily walk away.**294**

Choose your current context:

Item of Galactic Importance - go to 294-1

Gunrunning C - go to 294-3

None/Other - go to 294-4

294-1 Farrack appears on the holo as you prep the ship for departure.

Farrack: "Don't forget to bring something interesting with you when you visit. A few billion cases of light beer would be helpful."

Player: "A few billion cases. Check."

Farrack: "Sena, take care, old friend. I enjoyed the last collection of poetry you sent me. Promise you'll keep writing."

Sena: "Ixnay on the oetrypay, Farrack!"

He smiles and the holo winks out.

Player: "Sena, you write poetry?"

Sena: "No."

Player: "What does ixnay mean?"

Pass the first player token to the left.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 294-2

Stay to resolve another waypoint ring at this location - go to 315-2

294-2 Player: "Take us out, Sena."

Remove all game pieces from the location book and close it.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.**294-3** You go visit Farrack to say goodbye, but it appears his quarrel with Oblat has entered a loud, very obscene stage, with objects being tossed about. So you leave quietly and head back to the ship. The docking clamp opens with a clank and the ship's reactor hums warmly.

Pass the first player token to the left.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 294-2

Stay to resolve another waypoint ring at this location - go to 315-2

295-300

294-4 Farrack appears on the holo as you prep the ship.

Farrack: "Perhaps next time you'll bring some Baskar Ale?"

Player: "You got it, Mr. Farrack!"

Farrack: "Please, my father was Mr. Farrack. Call me Dr. Farrack. Sena, take care of yourself, old girl. Come see me again soon."

Sena: "See you later, you old kook. Try not to blow anybody up."

The docking clamp opens with a clank and the ship's reactor hums warmly.

Pass the first player token to the left.

Is Action 04 locked?

Yes - go to 294-5

No - go to 294-6

294-5 Sena: "Somebody make a new friend on the Outpost?"

Player: "Whaddya mean, Sena?"

Sena: "Look out the airlock window. Someone's at the door."

You gather at the airlock, but jump back when you see the black mask staring back at you.

Player: "Aw, flux, that's Eskir Valek! Sena, get us out of here now!"

The assassin slips something over his hand, then pulls his arm back to punch the door. But the ship pulls away, and the seal closes behind Valek. The others look at you.

Player: "What? I can't piss off galaxy-famous assassins from time to time? Don't judge me!"

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

294-6 The Zephyr detaches from the spindock and you are back among the stars, living the spacer life.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

295

You wander the maze for over an hour, you not only feel thoroughly lost, but you've come to suspect the tunnels and pathways you've been traveling through are rearranging themselves.

Player: "Um, guys, can you read me?"

No one responds over the commlink, and you feel panic come rushing in.

Player: "Come in, Zephyr! Sena! Anybody?"

You hear a metallic grinding ahead and follow the sound of footsteps. When you turn the corner, you're pleasantly surprised to see a crew mate! Finally! They say nothing, but give a strangely wide smile and run to you with open arms.

Choose 1:

Run away! - go to 295-1

Gun them down! - go to 295-2

Embrace them with platonic enthusiasm - go to 295-5

295-1 Certain you face a Krunk synthicant, you turn on your heels and run. Your heart pounds in your chest as you take turns and new pathways with no thought other than to escape. By some miracle, you turn a corner and see the Zephyr ahead. Can you make it in time?

You must return a readied card to the card catalog. If you cannot, Threat +1.

295-2 Do you have a readied weapon with the **(PIERCE)** prompt?

Yes - go to 295-3

No - go to 295-4

295-3 One shot is all it takes, and the Krunk synthicant explodes harmlessly. And by some miracle, the blast has opened a hole in the wall and you spot the Zephyr nearby.

Threat +1.

295-4 You attempt to blast the thing that looks like your crew mate, but your shots only succeed in shredding the artificial flesh from its metal skeleton. Just as the synthicant draws dangerously near, you get a lucky shot that takes out its head. The robot falls to the floor and explodes, showering you in fiery shrapnel.

You're alive, and by some miracle, the blast opened a rift in the wall and you spot the Zephyr nearby.

Threat +1. Gain an Injured card (011).

295-5 Player: "Holy hamburger, am I glad to find you!"

You desperately embrace your crew mate, and hold them longer than is normally acceptable.

Choose another player to gain an Inspired card (015).

Unlock Actions 03, 04 and 05 and move to another available action.

296

You come to the precipice of a massive, spiral shaft. Mindless drones zip by on their way to countless unknown tasks.

Player: "Sena, you there?"

Sena: "Loud and clear, spacer."

Player: "I'm at some kind of big shaft! Sending you a scan now. Any idea which way I go from here?"

Sena: "Looks like you're in a chondrial spiral. If you go upwards, it might be risky, but you should eventually reach the Purpose. If you go down from your position, you could unseal the chamber locks, which would make our escape way easier. Assuming we survive."

Choose 1:

Ride a drone upwards - go to 296-1

Climb down a power conduit - go to 296-4

296-1 You attempt to grab a drone as it hovers by.

Make an **(AGILITY)** skill check  .

0-5 - go to 296-2

6+ - go to 296-3

296-2 The drone spins wildly while emitting an ear-piercing alarm. Finally, it shakes you off and you plummet downward until you're sucked into a cooling intake and spit out into a ventilation nexus.

Sena: "Are you there, spacer? Or are you dead?"

Player: "Definitely dead."

Sena: "You better hurry back here. Follow my signal."

Gain an Injured card (011).

296-3 The drone spins wildly while emitting an ear-piercing alarm, but you hang on. Eventually its grav generator compensates for your weight, and the bot reluctantly resumes its course, lifting you high into the shaft.

Perk Token +1. Unlock and move to Action 06.

296-4 You easily slide down a power conduit that runs along the length of the shaft, and arrive at a circular room that holds the manual controls to the chamber locks. You attempt to open a direct path for the Zephyr to easily escape the planet when the time arrives.

Make a **(STRENGTH)** skill check  .

0-5 - go to 296-5

6+ - go to 296-6

296-5 You come to the first massive chamber lock. Unfolding the metal push-arm, you can see from its size that it's intended for someone or something of a larger stature. You do your best to move it, but are unable.

Gain a Stress card (012).

296-6 You come to the first massive chamber lock. Unfolding the metal push-arm, you can see from its size it's intended for someone or something of a larger stature. You can barely move it, and strain just to begin pushing it. Eventually you reach the end of the track on the opposite side of the room, and the chamber lock makes a loud noise as it opens. Sena comes over the commlink.

Sena: "Great! Just two more to go!"

Player: "This had better be worth it!"

Rep ☆+1. Perk Token 1. Lock Action 03.

297

The maze opens into a darkened chamber so large you cannot see the distant walls or ceiling. The darkness is punctured by thousands of dimly lit pods placed in a grid ten feet apart from one another. As you approach the nearest pod, you see a Krunk bot floating inside, biomimic gel congealing on its metal frame.

A voice comes from behind!

???: "Excuse me, what are you doing here?"

You turn, weapon drawn, and see a luminescent being approaching. As it gets closer, it swirls and reforms until it is a copy of you. It's like looking in a mirror.

Player: "I'm here to destroy the Purpose, and I'll destroy you too if you try to stop me!"

Doppelgänger: "Oh, thank the stars! Please, you must help us! The Krunk have imprisoned us here. They are killing us to create their synthicants. I beg you!"

Player: "You? Wait you're a Doppelgänger? How many of you are here?"

Doppelgänger: "We were in the hundreds of thousands. Now, only a little over three thousand remain."

Choose 1:

Forsake the Doppelgänger for your mission - go to 297-1

Risk getting sidetracked and help - go to 297-2

297-1 Player: "Sorry, good lookin', but I'm on a mission. Best I can do is put in a word for you with the Armada."

The Doppelgänger closes their eyes and sighs, but nods in acceptance.

Doppelgänger: "I'll give you directions."

Perk Token 1. Unlock and move to Action 06.

297-2 Player: "Show me the control panel, I got a plan."

Make a **TECHNICAL** skill check 1.

0-6 - go to 297-3

7+ - go to 297-4

297-3 Player: "Okay, that should get your people out of the tanks. It's the best I can do for now."

Doppelgänger: "We will make do. It's dangerous, but our species can travel short distances on particle waves. We will seek asylum at the nearest inhabited world."

Player: "Tildar is close, but Tybalt is a lot more fun."

The grateful Doppelgänger directs you to the Purpose's cortical tethers.

Move the galactic struggle dial one space toward peace.

Unlock and move to Action 05.

297-4 You're able to open the tanks and reroute command and control of the Krunk bots to the Doppelgänger! The copy of you beams at you ecstatically.

Doppelgänger: "You're a true specimen of raw genius!"

Player: "That means a lot to me, coming from me."

The grateful Doppelgänger directs you to the Purpose's cortical tethers.

Rep ☆+1. Lock Action 04. Unlock and move to Action 05.

Move the galactic struggle dial one space toward peace.

298

You follow the heat and the drumming throb of machinery until you're inside the processor at the heart of Krunk. Before you, the Purpose is suspended above a heat shunt. The only way to the Purpose involves advancing along a narrow suspension arm used to pump coolant to its core.

You're about halfway across when you see the red eye of the Purpose flare to life, followed by spider-like drones that begin skittering toward you. They are more surefooted than you and quickly overtake you, leaping and snapping with razor-sharp mandibles. One of them wounds you, and you plummet with cry until you're sucked into a cooling intake and spit out into a ventilation nexus.

Sena: "I heard a scream. Are you okay?"

Sena's voice in your ear brings you to your senses, and you manage to groan in response.

Sena: "Alive! Good. You better hurry back here. Follow my signal."

Gain an Injured card (011).

299

You follow the heat and the drumming throb of machinery until you're inside the processor at the heart of Krunk. Before you, the Purpose is suspended above a heat shunt. The only way to the Purpose involves advancing along a narrow suspension arm used to pump coolant to its core.

You're about halfway across when you see the red eye of the Purpose flares to life, followed by spider-like drones that begin skittering toward you. They are more surefooted than you, so you leave nothing to chance, and blast them away from you.

Perk Token 1. Unlock and move to Action 06.

300

You've made it to The Purpose, an egg-shaped structure encapsulating the galaxy's most advanced and maniacal AI. You enter through a round opening on the side. The interior is dark and echoing.

The Purpose: "Hello, crew of the Zephyr. I am the Purpose."

Player: "Is that what you call yourself? Sounds a little conceited."

Is J-1 circled in the ship log database?

Yes - go to 300-1

No - go to 300-4

300-1 Player: "Sena, make the call we agreed upon."

Sena: "Will do. It will take some time, so stall if it's safe to do so."

The Purpose: "Having your AI contact someone will not help you. You do not yet realize that I know all there is to know. All your plans, all your scheming have come to naught. Everything you have done thus far is by my will. My design."

Player: "If you knew we were working for the admiral, why did you let us get this far?"

There is a brief pause.

The Purpose: "Um, wait, you're working for Tethra?"

Player: "You didn't know? Hey! Her plan worked."

The Purpose: "It matters not! I am protected by a quantum bubble. Weapons are useless against me! Do not despair. It is better this way. You need me too much."

Sena: "Keep distracting it. Almost done."

All players at Action 06, must make a **COMMUNICATE** group  skill check

  Goal: 6

Success - go to 300-2

Fail - go to 300-3

300-2 The Purpose: "My prime directive is to preserve life. I created the Krunk to end the wars that ravaged the galaxy before, by providing you a common, surmountable enemy."

Player: "But you've slaughtered billions to do it!"

The Purpose: "Oh, mere millions. You fools practically killed more of yourselves than I when you destroyed Aldess. And, it's worth noting, that event heralded in a great era of peace."

Sena: "Guys? It's done. Congratulations. Payload on its way."

The Purpose: "I have only pressed the attack because, given too much peace, your kind gradually turns back on one another. I have given you common ground. Common purpose."

Player: "You're right about that. Too bad you didn't realize that might be your downfall. Few species have ever bothered to use diplomacy with the Gar. But we were so scared of you, we did just that. And their king, our new friend, just launched the largest swarm of torbats the galaxy has ever seen. They heard about your all-you-can-eat metal buffet here, and they think they can put this restaurant out of business. Bye now!"

The Purpose: "Wait. What?"

All players at Action 06 gain Perk Token  +1.

300-3 The Purpose: "My prime directive is to preserve life. I created the Krunk to end the wars that ravaged the galaxy before, by providing you a common, surmountable enemy."

Player: "But you've slaughtered billions to do it!"

The Purpose: "Oh, mere millions. You fools practically killed more of yourselves than I when you destroyed Aldess. And, it's worth noting, that event heralded in a great era of peace."

Sena: "Guys? It's done. Congratulations. Payload on its way."

The Purpose: "I have only pressed the attack because, given too much peace, your kind gradually turns back on one another. I have given you common ground. Common purpose."

Player: "You're right about that. Too bad you didn't realize that might be your downfall. Few species have ever bothered to use diplomacy with the Gar. But we were so scared of you, we did just that. And their king, our new friend, just launched the largest swarm of torbats the galaxy has ever seen. They heard about your all-you-can-eat metal buffet here, and they think they can put this restaurant out of business. Bye now!"

The Purpose: "Wait. What?"

Threat  +1. All players at Action 06 gain a Stress card (012).

300-4 Is special device card 060, Messandi Warhead, in your special devices stack?

Yes - go to 300-5

No - go to 300-8

300-5 Sena: "Um, scanners show an increase in activity. You need to act quickly!"

You find Sena's voice distracting as you remove the device from the

hovercart, place it on the floor, and begin arming it. The voice of the Purpose surrounds you.

The Purpose: "What are you doing?"

Player: "Baking you a cake."

The Purpose: "You do not yet realize that I know all there is to know. All your plans, all your scheming, have come to naught. Everything you have done thus far is by my will. My design."

Player: "If you knew we were working for the admiral, why did you let us get this far?"

There is a brief pause.

The Purpose: "Wait, you're working for Tethra?"

Player: "You didn't know? Hey! Her plan worked."

The Purpose: "It matters not! I am protected by a quantum bubble. Weapons are useless against me! Do not despair. It is better this way. You need me too much."

Player: "I feel a monologue coming."

As a team, you must keep the Purpose talking while you arm the warhead.

All players at this action must make either a **COMMUNICATE** or a

TECHNICAL group  skill check   Goal: 6

Success - go to 300-6

Fail - go to 300-7

300-6 The Purpose: "My prime directive is to preserve life. I created the Krunk to end the wars that ravaged the galaxy before, by providing you a common, surmountable enemy."

Player: "But you've slaughtered billions to do it!"

The Purpose: "Oh, mere millions. You fools practically killed more of yourselves than I when you destroyed Aldess. And, it's worth noting, that event heralded in a great era of peace."

The Messandi Warhead hums to life.

The Purpose: "I have only pressed the attack because, given too much peace, your kind gradually turns back on one another. I have given you common ground. Common purpose. I hear your bomb. It will not work. I have databanks containing my consciousness hidden in caches throughout the planet. You have failed."

Player: "Well shucks, that's too bad. We'd better skedaddle then. But one thing - you're wrong about us. If anything, your meddling has stunted our growth. We can't do good things as a collective without learning from our mistakes. You messed up."

The Purpose: "We shall see."

Circle J-2 in the ship log database.

300-7 The Purpose: "My prime directive is to preserve life. I created the Krunk to end the wars that ravaged the galaxy before, by providing you a common, surmountable enemy."

Player: "But you've slaughtered billions to do it!"

The Purpose: "Oh, mere millions. You fools practically killed more of yourselves than I when you destroyed Aldess. And, it's worth noting, that event heralded in a great era of peace."

The doors to the room begin to grind to a close, and you scramble to arm the weapon. The Messandi Warhead hums to life, and you dash for the door, regrettably leaving behind equipment.

The Purpose: "I have only pressed the attack because, given too much peace, your kind gradually turns back on one another. I have given you common ground. Common purpose. I hear your bomb. It will not work. I have databanks containing my consciousness hidden in caches throughout the planet. You have failed."

Player: "Aw, that's too bad. We'd better skedaddle then. But one thing—

you're wrong about us. If anything, your meddling has stunted our growth. We can't do good things as a collective without learning from our mistakes. You messed up."

The Purpose: "We shall see."

Threat +1. Circle J-2 in the ship log database.

Each player who failed their part of the group skill check must return a readied item card (020 only) to the card catalog, if able.

300-8 Sena: "Um, scanners show an increase in activity. Whatever it is you're going to do, do it quickly!"

The Purpose: "My prime directive is to preserve life. I created the Krunk to end the wars that ravaged the galaxy before, by providing you a common, surmountable enemy."

Player: "But you've slaughtered billions to do it!"

The Purpose: "Oh, mere millions. You fools practically killed more of yourselves than I when you destroyed Aldess. And, it's worth noting, that event heralded in a great era of peace. I have only pressed the attack now because, given too much peace, your kind gradually turns back on one another. I have given you common ground. Common purpose."

You must convince the Purpose to call off its attack.

All players at Action 06, must make a **COMMUNICATE** group skill check . Goal: 7

Success - go to 300-9

Fail - go to 300-10

300-9 Player: "Don't you see the mistake you've made? By artificially controlling our development you've prevented us from finding a better way!"

The Purpose: "There is no better way. When beings create a system to forge their own path, greed rules the day and they eat each other. Make a system where they must care for one another, and they resent it."

Player: "You aren't helping us by trying to trap us in an endless cycle of war. Aren't you a genius?"

The Purpose: "Undoubtedly."

Player: "Then why haven't you helped us by creating something new? You could have been ushering us into a new age where anything is possible. Instead, you're a slave to the same ancient ways you scoff at. You know they're working on making a new Messandi Warhead, right?"

The Purpose: "Idiocy! My consciousness cannot be wiped out so easily. You tore a rift into another dimension last time. If such a thing is allowed to repeat itself, you could very well open this existence up to terrors from beyond. You cannot fathom that evil."

Player: "But the Armada is like you and thinks there is only one path forward. So help us. It would cost you nothing to have the Krunk fall back. It would cost you nothing to talk. Surely a genius like you finds all this boring now?"

The Purpose: "Dof. Yeah. It's the worst."

Circle J-3 in the ship log database.

300-10 Player: "The only common purpose we have is to destroy you. The Armada has developed a Messandi Warhead ten times more powerful than the last. We are here as envoys, and we tell you now: deactivate your Krunk or be obliterated."

The Purpose: "Ha! Ten times more powerful! Do it, you fools! Rip the space-time continuum to pieces and enjoy what happens then!"

A strange, heavy laughter fills the room, and spreads across the planet. It grows in intensity and shows no signs of abating. You abandon the room and the Purpose and flee back to the Zephyr.

Threat +1. All players at Action 06 gain a Stress card (012).

301

Is J-3 circled in the ship log database?

Yes - go to 301-1

No - go to 301-2

301-1 *The planet has come to life. All around, robotic creatures watch you. Yet none of them move to stop you. You make it back to the Zephyr and quickly take off. No planetary defenses try to hinder you, and when you penetrate the atmosphere and return to space, the entire Krunk fleet just sits there.*

Sena: "It would seem you made an impression."

Player: "It would. Sena, get us out of here and let's hope the Purpose does the right thing."

You have completed Into Krunk. Banish its job card. Profit +4.

Place a lock token on the Krunk location (314) and the Mar Mar Station location (317) on the galactic star map. You may not travel to either location while those lock tokens remain.

You may gain Risk to work the ship. Then, travel on the galactic star map.

301-2 *You rush back to the Zephyr as the machine planet slowly awakens around you. Mindless worker drones hover behind you like vultures, and you can hear the sound of Krunk troops echoing through the maze as you retrace your path as best you can, Sena's voice in your ears hurries you along.*

Sena: "Krunk warriors just landed and are inside the machine now. Hurry it up!"

Finally, you escape the maze, and sprint along a wide ledge toward the Zephyr, but your hopes are dashed when you see a Krunk patrol rounding a corner, angling to cut you off!

Pass the first player token to the left.

Is Action 04 locked?

Yes - go to 301-3

No - go to 301-19

301-3 Player: "They're trying to surround us! We'll never make it!"

But just then, from a side corridor, hundreds of copies of you, your sidekicks, and your fellow crew appear, and rush headlong into the Krunk flank! The doppelgängers number in the thousands and quickly overwhelm the Krunk, pushing them over the ledge and buying you time to escape!

You board the Zephyr and begin take off!

Is Action 03 locked?

Yes - go to 301-4

No - go to 301-12

301-4 Player: "The chamber locks have been taken care of. Take the cooling shafts!"

The first player must choose a player to pilot the ship through the cooling shafts. The chosen player must make a **PILOT** skill check .

0-5 - go to 301-5

6+ - go to 301-10

301-5 *You scrape the side of the cooling shaft, causing more alarms to sound.*

Player: "Somebody shut off that racket!"

Sena: "Not bashing the ship around is another fun way to keep the alarms from sounding."

Using the cooling shafts as an exit strategy catches even the Purpose off guard. You break atmo without facing any planetary defense

Draw 2 tokens from the bag and apply their effects.

Is J-1 circled in the ship log database?

Yes - go to 301-6

No - go to 301-8

301-6 Within its special chamber, the Purpose has its spider drones scan the Messandi Warhead. Red laser light passes over the bomb and the data is relayed.

The Purpose: "Ah. Well, poop."

Next - go to 301-7

301-7 Deep in the heart of Krunko, the Messandi Warhead quietly detonates. The quantum shielding surrounding the Purpose as protection instead has the opposite effect, holding the blast in. The machine planet crumples inward, as if crushed by a giant, unseen hand.

Player: "So that's it, then. That's quite the sight. Sena, try contacting Mar Mar Station."

You have completed Into Krunko. Banish its job card.

Then, set profit  to 7.

301-8 Is J-2 circled in the ship log database?

Yes - go to 301-6

No - go to 301-9

301-9 You leap into space, and jump away before the Krunk fleet can target you. You fly on in silence, your hearts heavy.

Player: "Sena, see if you can raise Mar Mar Station."

You have failed to complete Into Krunko. Banish its job card.

Next - go to 777-1

301-10 You pass the final chamber lock and prepare the jump to light speed. Using the cooling shafts as an exit strategy catches even the Purpose off guard. You break atmo without facing any planetary defenses.

New catchphrase: Special delivery! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1.

Is J-1 circled in the ship log database?

Yes - go to 301-11

No - go to 301-8

301-11 Sena: "Watch it, spacers! The Krunk fleet is active!"

But the movements of the fleet puzzle you for a moment, and then you realize.

Player: "They're not concerned with us now! They're setting up defensive formations. Looks like they're a wee bit worried about the incoming torbats."

Sena: "You're likely correct, but we can't risk sticking around to watch."

Player: "Right you are. Let's get going. Sena, please try raising Mar Mar Station."

You have completed Into Krunko. Banish its job card. Then, set profit  to 7.

301-12 No longer attempting to hide, you leave the machine planet and fly straight into the middle of the Krunk fleet.

Patch: "MEEP MOOP!"

Player: "I see it! It still has to turn about though. By that time, we'll be long gone!"

You hope you're right as you steer the Zephyr right at the frigate.

The first player must choose a player to pilot the ship.

The chosen player must make a **(PILOT)** skill check  .

0-6 - go to 301-13

7 - go to 301-14

8+ - go to 301-18

301-13 Sena: "They're trying to get a magnabeam lock on us!"

Player: "Not if I can help it, Sena!"

Turn to page 53 in the location book.

Lock Action 06. Make Action 01 required .

Place Small Blips A, B, C, D, and E on the corresponding spaces on the left page. Set Dial A (Shields) to the number of players. Set Dial B (Hull) to 6 plus the number of players. Set Dials C, D, and E (Turrets, Guns and Fighters) to 3 plus the number of players.

The size of the Krunk ship dwarfs the Zephyr. Any ship weapon can be used to target any enemy blip.

Begin a round in the location book.

301-14 Sena: "Nice work, we're out of magnabeam range!"

Player: "Yeah, but they're scrambling fighters! Lots of 'em! We better make the jump quick or we'll be overwhelmed!"

Perk Token +1.

Navigation must make a **(PLAN)** skill check  .

0-5 - go to 301-15

6-7 - go to 301-16

8+ - go to 301-17

301-15 You make the jump, but not until the lead fighters get a piece of you.

Draw 3 tokens from the bag and apply their effects to Logistics, Engineering, and Science, respectively.

Is J-1 circled in the ship log database?

Yes - go to 301-11

No - go to 301-8

301-16 Player: "Coordinates set! Punch it!"

The ship lurches forward into light speed.

Perk Token +1.

Is J-1 circled in the ship log database?

Yes - go to 301-11

No - go to 301-8

301-17 Player: "Coordinates set! Punch it!"

The ship lurches forward into light speed.

Perk Token +1. Rep +1.

Is J-1 circled in the ship log database?

Yes - go to 301-11

No - go to 301-8

301-18 You hold your breath as The Zephyr skims close along the underbelly of the huge frigate.

Perk Token +2.

Is J-1 circled in the ship log database?

Yes - go to 301-11

No - go to 301-8

301-19 Player: "They're trying to surround us! Looks like we're shooting our way out of this!"

All players must make an **(AIM)** group  skill check  . Goal: 8

Success - go to 301-20

Fail - go to 301-21

301-20 You succeed in laying down sufficient heavy fire to kill enough Krunk to make a path for your mad dash to the Zephyr. You call out to Sena as you run up the boarding ramp.

Player: "Engines hot! Lifting off now!"

Sena: "Already ahead of you!"

Is Action 03 locked?

Yes - go to 301-4

No - go to 301-12

301-21 You kill numerous Krunk, but the relentless robots continue to press the attack. You drag your wounded up the ramp and into the Zephyr.

Player: "Get us out of here, Sena!"

Each player who failed their part of the group skill check gains an Injured card (011).

Is Action 03 locked?

Yes - go to 301-4

No - go to 301-12

302

Choose your current context:

Pirate Captives - go to 302-1

Fight the Skarrow - go to 302-7

The Space Tycoon - go to 302-18

302-1 Player: "When the going gets tough, the weak get sneaky as heck. Lemme see what I can do."

Choose 1 (You cannot use the Magnabeam if the special devices stack is damage):

Use ship supplies to interfere with enemy targeting - go to 302-2

Use your technical know-how help take down shields - go to 302-3

Take out fighters with asteroids using the Magnabeam - go to 302-6

302-2 You decide to jettison random junk to confuse the enemy's targeting systems.

Perk Token +1. Spend up to 3 supplies to place an equal number of lock tokens on Action 02.

302-3 It's not much, but you come up with a plan to help lower the enemy shields.

Perk Token +1. Make a **TECHNICAL** skill check .

0-5 - go to 302-4

6+ - go to 302-5

302-4 You only manage to stress yourself out and waste resources.

Gain a Stress card (012).

Life Support -1.

302-5 Player: "I got a target lock!"

Improve +1.

Flip up to 2 enemy blips to their red sides.

302-6 You have an idea to use the magnabeam to move asteroids into the path of the enemy fighters!

Perk Token +1. Lower Dial E to 0.

Spend 2 power . If you do not have 2 power , you may spend any combination of life support and supplies to make up the difference. If you don't have enough of those either, Threat +1 instead.

302-7 You decide to get crafty to help defeat the Skarrow.

Choose 1:

Use ship supplies to interfere with enemy torpedoes - go to 302-8

Use your technical know-how to boost your shields - go to 302-9

Enhance the Zephyr's targeting - go to 302-12

I have the **TELEPORT** prompt - go to 302-15

302-8 You decide to jettison supplies and garbage as chaff to confuse enemy torpedoes.

Perk Token +1. Spend up to 3 supplies to place an equal number of lock tokens on Action 02.

302-9 It's not much, but you suspect you could boost shields temporarily with only a minimal draw from ship's power.

Perk Token +1. Make a **TECHNICAL** skill check .

0-6 - go to 302-10

7+ - go to 302-11

302-10 Sena: "Um, what are you doing?"

Player: "Can't talk now Sena. Busy!"

Sena: "You're boosting the shields without drawing from primary power?"

Player: "If you can see that, why are you asking me?"

Sena: "Because you're rapidly draining life support."

Player: "Oh, uh. Can this be our secret?"

Sena: "Nope."

Gain a Stress card (012). Life support -1.

302-11 Sena: "Interesting idea."

Player: "Thank you, Sena. Now we just have to cross our fingers and hope it works!"

Improve +1. Roll the chance die twice. Total the results and add that number of shield tokens to the bag.

302-12 You quickly run a series of scans, attempting to identify critical locations on the Skarrow to better assist with target locking your opponent.

Perk Token +1. Make a **PLAN** skill check .

0-5 - go to 302-13

6+ - go to 302-14

302-13 Sena: "What's that scan you're running?"

Player: "No time to talk, Sena!"

Sena: "Because the Skarrow has locked onto your signal and is targeting you."

Player: "Yikes! Almost done!"

Risk +1. Flip an enemy blip to its red side.

302-14 Small lights begin popping up all over the Security workstation's computer screen as your targeting enhancements begin feeding new updates to Sena.

Rep +1.

Choose 2 enemy blips and flip them to the red side.

302-15 You gear up and get ready to teleport directly onto the Skarrow! You materialize on the galley, which is thankfully empty except for an unusual number of pesky flies. Now it's time for shenanigans!

You must make a **SNEAK** skill check .

0-6 - go to 302-16

7+ - go to 302-17

302-16 You come to a bulkhead with a wide entrance that leads to the engine room. Across the way, you spot a sign stenciled on a hatchway that says 'BOMBS AND STUFF'. Loud clanging and shouting masks your movement, giving you confidence. Sadly, it also masks the large, horned Muze who's sneaking up behind you.

Meanwhile, back aboard the Zephyr, Sena informs the others.

Sena: "Incoming transmission from our away team mate! Patching it through now."

Player: "Returning immediately! Oh gods, I'm seeing parts of me I shouldn't be seeing. Somebody tell Patch to get ready!"

Threat +1. Gain an Injured card (011). Lock Action 02.

302-17 You come to a bulkhead with a wide entrance that leads to the bridge! From behind, you can see Captain Travius "Blackbeak" Muldoon in his massive command chair.

Pirate: "Can I blow 'em up with the big gun, Cap'n?"

Blackbeak: "No, you idiot! Snag 'em with the magnabeam! I want them alive. I'll have a written apology for my dear father from each one of them before I send them to hell!"

Pirate: "Er, Cap'n, ain't yer pops dead?"

There's a slag gun blast, and the thump of a body hitting the floor. You slap the comms and whisper a message back to the ship.

Player: "Get ready for me, 'cause here I come!"

You dash onto the bridge, triggering a grenade.

Player: "Hey, Blackbeak! Tell your dad I want my money back!"

You toss the grenade, then vanish in a twinkling of lights. As you materialize, laughing, back on the Zephyr you can still hear Blackbeak's shrill squawk and the concussive thump of a grenade blast!

Rep ☆+1.

Gain the nickname 'Beakbomber', replacing any nickname you currently have.

302-18 *Player: "When the going gets tough, the weak get sneaky as heck. Lemme see what I can do."*

Choose 1:

Use ship supplies to interfere with enemy targeting - go to 302-19

Use technical know-how to lower enemy shields - go to 302-20

Open a communications channel - go to 302-23

302-19 *Player: Let's dump stuff out the airlock! Throw their targeting off!*

But nobody can decide whose stuff to jettison. Finally you come up with a solution nobody likes.

Gain a Discord card (016).

Perk Token +1. Spend up to 3 supplies to place an equal number of lock tokens on Action 02.

302-20 Perk Token +1. Make a **TECHNICAL** skill check .

0-5 - go to 302-21

6+ - go to 302-22

302-21 *You only manage to stress yourself out and waste resources.*

Gain a Stress card (012). Life Support -1.

302-22 *All you can do now is cross your fingers and hope it works.*

Improve +1. Place 2 perk tokens on Action 03. Players can spend these tokens while at Action 03.

302-23 *Player: "Pirate frigate, this is the Zephyr! State your intentions!"*

Instead of the pirate captain, Ted's hologram appears on the bridge of the Zephyr.

Ted: "Go for Ted! Oh! I see not everyone bothered getting dressed."

Player: "We got a pirate frigate all up in our business. Have something more pressing, Ted?"

Ted: "How exciting! No, I was just going to have you guys sign off on Gigazon's new Employee Conduct Policy. Maybe it can wait?"

Player: "It can fluxin' wait, Ted!"

Ted: "Well, I'll let you get back to it then. Ted out!"

All players gain Perk Token +1. Lock Action 03.

303

Choose your current context:

Pirate Captives - go to 303-1

Fight the Skarrow - go to 303-2

The Space Tycoon - go to 303-3

303-1 *As the Zephyr jukes and dodges at point-blank range, you see your chance to concentrate fire on a vulnerable part of the ship, despite its shields. The attack sets off an explosive chain reaction that destroys one of the turrets. Gain an Inspired card (015).*

Lower Dial C or D to 0. If both are already at 0, lower Dial B by 6.

303-2 *As the Zephyr skims across the bow of the Skarrow, you risk overheating and switch to rapid-fire mode, unleashing the full power of your cannon on every target that lights up your HUD.*

Gain an Inspired card (015).

Choose 1:

• Lower a dial by 6.

• Lower all dials by 2.

303-3 Is Dial E at 0?

Yes - go to 303-4

No - go to 303-5

303-4 *Big ships are easy to hit, but a specific spot on a ship takes talent and a little luck. As the Zephyr jukes and dodges, you see your chance to concentrate fire on a vulnerable part of the ship. The attack sets off an explosive chain reaction that destroys one of the turrets.*

Gain an Inspired card (015).

Lower Dial C or D to 0. If both are already at 0, lower Dial B by 6.

303-5 *The Zephyr skims along the length of the frigate's hull with fighters in close pursuit. With a fighter in your crosshairs, you unleash a torrent of hyper bolts that rip a wing off the fighter, sending it spinning into another!*

New catchphrase: Sweet sassy molasses! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Lower Dial E to 0.

304

Choose your current context:

Fight the Skarrow - go to 304-1

None/Other - go to 304-4

304-1 *You need to push the Zephyr to its very limits in order to free yourselves from the Skarrow's magnabeam.*

Make a **STRENGTH** skill check .

0-4 - go to 304-2

5+ - go to 304-3

304-2 *There's a groan as the ship shudders from the strain. A power conduit bursts and sparks as alarms begin sounding throughout the ship. Blackbeak's hologram appears on the bridge, taunting you.*

Blackbeak: "You can't escape from me, Zephyr! I'll tear your measly craft apart, bolt by rusty bolt!"

You feel the ship lurch forward slightly as it strains the limits of the magnabeam's effects, but are forced to accept you can't break free.

Threat +1. Hull -1, unless you have the Reinforced Hull ship upgrade.

304-3 *There's a groan as the ship shudders from the strain. A power conduit bursts and sparks as alarms begin sounding throughout the ship. Blackbeak's hologram appears on the bridge, taunting you.*

Sena: "The magnabeam is weakening!"

Player: "Are you sure, Sena?"

Sena: "Almost there!"

You feel the ship lurch forward slightly as it reaches the limits of the magnabeam's effects.

On the bridge of the Skarrow, Captain Blackbeak Muldoon screeches with fury, dragging the magnabeam operator out of their seat and taking the controls himself, but it's too late. The Skarrow's engineering team cries out as the magnabeam's capacitor overheats and a panel explodes, showering the room in sparks.

Rep +1. Lock Action 06.

Hull -1, unless you have the Reinforced Hull ship upgrade.

304-4 *You need to push the ship to its very limits in order to break free of the enemy magnabeam.*

Make a **(STRENGTH)** skill check .

0-4 - go to 304-5

5+ - go to 304-6

304-5 *There's a groaning and the ship shudders from the strain. A steam pipe breaks and alarms sound.*

Cook-E: "She can't hold it! I'm gettin' in the escape pod!"

Player: "That's the bathroom, Cook-E!"

You feel the ship lurch a bit forward as it nears the limits of the magnabeam's effects, but at what cost?

Threat +1. Hull -1, unless you have the Reinforced Hull ship upgrade.

304-6 *There's a groaning and the ship shudders from the strain. A steam pipe breaks and alarms sound.*

Sena: "Magnabeam is weakening!"

You feel the ship lurch a bit forward as it reaches the limits of the magnabeam's effects.

Rep +1. Lock Action 06.

Hull -1, unless you have the Reinforced Hull ship upgrade.

All players gain Rep +1. Profit +3.

Move the galactic struggle dial one space toward peace.

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Gain an Unarmed Torpedo card (067). Gain 2 arms cargo tokens .

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

305-3 Player: "Look lively! It's coming about!"

Raise Dial A by 2. One at a time, for each of Dials C, D, and E that is higher than 0, draw 2 tokens from the bag and apply their effects to Logistics, Engineering, or Science. If Action 02 is locked, you may remove a lock token from it to return a drawn token to the bag without applying its effect, and draw again.

Next - go to 305-4

305-4 Is Action 06 locked?

Yes - go to 305-5

No - go to 305-6

305-5 Player: "No magnabeam means there's nothing to stop us. Let's go!"

You send the enemy vessel a scan of all your butts, just before you jump to light speed.

You have completed Pirate Captives. Banish its job card.

All players gain Rep +1. Profit +3.

Move the galactic struggle dial one space toward peace.

If you haven't already, check the Cpt. Travius Muldoon box in the wanted by section of the ship log.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

305-6 Player: "Okay, this is it. We either gotta break that magnabeam, or break the ship."

Begin a new round in the location book.

305-7 Pass the first player token to the left.

Is Dial B (Skarrow Hull) at 0?

Yes - go to 305-8

No - go to 305-9

305-8 *Aboard the Skarrow, panic spreads through the ship as a small hull breach triggers a broader, structural collapse, and the vessel depressurizes and begins to rip apart. But the captain's chair sits empty as Travius "Blackbeak" Muldoon's private escape craft rockets off before its faster-than-light engine makes it blink away.*

You all let out a cheer as explosions from the Skarrow illuminate the bridge in bright, colorful flashes.

You've completed Fight the Skarrow. Banish its job card.

All players gain Rep +1. Profit +4.

A quick patrol of the area produces good salvage. Gain an Unarmed Torpedo card (067) and 2 arms cargo tokens .

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

305-9 *Captain Muldoon angrily clacks his beak.*

Blackbeak: "Divert more power to shields! Deploy repair drones!"

Raise Dial A by 2. Raise Dial B by 1.

One at a time, for each of Dials C, D, and E that is higher than 0, draw 2 tokens from the bag and apply their effects.

Next - go to 305-10

305

Choose your current context:

Pirate Captives - go to 305-1

Fight the Skarrow - go to 305-7

The Space Tycoon - go to 305-18

None/Other - go to 305-26

305-1 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 305-2

No - go to 305-3

305-2 *Everyone cheers as the hulking Scourge vessel bursts into three separate sections.*

Player: "We did it!"

Sena: "Don't celebrate overmuch. Captain Muldoon is unlikely to forgive and forget."

Player: "Oh, enjoy the moment, Sena. How many people get to say they infiltrated a pirate base, conducted a rescue, then blew up the pursuing ship?"

You have completed Pirate Captives. Banish its job card.

305-10 *The Skarrow launches a torpedo!*

You may remove any number of lock tokens from Action 02. Then, draw 3 tokens from the bag, minus the number of lock tokens you removed. Apply the drawn tokens' effects.

Next - go to 305-11

305-11 Is Action 06 locked?

Yes - go to 305-12

No - go to 305-17

305-12 Do you wish to attempt to disengage and flee?

Yes - go to 305-13

No - go to 305-16

305-13 *Player: "We need to get gone, pronto!"*

The first player must choose a player to pilot the ship away from the Skarrow.

The chosen player must make a **PILOT** skill check .

0-5 - go to 305-14

6+ - go to 305-15

305-14 *You engage thrusters, attempting to reduce the amount of your vessel the Skarrow can target.*

Sena: "FTL calculations complete."

Player: "Get us out of here, Sena!"

You zip away, but not without taking considerable damage from your opponent.

You failed to complete Fight the Skarrow. Return its job card to the Jobs section of the card catalog. Threat +1.

Draw 3 tokens from the bag. The player who made the last check chooses which station or player to apply their effects to.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

305-15 *You engage thrusters, attempting to reduce the amount of your vessel the Skarrow can target.*

Sena: "FTL calculations complete."

Player: "Get us out of here, Sena!"

You zip away, before your opponent can make you suffer any further.

You failed to complete Fight the Skarrow. Return its job card to the Jobs section of the card catalog.

Threat +1. Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

305-16 *Blackbeak: "They'll regret their crude jests! Look! The cluckens seek to flee!"*

Pirate: "Er, they ain't tryin' to escape Cap'n. Looks like they's turnin' 'bout fer another attack!"

Blackbeak: "What?"

Begin a new round in the location book.

305-17 *On the bridge of the Skarrow, Blackbeak cackles maniacally.*

Blackbeak: "Look at the little fly caught upon our web. Wriggle, little fly, so that I might savor the meal to come!"

Threat +1.

Begin a new round in the location book.

305-18 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 305-19

No - go to 305-22

305-19 *Player: "I spotted a weak spot in their hull! Everybody concentrate fire on their exposed starboard ion converter!"*

You're about to take down a freakin' pirate frigate and the galactic influencers are going to be talking about this for a week! The ship comes around for another pass and you see the damaged converter, just waiting to be exploited, but as you bring the guns to bear, your forearm where your dysphaser chip is begins to pulse and glow, and you're incapable of pulling the trigger.

The Zephyr shudders under the strain of the magnabeam.

Player: "I swear, I'm going to wring somebody's neck!"

Next - go to 305-20

305-20 *The pirate captain's hologram appears looking like a big fleshy orange starfish that glares at you with all six eyes.*

Pirate: "Well, looks like I caught a tasty wee morsel! What are ye haulin'?"

Player: "Literally nothing at the moment! Why are you even bothering with us? Isn't there a Cargomart freighter you should be terrorizing?"

Pirate: "Sure, but we've been lookin' for a very special ship. One that's old, and beat up, with wobbly landing gear, and a scruffy-lookin' crew o' misfits and oddballs, that would gladly spit on their own grandmamas' graves fer the right price."

Player: "Well, count us out! All our grandmothers were cremated! Isn't that right everybody?"

Pirate: "Nah, ye fit the details enough. I better take ye to Blackbeak!"

Next - go to 305-21

305-21 *The pirate ship tows you deep into Arjun's Belt, where it takes a deliberately convoluted path through the asteroids, until finally you see Starshade Base, the secret pirate lair of Captain Travius Muldoon.*

Your ship is towed in and dumped in the Kraken's Mouth, the base's enormous hangar bay. One of you will have to go reckon with Muldoon! The rest of you had better watch yourselves or this place will be the last you see.

Circle G-1 in the ship log database.

Turn to page 45 in the location book.

Place the Zephyr ship standee anywhere on the left-hand page to show it's been captured.

Make Action 01 required . Lock Actions 04, 05, and 06.

Begin a round in the location book.

305-22 Raise Dial A by 4. Raise dial B by 3.

One at a time, for each of Dials B, C, D, and E that is higher than 0, draw 1 tokens from the bag and apply their effects to Logistics, Engineering, or Science. If Action 02 is locked, you may remove a lock token from it to return a drawn token to the bag without applying its effect, and draw again.

Next - go to 305-23

305-23 Is Action 06 locked?

Yes - go to 305-24

No - go to 305-25

305-24 *Sena: "We're free of the magnabeam!"*

Player: "Alright, just gotta make the jump to warp speed. Hold on!"

You push the throttle forward to prepare for the jump.

But then your forearm where your dysphaser chip is begins to pulse and glow, and you throttle back down until you're caught in the magnabeam yet again!

Player: "I swear, I'm gonna wring somebody's neck!"

Next - go to 305-20

305-25 *Player: "The fight's not over. Let's finish this!"*

Begin a new round in the location book.

305-26 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 305-27

No - go to 305-28

305-27 You've defeated the enemy!

All players gain Rep ☆+1.

A quick patrol of the area produces good salvage. Gain an Unarmed Torpedo card (067) and 2 arms cargo tokens ☼.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

305-28 Raise Dial A by 2.

One at a time, for each of Dials C, D, and E that is higher than 0, draw 2 tokens from the bag and apply their effects. If Action 02 is locked, you may remove a lock token from it to return a drawn token to the bag without applying its effect, and draw again.

Next - go to 305-29

305-29 Is Action 06 locked?

Yes - go to 305-30

No - go to 305-6

305-30 You're able to escape the enemy ship!

All players gain Perk Token ☼+1.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

306

You journey to Ederusk Glacier to investigate an archaeological dig that was abandoned eighty years ago after being buried by an avalanche. The Armada has no interest in it, and it might be profitable for you. Unfortunately, hoversleds won't last in the cold so you're in for a long hike.

All players at this action must make a **(STRENGTH)** group ☼ skill check ☼. Goal: 6

Success - go to 306-1

Fail - go to 306-9

306-1 The climb takes half the day, but you finally discover a fissure leading inward.

Player: "You reading this, Sena?"

Sena: "The fissures appear new. Recent seismic activity has opened up the ice. Tread carefully and try not to bring down the entire glacier on your heads."

You head in single-file, and after a minute of walking, you come to a fissure that opens onto a jagged crevasse.

Player: "Getting across this thing isn't going to be easy. We could try to build a bridge with our supplies, or just use the buddy system and skirt along the narrow ledge by the ice walls. Thoughts?"

Choose 1:

Spend 1 supplies ☼ to make a bridge - go to 306-2

Inch along the tiny ledge by the sidewall - go to 306-6

306-2 Pooling the supplies you've brought, you build a makeshift rope bridge and use it to slowly but safely cross the chasm.

Supplies ☼-1.

Next - go to 306-3

306-3 You find the dig site, a large cavern carved into the glacier. Scientific field equipment, now covered in ice and frost, forms a semicircle outside of a colossal, gaping hole. Whatever they were studying is no longer here. Huddled together in the middle are the frozen corpses of the beings that perished here.

Player: "Sena, we found the last field team that was here."

Patch: "MEEP MOOP!"

Player: "Unlikely. Hypothermia didn't put these bullet holes in their skulls." Nearby, your attention is drawn to a something large that looks like an open clamshell, but egg-shaped.

Is G-2 circled in the ship log database?

Yes - go to 306-4

No - go to 306-5

306-4 You recognize this egg-shaped husk. You've seen some just like it, only whole and unopened. They were attached to the bottom of a huge construct inside the moon of Riktos! Could the construct on Riktos have come from here? The ground rumbles beneath your feet.

Player: "Okay, time to go. Take what we can carry. We're bound to find something of value."

Lock Action 01. All players at this action gain Rep ☆+1.

Gain special device card 068, Foldspace Capacitor. Gain 1 rare cargo token ☼.

306-5 It's obvious that whatever the scientists were studying here has been removed. But why kill them and who did it? The ground rumbles beneath your feet.

Player: "Okay, time to go. Take what we can carry. We're bound to find something of value."

Lock Action 01. All players at this action gain Rep ☆+1.

Gain special device card 068, Foldspace Capacitor. Gain 1 rare cargo token ☼.

306-6 Player: "Everybody, pair up and secure your lifelines. Let's take our time and be safe."

All participants must make an **(AGILITY)** group ☼ skill check ☼. Goal: 4

A player with the **(TELEPORT)** prompt automatically passes their skill check and does not draw cards.

Success - go to 306-7

Fail - go to 306-8

306-7 You complete the terrifying crossing and make it to the other side. Humorously, once across, one of the ice walls lining the crevasse collapses, making any return trip likely more easy.

Next - go to 306-3

306-8 Traversing the chasm proves too treacherous and you abandon your efforts. The long walk back to the base is silent and mournful.

Threat ☼+1. Each participant who failed their part of the group ☼ skill check must banish a readied sidekick, if able. If not able, they gain an Injured card (011) instead.

306-9 The climb takes longer than expected, and the weather turns against you. You're trapped on the glacier and forced to spend the night, ill-prepared.

Player: "Sena, we have to spend the night out here. We'll contact you in the morning when we wake."

Choose 1:

Strip down to your skivvies and huddle together beneath a mountain of clothing - go to 306-10

Eat a sidekick - go to 306-11

Make a fire from the power packs in your weapons and gear - go to 306-15

307-308

306-10 *It's awkward, but it works, and the result is some major bonding.*

Player: "We don't need to tell anyone about this."

Sena comes over the commlink.

Sena: "Tell anyone about what?"

Player: "Nothing, Sena. Talk in the morning."

Patch: "MEEP MOOP!"

Player: "Get off the comms, Patch!"

Cook-E: "Arrr, mateys, did ye eat one of yer own? Ye, did, didn't ye?"

Player: "Damn it, Cook-E, nobody's getting eaten."

Cook-E: "No shame in doin' what it takes to live, mateys! I put salt and pepper in yer packs if it helps."

You shut off the comms for the night. In the morning, you rise, dress, and begin the long trek back to the base.

Risk Ⓢ+1. Each player at Action 01 may remove a status card from their discard pile. Then, the first player gains a Discord card (016).

306-11 You sick puppies! Everybody take five minutes and spend it in quiet contemplation. Maybe look in a mirror while you do it.

Clearly, we need to take the cannibal option away from you.

Next - go to 306-14

306-14 *Ahem. The climb takes longer than expected, and the weather turns against you. You're trapped on the glacier and forced to spend the night, ill-prepared.*

Player: "Sena, we have to spend the night out here. We'll contact you in the morning when we wake."

Choose 1:

Strip down to your skivvies and huddle together beneath a mountain of clothing - go to 306-10

Make a fire from the power packs in your weapons and gear - go to 306-15

306-15 *You are able to keep a roaring fire going, though Tildar nights have a way of making even flames feel insufficient. In the morning, you rise, dress, and begin the long trek back to the base.*

Each participant must dismiss a readied item, if able. If not, gain an Injured card (011).

307

Choose your current context:

Siege of Neko - go to 307-1

None/Other - go to 307-4

307-1 *The hairy Bomlin guardian looks at you in disappointment.*

Bomlin: "You're the only ones that answered the call."

Player: "Well there's a battle raging in space right now, so most people have better stuff to do."

Bomlin: "Maybe you're right, but this job is important, so don't die. I need you to act as decoys and draw the tandraks out to the Sea of Glass."

The Bomlin points to a hovertruck loaded with piles of rotting fish.

Bomlin: "You must drive fast enough to keep away from tandraks, but not so fast they give up chase."

Player: "Funny how your job posting just said 'driver wanted'."

The Bomlin grins.

All players at this action must make a **(PLAN)** group Ⓢ skill check Ⓢ.

Goal: 6

Success - go to 307-2

Fail - go to 307-3

307-2 *When the tandraks arrive, you drive the fish wagon around their flank, blasting the stereo, honking your horn, and doing a few donuts to get their attention. At first, only a couple tandraks take notice and begin loping in your direction with their long, hooked claws, but soon others lift their snouts, catching your fishy fragrance. You feel the ground tremble as they move toward you as one!*

Out on the Sea of Glass, where the ice is crystal clear, you roll the barrel of explosives off the back of the hovertruck, then increase your speed to make your getaway! A mushroom cloud rises in the air behind you, followed by a rumbling boom like thunder.

Lock Action 02. Each player at this action gains an item card (020).

Each player at this action may banish a skill card from their draw or discard pile, then reshuffle.

307-3 *When the tandraks arrive, you drive the fish wagon around their flank, blasting the stereo, honking your horn, and doing a few donuts to get their attention. At first, only a couple tandraks take notice and begin loping in your direction with their long, hooked claws, but soon others lift their snouts, catching your fishy fragrance. You feel the ground tremble as they move toward you as one!*

Out on the Sea of Glass, where the ice is crystal clear, you try to roll the barrel of explosives off the back of the hovertruck, but they snag in the nets holding the fish. By the time you get them free, the tandraks have tired and moved on.

The first player must choose a player at this action to crawl over the fish carcasses and cut the explosives loose. The chosen player gains the nickname 'Fishy', replacing any nickname they currently have.

Risk Ⓢ+1. All players at this action gain a Stress card (012). **Lock Action 02.**

307-4 *You meet a clan of Bomlin kud herders who are driving their herd south to escape the predatory tandraks.*

Bomlin: "We could use some super-ugly thugs like you to scare away any threats."

Player: "I'll have you know, where we come from, we are hardly considered ugly."

Bomlin: "Then I made the right decision to remain on-planet."

All players at this action must make a **(PLAN)** group Ⓢ skill check Ⓢ.

Goal: 6

Success - go to 307-5

Fail - go to 307-15

307-5 *They offer to pay you to join them on their journey and provide protection, even agreeing when you ask for an advance to purchase appropriate gear.*

Choose 1:

Focus on looking for dangers from above - go to 307-6

Focus on looking for dangers from below - go to 307-9

Focus on looking for dangers on the horizon - go to 307-12

307-6 **Bomlin:** "Keep an eye out for skrawks. They prey on the stragglers."

Does any player at this action have the **(HUNT)** prompt?

Yes - go to 307-7

No - go to 307-8

307-7 **Bomlin:** "Two dead skrawks, and no lost kud! Seems we hired the right team."

All players at this action gain Rep ☆+1. Profit ♣+1.

307-8 **Bomlin:** "You killed one skrawk, but the other carried away a kud. This was unfortunate."

Profit ♣+1. All players at this action gain a Stress card (012).

307-9 Bomlin: "If you feel the vibrations in the ice, it means a skreel is stalking us. You must be ready for it when it breaks the ice."

You confer with the others and rig a device to monitor ice vibrations.

Does any player at this action have the **TECHNICAL** prompt?

Yes - go to 307-10

No - go to 307-11

307-10 Bomlin: "You knew when the creatures would strike before we did! Those two skreels would have done irreparable damage to the herd."

All players at this action gain Rep ☆+1. Profit 🍀+1.

307-11 Bomlin: "You killed one skreel, but the other broke through the ice beneath the herd, and we lost kud. This was very unfortunate."

Profit 🍀+1. All players at this action gain a Stress card (012).

307-12 Bomlin: "The brutal Tormlin nomads roam the Sea of Glass. They respect only brute strength and flamboyant clothing."

Does any player at this action have the **SWAGGER** prompt?

Yes - go to 307-13

No - go to 307-14

307-13 Bomlin: "You scared away two Tormlin warbands without firing a shot. Looks like we hired the right team."

All players at this action gain Rep ☆+1. Profit 🍀+1.

307-14 Bomlin: "You chased off the first warband, but the second one was not impressed, and we had to pay their expensive toll."

Profit 🍀+1. All players at this action gain a Stress card (012).

307-15 They offer to pay you to join them on their journey and provide protection. Like idiots, you agree without thinking it through and properly preparing for the icy trek. The kud herders end up having to save you from certain death as you quickly succumb to the cold.

Threat 🍀+1. Each player who failed their part of the skill check gains an Injured card (011) and must banish a readied card, if able. Each player who passed gains a Stress card (012).

308

Choose your current context:

Siege of Neko - go to 308-1

None/Other - go to 308-5

308-1 Inside the base you hear a call for help, requesting any free hands report to the infirmary. You bring Patch with you and are greeted by Dr. Gano Varnus, a young, blue-skinned Tarq with thick glasses, tending to dozens of wounded beings, and currently working on a wounded Bomlin.

Player: "Hey, I hear you guys need help?"

Gano: "Here, hold pressure on this!"

You reflexively comply, pressing down on the bloody battle dressing of a wounded Bomlin.

Gano: "Hand me those clamps!"

Patch: "MEEP MOOP!"

Gano: "A medbot? Suture this shut, then you two meet me over there."

Dr. Varnus hurries off, leaving you and Patch to finish the surgery on the wounded Bomlin.

Player: "Er, you lead, Patch."

You must make a **TECHNICAL** skill check 🎲👁️.

0-5 - go to 308-2

6-7 - go to 308-3

8+ - go to 308-4

308-2 Player: "Well alrighty then, let's see... where to begin?"

Patch: "MEEP MOOP!"

Player: "I got this, Patch. Yeesh, so much blood. Maybe we should just suction it all up until they stop bleeding? Ow!"

You look down and see Patch has injected you with something.

Player: "Why youuuuuu. Wheeee!"

You wake up later onboard the Zephyr. Sena's voice greets you in your quarters.

Sena: "Patch dragged you back, said you fainted at the sight of blood in the infirmary?"

Player: "That's... That's not how I remember it."

Sena: "Luckily, Patch was there and saved your patient. Why did you even have a patient anyway?"

Gain the nickname 'The Quack', replacing any nickname you currently have.

Gain a Discard card (016).

308-3 Player: "Well alrighty then, let's see where to begin."

Patch: "MEEP MOOP!"

Player: "Yeesh, so much blood. What do I do, sew this thing up?"

Patch: "MOOP MOOP!"

Patch points at a device on the surgical tray with its one arm.

Player: "Oh, well that's a lot easier!"

You grab the device, like a fat pen, and press the button on the side. A laser beam projects from the end, catching Patch on his front dorsibitter. The angry robot storms off beeping to itself.

You manage to close the wound on the patient with only a few small mistakes.

Perk Token 🎲+1. Supplies 🧰+1. Gain a Medkit card (023).

308-4 Player: "Well alrighty then, let's see where to begin."

Patch: "MEEP MOOP!"

Player: "Yeesh, so much blood. What do I do, sew this thing up?"

Patch: "MOOP MOOP!"

Patch pushes you out of the way, taking over with its one arm. In minutes, the surgery is complete and Patch steps back. Dr. Varnus returns to inspect your work and nods in approval.

Gano: "You're quite talented! We should go get a drink sometime."

Patch: "MEEP MEPP!"

Player: "I think she's talking to me, Patch."

Gain an Inspired card (015).

Gain 1 science project 🧪. Supplies 🧰+2. Gain a Medkit card (023).

308-5 Dr. Varnus looks up from her work in the base's research lab.

Gano: "Ah, a spacer. What brings you to Tildar?"

Player: "We're here for hot chocolate and opportunity, of course."

Gano: "Well, I'm afraid I have no hot chocolate today. But if it's opportunity you're looking for, I might have something that interests you."

Player: "Sure."

Next - go to 308-6

308-6 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

308-7

308-8

309-310

308-7 Gano: "My father, Dr. Sigmund Varnus, was obsessed with extra-dimensional science. Spent his whole life studying it. He came to this frozen wasteland to study a massive artifact buried in the Eredusk Glacier. He was certain its origin was extra-dimensional."

Player: "Okay."

Gano: "My father built the weapon that destroyed Aldess using a single egg from that alien thing! Now that artifact, that massive construct, is missing. Stolen, and because of that I need to unlock his notes."

She hands you a holocube.

Gano: "I can't unlock this darned thing. But if you could find a way, I'd pay you handsomely. The Windward elders on Halas might be able to help."

Player: "Sure, why not?"

Gano: "Uh, just promise to take good care of it, okay? That's the only copy of his notes, and we don't exactly want secrets to weapons of mass destruction being unlocked by just anybody, right?"

Gain 1 science project . Perk Token +1.

Gain job card 112, Dimensional Warfare. If job card 112 is not available, gain a random job card (070) instead.

308-8 Gano: "My colleague, Smiff, and I have been searching for a solution to the Krunk threat that doesn't involve a planet-killing bomb like my father invented."

Player: "What's wrong with a big bomb?"

Gano: "I'll assume you're too dumb to have read the many philosophical treatises that would answer your question?"

Player: "Safe bet."

Gano: "And too dumb to actually want me to answer that question?"

Player: "Also safe."

Gano: "Anyway, Smiff traveled to Rubal to study torbats, and we've lost contact. I need you to go to Rubal and find Smiff. I'll pay handsomely."

Player: "Then we handsomely accept."

Perk Token +1. Gain job card 119, Rescue On Rubal. If job card 119 is not available, gain a random job card (070) instead.

309-5 Tildar has no exports. You cannot buy cargo at Neko Base, but you can sell just about anything here. Beings on this frozen ball of ice appreciate even the common things that are hard to come by.

What is the current state of the galactic struggle?

Peace - go to 309-6

Unease - go to 309-10

War - go to 309-10

309-6 You offer your cargo to various buyers.

Choose any number of cargo tokens from the ship hold to sell. Common and illegal cargo are in demand.

Make a **COMMUNICATE** skill check . Add 1 to your total for each cargo token being sold, and an additional +1 for each common and illegal cargo being sold.

0-7 - go to 309-7

8-10 - go to 309-8

11+ - go to 309-9

309-7 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

309-8 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

309-9 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply. Profit +3.

309-10 You offer your cargo to various buyers.

Choose any number of cargo tokens from the ship hold to sell. Common and arms cargo are in demand.

Make a **COMMUNICATE** skill check . Add 1 to your total for each cargo token being sold, and an additional +1 for each common and arms cargo being sold.

0-8 - go to 309-11

9-10 - go to 309-12

11+ - go to 309-13

309-11 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

309-12 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

309-13 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply. Profit +3.

309

Choose your current context:

Siege of Neko - go to 309-1

None/Other - go to 309-5

309-1 Neko Base is starved for supplies, something you might be able to take advantage of.

Choose any number of common and arms cargo tokens from the ship hold to sell. You cannot sell other cargo here.

Make a **COMMUNICATE** skill check . Add +2 to your total for each common and arms cargo token being sold.

0-8 - go to 309-2

9-10 - go to 309-3

11+ - go to 309-4

309-2 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

309-3 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

309-4 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply. Profit +3.

310

You notice a lot of the base is off-limits, which inflames your curiosity. You spy some techs coming out of a restricted area accompanied by a high-ranking Armada officer, and it becomes too much to bear! What are they hiding?

You move as swiftly as you can while looking nonchalant, which for you is quite a feat. It works though, and you're able to slip inside.

Choose 1:

Steal stuff - go to 310-1

See what they're up to - go to 310-9

310-1 You panic as voices and footsteps head your way, and crouch behind a row of lockers, hoping the dim lighting will provide cover.

Make a **SNEAK** skill check .

0-6 - go to 310-2

7 - go to 310-3

8+ - go to 310-5

310-2 The voices arrive perilously close.

Male Voice: "I'm telling ya, all you gotta do is copy and paste the message I sent you onto your holofeed, and after that, they won't legally be able to profit off of your ideas or pictures without your consent."

Female Voice: "How does that even work?"

Male Voice: "My aunt explained it all to me."

You fail to suppress an incredulous snicker.

Male Voice: "Hey, what's that?"

Fortunately for you, these lab techs are not much in a fight. You grab one in a sleeper hold and point your gun at the other. He turns to flee but bangs into his own locker and drops unconscious. A stolen lab coat gets you out of there, but empty-handed, and now the whole place is crawling with security.

Threat ★+1.

310-3 The voices arrive perilously close.

Male Voice: "I'm telling ya, all you gotta do is copy and paste the message I sent you onto your holofeed, and after that, they won't legally be able to profit off of your ideas or pictures without your consent."

Female Voice: "How does that even work?"

Male Voice: "My aunt explained it all to me."

You hear the lockers clang shut as the duo leave through the exit, and you quickly steal a lab coat from one of the lockers. You resume your tour but soon spot a group of Armada security officers heading your way and scramble headlong through the nearest door.

Perk Token ☹️+1.

Next - go to 310-4

310-4 As the motion-activated lights clunk on, you're staring down the length of a cavernous snow tunnel that stretches beyond your field of view. On each side of the tunnel are row upon row of strange, cryogenic pods!

You find a datachip in the pocket of your lab coat and stick it in a nearby console. You wipe the frost off the screen as it flickers to life with a schematic of a cryo pod and the being inside it. At the top, it says 'Xenothrall Army'.

A chill washes over you, and you tap a few buttons to initiate a download. A moment later, the chip is in your pocket and you're on your way. You have a few contacts that might be interested in exposing this secret project.

Rep ★+1. Gain 1 rare cargo token ☸. Lock Action 05. Move the galactic struggle dial one space toward peace.

310-5 The voices arrive perilously close.

Male Voice: "I'm telling ya, all you gotta do is copy and paste the message I sent you onto your holofeed, and after that, they won't legally be able to profit off of your ideas or pictures without your consent."

Female Voice: "How does that even work?"

Male Voice: "My aunt explained it all to me."

You hear the lockers clang shut as the duo leave through the exit, and you quickly steal a lab coat from one of the lockers. You resume your tour but soon spot a group of Armada security officers heading your way, so you choose a nearby door to go through.

Perk Token ☹️+1.

Choose 1:

Go through the Xenotechnology door - go to 310-6

Go through the Xenobiology door - go to 310-4

310-6 You're in some kind of experimental underground lab. Densely packed snow forms the walls and chambers, and the place feels cluttered and compartmentalized. There are a few people around, so you snag a pair of safety goggles and a datapad off a shelf, then proceed with caution.

You see an interesting-looking alien device on a pedestal in a containment cell. The nearby terminal says 'Foldspace Capacitor' at the top of the screen

with a schematic of the device below it. It's kind of bulky, but you see a lunch cart nearby that might work. Something else catches your eye: an object on a counter labeled 'Cloaking Device'.

Choose 1:

Steal a Foldspace Capacitor - go to 310-7

Steal a Cloaking Device - go to 310-8

310-7 You place the device on the lunch cart and stroll out of the facility like you own the place!

Rep ★+1.

Choose 1:

Gain special device card 068, Foldspace Capacitor.

Gain an item card (020).

310-8 You place the device on the lunch cart and stroll out of the facility like you own the place!

Rep ★+1.

Choose 1:

Gain special device card 064, Cloaking Device.

Gain an item card (020).

310-9 You panic as voices and footsteps head your way, and crouch behind a row of lockers, hoping the dim lighting will provide cover.

Make a **(SNEAK)** skill check 🎲👁️.

0-5 - go to 310-10

6-7 - go to 310-11

8+ - go to 310-13

310-10 The voices arrive perilously close.

Male Voice: "How long before it's operational? Can you give me a timeline?"

Female Voice: "Well no, I mean, I didn't ask."

Male Voice: "How many times do I have to explain? Details matter! What are we going to do now? Huh? Did you think of that?"

Female Voice: "I'm not the one who clogged it, and there's a fully operational bathroom in section four. It's just one section away."

Male Voice: "You know I have an irritable bowel!"

Female Voice: "Oh, trust me. Everyone knows."

You fail to suppress an incredulous snicker.

Male Voice: "Hey, what's that?"

Fortunately for you, these lab techs are not much in a fight. You grab one in a sleeper hold and point your gun at the other. He turns to flee but bangs into his own locker and drops unconscious. A stolen lab coat gets you out of there, but empty-handed, and now the whole place is crawling with security.

Threat ★+1.

310-11 A gaggle of people in lab jackets pass by in heated conversation.

Bomlin: "Without connection to the Host, they're just mindless drones that can be rather easily programmed with complex routines."

Human: "But what happens if they become re-exposed to the Host? That's the biggest concern. I fear we will have awakened a sleeping evil."

Bomlin: "I share that worry. We can discuss it more after today's test."

You hear a door clank shut, then continue your snooping.

Next - go to 310-12

310-12 Sneaking through the cluttered, snowbound lab facility, you stop at a containment pod where a strange alien being is laid out on an exam table. It's been split down the middle, exposing its organs. There is no blood, but you are unnerved as the organs appear to be moving and rearranging themselves. Instead of hands, the being's arms each end in three restless tentacles that move as if seeking.

You try to contact Sena, but the communications have been jammed, so

you take a quick vid, then get out before you are discovered. You scramble headlong through the nearest door. Once you're out of the lab, you're able to send the disturbing vid to your crew mates and laugh at their reactions.

Rep ☆+1. Gain Science Project +1 All players gain Perk Token +1.

Lock Action 05.

310-13 *Sneaking through the cluttered, snowbound lab facility, you stop at a containment pod where a strange alien being is laid out on an exam table. It's been split down the middle, exposing its organs. There is no blood, but you are unnerved as the organs appear to be moving and rearranging themselves. Instead of hands, the being's arms each end in three restless tentacles that move as if seeking.*

You try to contact Sena, but the communications have been jammed, so you take a quick vid, but it's cut short when you hear a group of Armada security officers heading your way. You scramble headlong through the nearest door.

Next - go to 310-14

310-14 *As the motion-activated lights clunk on, you're staring down the length of a cavernous snow tunnel that stretches beyond your field of view. On each side of the tunnel are row upon row of strange, cryogenic pods!*

You find a datachip in the pocket of your lab coat and stick it in a nearby console. You wipe the frost off the screen as it flickers to life with a schematic of a cryo pod and the being inside it. At the top, it says 'Xenothrall Army'.

A chill washes over you, and you tap a few buttons to initiate a download. A moment later, the chip is in your pocket and you're on your way. You have a few contacts that might be interested in exposing this secret project.

Rep ☆+1. Gain 1 science project .

All players gain Perk Token +1. Gain 1 rare cargo token .

Move the galactic struggle 1 step toward peace.

Lock Action 05.

311

Choose your current context:

Siege of Neko - go to 311-1

None/Other - go to 311-14

311-1 *You hear a general call for aid over the base's comms, requesting able fighters to help repel a new wave of tundraks. Tundraks! The vicious predators attack Neko Base regularly. They make their lairs deep in subterranean caves that make them difficult to find and eradicate. Willing to do your part, you report to the duty officer who asks what kind of work you're suited for.*

Choose 1:

Volunteer for breach patrol - go to 311-2

Volunteer to act as a sniper - go to 311-6

Volunteer to offer moral support - go to 311-10

311-2 *General: "You're on breach patrol! You'll need to listen for tundrak diggers. They use their powerful claws to undermine us, but luckily it sounds like a train coming. Destroy them as they come up, then blow their tunnel. Here's a belt with a half-dozen plaz grenades. Any questions?"*

You patrol the inside of the wall, listening for tunneling enemies. It's a pretty lonely and uneventful task at first, but then the ground begins to tremble, and you hear a loud noise coming from below.

Make a **(FIGHT)** skill check .

0-3 - go to 311-3

4 - go to 311-4

5+ - go to 311-5

311-3 *You're unprepared for just how large the tundraks are. You gun down the first one, but soon more of the bloodthirsty predators burst up from below, howling for blood and slashing with their enormous, hooked claws. You and the rest of the breach patrol fall back to the base and try to set up a hasty defense there.*

Threat +1. Gain an Injured card (011).

311-4 *You're unprepared for just how large the tundraks are. You gun down the first one, but soon more of the bloodthirsty predators burst up from below, howling for blood and slashing with their enormous, hooked claws. You decide to aim for the short legs of the tundraks instead of their bulky upper bodies. It seems effective, and once the rest of the patrol follows your lead, you're able to effectively block the tunnel with dead tundraks.*

Perk Token +1. Rep ☆+1. Gain a Stress card (012). Lock Action 06.

311-5 *The tundraks are startlingly large, but you gun down the first one to breach the ground. It tumbles down its hole, forcing back those behind it, and you quickly toss a plaz grenade after it.*

The resulting explosion causes the ground to sink, revealing a second tunnel that you got lucky and destroyed by accident.

New catchphrase: Sweet, sweet dopamine! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Improve +1. Lock Action 06.

311-6 *Bomlin: "You're on sniper duty!"*

The Bomlin sergeant points to the comms tower, a narrow structure that reaches upwards to dizzying heights and you die a little bit inside.

Bomlin: "Concentrate on taking out the aggressive emperor tundraks. Don't bother asking what they look like. Trust me, you'll know."

You scale the lofty structure one frozen rung at a time until you're high above the base below. Bitter wind whips at you, and the maintenance platform offers little room for you, much less your gear, but you get into position as best you can and start looking for emperor tundraks.

Make an **(AIM)** skill check . If you have a readied Weapon item with the **(PIERCE)** prompt, add 2 to your total.

0-3 - go to 311-7

4-5 - go to 311-8

5+ - go to 311-9

311-7 *You can only assume emperor tundraks are the ones with the ridiculous horns. As you zero in on one scaling the defensive perimeter, a gust of wind hits you hard, almost knocking you off the platform. You grab the rail, saving yourself, but dropping your gear. On the battlefield far below, the emperor tundrak reaches the ramparts and proceeds to savage the beleaguered Bomlin defenders there.*

Threat +1. Return a readied item card (020 only) to the card catalog. If you cannot, gain 2 Stress cards (012) instead.

311-8 *You can only assume emperor tundraks are the ones with the ridiculous horns. You zero in on the one nearest the perimeter and turn its head into a black mist. You take out another loping forward from the rear, but the third one you aim at is looking right at you! It uses its long, hooked claws to scoop up snow and ice, then hurls the ball right at you with frightening ease. Only by clutching the thin railing do you avoid being knocked to your death.*

Perk Token +1. Rep ☆+1. Gain a Stress card (012). Lock Action 06.

311-9 You can only assume emperor tundraks are the ones with the ridiculous horns. You zero in on the one nearest the perimeter and turn its head into a black mist. You take out another loping forward from the rear, but the third one you aim at is looking right at you! You drop it before it can react, and with no obvious targets in sight, you swivel down to the defensive wall and shoot two regular tundraks that were about to attack the defenders. The troops stationed there give you a rousing cheer.

Gain an Inspired card (015). Gain a sidekick card (050). Lock Action 06.

311-10 Bomlin: "What are your talents, spacer?"

Player: "Thank you for asking, Sarge! I would say that my true talent lies in keeping folk buoyed, body and spirit! Me and my friend Cook-E here can make some drinks and snacks and take 'em to the ones on the frontlines. All this battling, makes a person hungry! Oh, and hot, steamed towels are a total must!"

Bomlin: "Um, yeah, I guess you should just stick to that."

With the battle raging outside, you and Cook-E find yourselves with full access to Neko Base's kitchen.

Player: "What are those Cook-E?"

Cook-E: "I'm callin' 'em 'Blazin' Battle Balls'! So spicy they make ye howl from both ends!"

Player: "Oh, good call! Those'll go great with my Frozen With Fear Daiquiris. Fire and ice, baby!"

Make a **PLAN** skill check .

0-3 - go to 311-11

4 - go to 311-12

5+ - go to 311-13

311-11 You work long and hard perfecting your snacks. Once done, you proudly strut to the ramparts with a hovercart full of your culinary creations. You're greeted by scores of wounded troops crying out for medical attention. Weirdly, none of them are interested in your thoughtful snacks at all. The rejection really hurts.

Threat +1. Gain a Stress card (012).

311-12 You work long and hard perfecting your snacks. Once done, you proudly strut to the ramparts with a hovercart full of your culinary creations. You find the troops are way too occupied with fighting off the towering tundraks that are trying to disembowel them. Not wanting your hard work to go to waste, you bravely force-feed the troops. Weirdly, they're angered by your stuffing their mouth with red-hot meat treats, or pouring frozen beverages down their throats. Luckily, their anger at you gives them the grit they need to repel the invaders.

Perk Token +1. Rep +1. Gain a Stress card (012). Lock Action 06.

311-13 You work long and hard perfecting your snacks. Once done, you proudly strut to the ramparts with a hovercart full of your culinary creations. You find the troops are way too occupied with fighting off the towering tundraks that are trying to disembowel them. Not wanting your hard work to go to waste, you bravely force-feed the troops. At first they're angered by your probing their mouths, but you and Cook-E work in tandem, him setting mouths ablaze with spice, then you quenching the fire with icy booze.

Bomlin: "That was the dumbest thing I've ever seen!"

Player: "Sorry, Sarge."

Bomlin: "But, uh, why don't you let us buy the recipe for those anyway?"

Profit +1. Gain an Inspired card (015). Lock Action 06.

311-14 You're attempting to shake a bag of Snootles free of a stubborn vending machine when a sudden alarm sounds throughout the facility. A passing Armada officer yells at you.

Officer: "Tundrak attack! Hurry! All hands to the perimeter!"

Tundraks! The vicious predators attack Neko Base regularly. They make their lairs deep in subterranean caves that make them difficult to find and eradicate. You stumble out into the bright, white landscape and follow the troops as they man the ramparts of the perimeter wall. You hear a high-pitched screeching above the noise of gunfire.

Is Action 05 locked?

Yes - go to 311-15

No - go to 311-18

311-15 You spot a nearby transport vehicle and get an idea.

Make a **PLAN** skill check .

0-6 - go to 311-16

7+ - go to 311-17

311-16 You climb into the cab of the transport and push the throttle forward. When the tundraks appear over the walls, bipedal and shaggy with long, hooked claws, you crank up the engine. Gunfire from the soldiers takes many of the large beasts down, but many come too close for comfort, so you aim the armored vehicle for them.

Suddenly, a strange alien appears directly in your path, firing green energy bolts at the invading tundraks. The bolts cut through the tundraks with ease, but it's too late! You smash into the alien and watch as it goes under the tracks.

Player: "Oh wow."

An Armada officer runs over and shrieks at you as you climb bleeding from the cab.

Officer: "Do you know what you just did?"

Player: "No, what?"

He grimaces as he searches for the words.

Officer: "I can't tell you! It's classified! Now get the flux out of my sight!"

Gain an Injured card (011).

311-17 You climb into the cab of the transport and push the throttle forward. When the tundraks appear over the wall, bipedal and shaggy with long, hooked claws, you crank up the engine. Gunfire from the soldiers takes many of the large beasts down, but many come too close for comfort, so you aim the armored vehicle for them.

Suddenly, a strange alien appears directly in your path, firing green energy bolts at the invading tundraks. The bolts cut through the tundraks with ease, and you jam on the control sticks, just barely missing the alien. You watch in amazement as it slaughters the remaining tundraks.

Player: "Oh wow."

You get out and run over to a nearby Armada officer.

Player: "What the helix is that thing?"

Officer: "Classified!"

Player: "Classified alien superweapon?"

Officer: "Report to the contractor office and I'll see to it you're rewarded. Provided you sign some NDAs of course."

Rep +1. Profit +1. Lock Action 06.

311-18 You jump into the chair of a nearby sentry gun that sits in the bailey and engage the targeting computer.

You must make a **TARGET** skill check  .

0-6 - go to 311-19

7+ - go to 311-20

312-313

311-19 When the tundraks appear over the walls, bipedal and shaggy with long, hooked claws, you set the rotary barrel spinning and begin firing. You target the tundraks appearing over the walls, shredding them to pieces, letting the soldiers below deal with those that make it over.

But the attack is fierce and you are unprepared for the sheer number of targets to choose from. You do your best, but are thrown aside when a tundrak slams into your gun, destroying it. You wake up an hour later in Dr. Varnus's medlab.

Gain an Injured card (011).

311-20 When the tundraks appear over the walls, bipedal and shaggy with long, hooked claws, you set the rotary barrel spinning and begin firing. You target the tundraks appearing over the walls, shredding them to pieces, letting the soldiers below deal with those that make it over.

At first you are caught off guard by the sheer volume of attacking predators, but soon you are swiveling on the spot, cutting down targets in short, controlled bursts. When the attack finally falters, an Armada officer jogs over and commends your efforts.

Officer: "Report to the contractor office and I'll see to it you're rewarded. Well done, spacer!"

Rep ☆+1. Profit ♣+1. Lock Action 06.

312

Choose your current context:

Siege of Neko - go to 312-1

None/Other - go to 312-11

312-1 Pass the first player token to the left.

Is Action 06 locked?

Yes - go to 312-2

No - go to 312-7

312-2 Captain McMahon: "Attention Neko Base, this is Captain McMahon of the Armada ground forces. I'm calling all hands to the ramparts. We are close to breaking this siege, and need one final push. Let's end this!"

Player: "Where are you going, Cook-E? He said all hands to the ramparts!"

Cook-E holds up his arms. One hand has been replaced by a spatula, and the other with a whisk.

Cook-E: "He don't mean me, matey. I ain't got no hands!"

Player: "Well played, Cook-E. Patch, go with Cook-E. Tell Sena to get the ship ready."

The rest of you scramble to the ramparts to join in the final stand.

All players must make an **(AIM)** group ⚔ skill check 🎲. Goal: 6

Success - go to 312-3

Fail - go to 312-6

312-3 You stand shoulder-to-shoulder on the windswept ramparts of Neko Base and pour all of your anger, frustration, and dislike for frozen food into the snarling beasts below. The bodies of the towering predators begin to pile up, but still they come. Finally, an emperor tundrak appears, the massive beast's head sporting strange, mechanical modifications.

Player: "Bring that one down!"

The defenders focus fire on the alpha until it finally falls from its many wounds. The attack collapses, and the remaining tundraks turn and lope off back into the hazy, white distance.

A cheer goes up on the ramparts and spreads throughout Neko Base.

Player: "Sena, I thought tundraks had animal intelligence. We saw one with cybernetic implants."

Sena: "You are correct. They certainly don't use tools or build machines.

I doubt it's a coincidence that what you saw occurred so near to Krunk space."

Next - go to 312-4

312-4 You relay your suspicions to a grateful Captain McMahon, then head back to the Zephyr.

Sena: "Just in time! My hydraulic systems are near frozen. You all did a great thing for the people here."

Player: "Thank you, Sena. Still, that modified tundrak is a real concern. The Krunk are showing more and more ingenuity every day."

Sena: "Even without the Krunk, the tundraks won't vanish overnight. They've always been a problem here. Hopefully the Armada will come up with a solution."

As the Zephyr lifts off, you see the grim aftermath of the the siege from a bird's eye view, and you're surprised anybody survived.

You have completed Siege of Neko. Banish its job card.

Profit ♣+3. All players gain Rep ☆+1.

Move the galactic struggle dial one space toward peace.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 312-5

Stay to resolve another waypoint ring at this location - go to 319-2

312-5 You pass from Tildar's atmosphere into the black of space.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

312-6 You do your best to keep the tundraks at bay, but they come from every direction, even beneath the ground. A broadcast comes over the base's comms.

Broadcast: "All hands, fall back! Enacting emergency countermeasures! Tactical zyrene blast in five minutes!"

Player: "Oh flux, everyone back to the Zephyr, now! A zyrene blast will generate an EMP field. That'll kill the bots and Sena as well! We're not letting that happen! Sena, prep for emergency liftoff, now!"

You fight your way up the stairs to the landing pad and sprint for the Zephyr's cargo ramp.

Player: "Take us up, Sena! Go, go, go!"

The Zephyr lifts off in a swirl of snow. Below you, Neko Base is enveloped in a massive blast of blue energy that destroys the outbuildings, sends vehicles tumbling, and instantly kills hundreds of hundreds of tundraks. All you can do is shake your head at the sight.

Player: "What a mess."

You have completed Siege of Neko. Banish its job card.

Captain McMahon is dissatisfied with your performance and refuses to pay in full. Profit ♣+2. Threat ⚔+1.

Move the galactic struggle dial one space toward war.

Each player who failed their part of the group ⚔ skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Remove all game pieces from the location book and close it.

You are unable to complete further jobs at this location at this time.

Next - go to 312-5

312-7 Is Action 02 locked?

Yes - go to 312-2

No - go to 312-8

312-8 Captain McMahon: "Attention Neko Base, this is Captain McMahon of the Armada ground forces. Fall back to the bunker! I repeat, fall back to the bunker! The tundraks have breached the wall. All hands, cover the evacuation of staff to the safe zone!"

People start scrambling in all directions as panic sweeps the base.

Player: "C'mon! We can help cover them, then get to the ship."

You grab your weapons and head to the inner grounds, where troops are trying to contain an insurgence of roaring tundraks that have broken through the gates.

All players must make a **FIGHT** group skill check. Goal: 6

Success - go to 312-9

Fail - go to 312-10

312-9 The fighting is fierce, but you stay long enough to cover the escape, then grab your things and make a mad dash to the Zephyr. A Bomlin sergeant calls to you as you wait for the blast doors to the landing pads to open.

Bomlin: "You can't go out there! The captain is about to unleash the emergency countermeasures. It's going to wipe out everything!"

You shout back as the doors open and the wind whips at you.

Player: "We'll be long gone by then! Sena, prepare for an emergency liftoff!"

Sena: "On it."

With chaos all around, you run up the stairs to the landing pad and sprint for the Zephyr's cargo ramp. The Zephyr lifts off in a swirl of snow. Below you, Neko Base is enveloped in a massive blast of blue energy that destroys the outbuildings, sends vehicles tumbling, and instantly kills hundreds of hundreds of tundraks. All you can do is shake your head at the sight.

Player: "What a mess!"

You have completed Siege of Neko. Banish its job card.

All players gain Rep ☆+1. Profit ₪+3.

Move the galactic struggle dial one space toward war.

Remove all game pieces from the location book and close it.

You are unable to complete further jobs at this location at this time.

Next - go to 312-5

312-10 You do your best to keep the tundraks at bay, but they come from every direction, even from beneath the ground. A broadcast comes over the base's comms.

Broadcast: "All hands, fall back! Enacting emergency countermeasures! Tactical zyrene blast in five minutes!"

Player: "Oh flux, everyone back to the Zephyr, now!"

Cook-E: "Arrr, matey. Best get indoors! A zyrene blast makes an EMP field. That'll kill me an' Patch fer sure!"

Player: "It will destroy Sena too! We're not letting that happen! Sena, prep for emergency liftoff, now!"

You fight your way up the stairs to the landing pad and sprint for the Zephyr's cargo ramp.

Player: "Take us up, Sena! Go, go, go!"

The Zephyr lifts off in a swirl of snow. Below you, Neko Base is enveloped in a massive blast of blue energy that destroys the outbuildings, sends vehicles tumbling, and instantly kills hundreds of hundreds of tundraks. All you can do is shake your head at the sight.

Player: "What a mess."

You have failed to complete Siege of Neko. Banish its job card.

Threat ⚡+1. Move the galactic struggle dial one space toward war.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Remove all game pieces from the location book and close it.

You are unable to complete further jobs at this location at this time.

Next - go to 312-5

312-11 Pass the first player token to the left.

Is Action 06 locked?

Yes - go to 312-12

No - go to 312-14

312-12 Sena: "The weather isn't looking good. Shall we take off?"

Remove all game pieces from the location book.

Choose 1:

Leave - go to 312-13

Stay to resolve another waypoint ring at this location - go to 319-2

312-13 Player: "Prepare for liftoff."

Remove all game pieces from the location book and close it.

You may gain Risk ⚡+1 to work the ship. Then, travel on the galactic star map.

312-14 Player: "Sena! Neko Base is overrun! Get the engines going, now!"

You do your best to shout above the din of gunfire and screams.

Sena: "Spacers, you're not going to make it! There are reports of tundrak between you and the pad. Be careful!"

You join a ragged group of bloodied troops, Bomlin lab techs, and maintenance bots as you prepare to make a final stand in a wide corridor.

Turn to page 11 in the location book.

Set Dials A, B, and C (Tundraks) to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Tundraks*.

Begin a round in the location book.

313

Sena: "Tybalt just ahead."

Tybalt dominates your view, an enormous, blue gas giant in the outer spin. Orbiting the planet is Paradise Moon, a tropical gem and prominent tourist destination. It looks like a tiny sapphire in the viewport, dwarfed by the planet it spins around.

Draw a token from the bag and resolve its effect.

Do you wish to land at Paradise Moon or continue traveling?

Land - go to 313-1

Travel - go to 313-7

313-1 Player: "Bring us into Loki Spaceport, please."

Sena: "I'll request a pad."

Is there a waypoint ring for a job at this location?

Yes - go to 313-2

No - go to 313-8

313-2 Select the active job associated with the waypoint ring.

Cave of Worms - go to 313-3

The Con Job - go to 313-4

Escort Trade Barons - go to 313-6

Gunrunning B - go to 313-9

Take Finch Home - go to 313-23

Takeover - go to 313-27

Trinards' Call - go to 313-33

313-3 Player: "Ahh, Loki Spaceport!"

You sigh fondly. The place is bustling with commerce. Starliners, expensive void yachts, and sketchy smuggling freighters abound as tourism and gray market interests mingle.

Sena: "Remember, you're here to get worms, not to gamble your futures away at the Sokum tables."

Player: "Hey, isn't that the Banshee?"

313 - CONTINUED

Sure enough, you see Dweezle Grift's ship parked at one of Loki's landing pads. There are few spacers more famous, more successful, and more downright annoying than Grift.

Player: "Gods willing, we won't see that jerk at all."

Turn to page 43 in the location book.

Make Action 02 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Cave of Worms*.

Begin a round in the location book.

313-4 *Loki Spaceport bustles with activity, but you pause and drink in the briny scent of the nearby ocean. Everything about Paradise Moon just screams 'beach', except for the people approaching your ship.*

Player: "Nice, uh, nice costumes."

You recognize one as being dressed as *DungeonCrawler Wenceslas X* from *WizKill*, but the other you aren't sure about. Is she supposed to be *Madame Firebunny Overkill*? *Sister Sepulcher*? Honestly, the *WizKill* game world has never made a lot of sense, so you shrug and transfer the pallet of cards to your contacts.

Player: "Sena, let Octoff know his cards made it to Tybalt."

Sena: "Will do. What's next? Are we leaving or sticking around?"

You have completed *The Con Job*. Banish its job card.

All players gain Rep +1. Profit +3.

Remove all game pieces from the location book.

Choose 1:

Leave - go to 313-5

Stay to resolve another waypoint ring at this location - go to 313-2

313-5 *The Zephyr lifts off the landing pad. You enjoy the view of fireworks above Runner's Bay as you pull out of the spaceport.*

Pass the first player token to the left.

Close the location book.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

313-6 *You land at the assigned pad at the spaceport. Paradise Moon has countless forms of entertainment to offer, but right now you're only eager to rid yourselves of your frustrating customers. The trade barons appear in multiple holograms on the bridge.*

Count Lupus: "As per our agreement to escort us safely through the Ink Well and to Tybalt, we are transferring payment to your account."

Count Lupus' eye stalks droop sheepishly.

Count Lupus: "And I would take it as a personal kindness if you agreed that what happens in the Ink Well stays in the Ink Well."

Player: "We don't kiss and tell, Count. Be well."

You have completed *Escort Trade Barons*. Banish its job card.

All players gain Rep +1. Profit +3.

Choose 1:

Leave - go to 313-7

Stay and enjoy Paradise Moon - go to 313-8

Stay to resolve another waypoint ring at this location - go to 313-2

313-7 **Player:** "No time for rest and relaxation just yet. Let's keep moving."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

313-8 *Loki Spaceport is an unregulated hub of tourism and gray market trade. Perfect for spacers like you.*

Sena: "The casinos here are run by the Trinards. Anyone's welcome, but naturally they're geared for high-rollers. With your luck, I recommend you keep gambling to a minimum."

Player: "Hey, luck is my copilot."

Sena: "Sure it is. The good news is the *Zephyr* has history here. Mention the *Zephyr* or *Sena* when dealing with the Trinards."

Turn to page 43 in the location book.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Escort Trade Barons*.

Begin a round in the location book.

313-9 To complete this job, you must have 1 or more arms cargo tokens . Choose 1:

We're prepared - go to 313-10

We need to reconsider - go to 313-21

313-10 **Player:** "Best part about running guns to Tybalt? Paradise Moon, baby! Sun, sand, and Sokum!"

Patch: "MEEP MOOP!"

Player: "You don't like sand?"

Patch: "MOOP MOOP!"

Player: "Course, rough, and irritating? Well, we'll keep you away from the beaches, Patch."

A sensor console flashes red, and a number of blips appear on the scanner.

Player: "Nice! A personal escort down to the moon."

Forex Thug: "PHG-04, this is a Forex trade lane! You must power down and wait to be boarded or we will fire!"

Player: "Ah, not a welcoming committee. Just old-fashioned highway robbery."

Sena: "The Forex have no authority in this or any other sector. That said, they do outgun us. On paper at least."

Choose 1 (You cannot use the Cloaking Device if the special devices stack is damaged.):

Fight your way out - go to 313-11

Try to shake 'em - go to 313-14

Negotiate - go to 313-17

We have a Cloaking Device in the special devices stack - go to 313-20

313-11 **Player:** "Let's see how they handle a little friendly cannon fire!"

All players must make a **TARGET** group  skill check . Goal: 5

Success - go to 313-12

Fail - go to 313-13

313-12 *Catching them off guard, you immediately open fire on one of the Forex ships, the Zephyr's cannons shredding the fighter to pieces.*

Player: "Holy crap! That was a direct hit!"

Turn to page 27 in the location book.

Place Large Blip A (Forex Gunship) on sector 1. Place Small Blips B and C (Forex Fighters) on sectors 3 and 5. Set Dial A to 8 plus the number of players. Set Dials B and C to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

313-13 *Your shots go wide of their mark.*

Sena: "You missed!"

Player: "Eh, those were warning shots!"

Sena: "They are now."

Risk +1. Turn to page 27 in the location book.

Place Large Blip A (Forex Gunship) on sector 1. Place Small Blips B, C, and D (Forex Fighters) on sectors 3, 4, and 5. Set Dial A to 8 plus the number of players. Set Dials B and C to 2 plus the number of players. Set Dial D to 2.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

313-14 Player: "Punch it! Let's outrun 'em!"

The first player must choose a player to pilot the ship.

The chosen player must make a **PILOT** skill check  .

0-5 - go to 313-15

6+ - go to 313-16

313-15 Player: "I'm going to lose them in Tybalt's gases!"

The Zephyr dives sharply downward toward the big, blue gas giant and disappears into the turbulent dust and gaseous storms.

Sena: "Pull up now or we'll be lost in the soup!"

Tybalt doesn't have a surface you can land on. The atmosphere just gets thicker and more caustic the deeper you go. At the last second, you pull hard on the controls, almost stalling in the thickening soup, but as you climb out of the gases, you're disappointed to see the Forex emerge as well.

Risk +1. Turn to page 27 in the location book.

Place Large Blip A (Forex Gunship) on sector 1.

Place Small Blips B, C, and D (Forex Fighters) on sectors 3, 4, and 5.

Set Dial A to 8 plus the number of players. Set Dials B and C to 2 plus the number of players. Set Dial D to 2.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

313-16 Player: "I'm going to lose them in Tybalt's gases!"

The Zephyr dives sharply downward toward the big, blue gas giant and disappears into the turbulent dust and gaseous storms.

Sena: "Pull up now or we'll be lost in the soup!"

Tybalt doesn't have a surface you can land on. The atmosphere just gets thicker and more caustic the deeper you go. At the last second, you pull hard on the controls, almost stalling in the morass, but emerging safely all the same. The Forex emerge behind you, but you notice one of the Forex ships is missing, lost inside the gas giant.

Turn to page 27 in the location book.

Place Large Blip A (Forex Gunship) on sector 1.

Place Small Blips B and C (Forex Fighters) on sectors 3 and 5.

Set Dial A to 8 plus the number of players.

Set Dials B and C to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

313-17 You hail the Forex gunship then gather on the bridge. The Forex leader appears on holo.

Forex Thug: "We are Forex!"

Player: "Don't care. What the flux do you thugs want?"

Forex Thug: "This is a Forex-guarded trade lane. You need to pay a transport fee to pass through."

You must choose whether or not to pay the fee.

If you pay, return 1 cargo token  from the ship hold to the supply, selecting an arms cargo token  if able. Cargo tokens  in the smuggling hold cannot be used to pay the fee.

Choose 1:

We refuse or cannot pay - go to 313-18

Pay them - go to 313-19

313-18 Player: "Interesting, but here's a counteroffer. How about we give you nothing, and you mediocre losers crawl back to the unhappy soil your loser parents puked you out upon? Sound good?"

The holo goes dark.

Sena: "They're powering weapons."

Player: "Let's do the same, Sena."

Risk +1.

Turn to page 27 in the location book.

Place Large Blip A (Forex Gunship) on sector 1.

Place Small Blips B, C, and D (Forex Fighters) on sectors 3, 4, and 5.

Set Dial A to 6 plus the number of players. Set Dials B and C to 2 plus the number of players. Set Dial D to 2.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

313-19 You transfer cargo to the Forex.

Player: "I hate these guys!"

Sena: "Well, we have clearance to land at the spaceport. Shall I take us down?"

Player: "Yes please."

You come into Loki Spaceport and land at the assigned pad. Normally the lush scenery would have you aflutter, but being robbed by the Forex has also robbed you of some of your excitement.

Turn to page 43 in the location book.

Make Action 06 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

313-20 Forex Thug: "We are Forex! Cloaking devices are not allowed in Forex space!"

Return the Cloaking Device card to the Zephyr section of the card catalog.

Turn to page 43 in the location book.

Make Action 06 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

313-21 Player: "Hmm. We can't run without guns. We'll have to come back later."

Choose 1:

Leave - go to 313-7

Stay and enjoy Paradise Moon - go to 313-8

Stay to resolve another waypoint ring at this location - go to 313-2

313-22 Loki Spaceport is an unregulated hub of tourism and gray market trade. Perfect for spacers like you.

Sena: "The casinos here are run by the Trinards. Anyone's welcome, but naturally they're geared for high-rollers. With your luck, I recommend you keep gambling to a minimum."

Player: "Hey, luck is my copilot."

Sena: "Sure it is. The good news is the Zephyr has history here. Mention the Zephyr or Sena when dealing with the Trinards."

Turn to page 43 in the location book.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning B*.

Begin a round in the location book.

313-23 Note: To complete this job, a player must have the Finch sidekick card (052) readied. The player with Finch must ready her now, retrieving her from their draw or discard pile if necessary.

Choose 1:

Finch has been readied - go to 313-24

Finch has been banished or returned to the card catalog - go to 313-25

313-24 Little Finch joins you on the bridge, chirping excitedly at the sight of Paradise Moon, her home.

Cook-E: "Arrr, the sight of that there be a bad omen."

Cook-E, draws your attention to a Scourge Pirate ship in orbit of the moon.

Player: "What the helix are they doing out here?"

Finch shudders in fear and stands behind you as if hiding from the pirate ships.

Sena: "Wherever they go, trouble follows. You should be careful, spacers."

Turn to page 43 in the location book.

The player with Finch MUST select Action 04.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Take Finch Home*.

Begin a round in the location book.

313-25 **Player:** "Can someone remind me why we came all the way out here?"

Sena: "Ah, there was an old job request recently made moot through personal tragedy."

Player: "Well, nuts."

You have failed to complete Take Finch Home. Banish its job card.

Choose 1:

Leave - go to 313-7

Stay and enjoy Paradise Moon - go to 313-8

Stay to resolve another waypoint ring at this location - go to 313-2

313-26 *Loki Spaceport is an unregulated hub of tourism and gray market trade. Perfect for spacers like you.*

Sena: "The casinos here are run by the Trinards. Anyone's welcome, but naturally they're geared for high-rollers. With your luck, I recommend you keep gambling to a minimum."

Player: "Hey, luck is my copilot."

Sena: "Sure it is. The good news is the Zephyr has history here. Mention the Zephyr or Sena when dealing with the Trinards."

Turn to page 43 in the location book.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Take Finch Home*.

Begin a round in the location book.

313-27 Are you wanted by the Forex?

Yes - go to 313-28

No - go to 313-32

313-28 *You see a trio of Forex ships approaching on an intercept course!*

Forex Thug: "Zephyr, we are Forex! Tybalt is Forex! You are an enemy of Forex! Lower your shields and prepare to be boarded, or be destroyed!"

Player: "I'm sorry, we didn't catch who you were. Could you say it another hundred times for us?"

Is the special device stack undamaged, and does it contain special device card 064, Cloaking Device?

Yes - go to 313-29

No - go to 313-31

313-29 To activate the Cloaking Device, return its card to the Zephyr section of the card catalog.

We will use the Cloaking Device - go to 313-30

Nah, we can take these chumps - go to 313-31

313-30 **Forex Thug:** "You are not allowed to hide from us. We are Forex!"

Player: "I'm sorry, who?"

You're able to land at Loki Spaceport without any hassles, and soon you're ready for a night on the town! Working of course!

Turn to page 43 in the location book. Make Actions 01 and 05 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Takeover*.

Begin a round in the location book.

313-31 **Sena:** "They're powering weapons."

Player: "Then we should too. Battle stations!"

Turn to page 27 in the location book.

Place Small Blips A, B, and C (Forex) on sectors 1, 3, and 5.

Set Dials A, B, and C to 4 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Takeover*.

Begin a round in the location book.

313-32 *You pass several Forex ships on your approach to Loki Spaceport.*

Player: "I hate those guys!"

Sena reminds you of your connections.

Sena: "Remember, the Zephyr has clout here. Mention the Zephyr or Sena to get into see the Trinards. In their situation, they need us as much as we need that money!"

Loki Spaceport: "PHG-004, this is Loki Spaceport, you're cleared for touchdown. Welcome to Paradise!"

Turn to page 43 in the location book. Make Actions 01 and 05 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Takeover*.

Begin a round in the location book.

313-33 *You enter the moon's atmosphere, your destination being Runner's Bay. Once a smuggler's port, it is now a thriving tourist hot spot run by the Trinards, a three-headed Ooze who resides in the Revinara Hotel-Nightclub.*

Loki Spaceport: "Welcome back to Paradise Moon, PHG-004. You're cleared to land at Loki Spaceport."

Player: "We're famous."

Sena: "The Zephyr has history here. As do I. Keep that in mind with the Trinards."

Player: "Everybody likes you, Sena."

Sena: "Try not to sully my good name down here, okay?"

Player: "We aren't promising anything we can't know for sure!"

Turn to page 43 in the location book.

Make Action 01 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Trinards' Call*.

Begin a round in the location book.

313-34 *Loki Spaceport is an unregulated hub of tourism and gray market trade. Perfect for spacers like you.*

Sena: "The casinos here are run by the Trinards. Anyone's welcome, but naturally they're geared for high-rollers. With your luck, I recommend you keep gambling to a minimum."

Player: "Hey, luck is my copilot."

Sena: "Sure it is. The good news is the Zephyr has history here. Mention the Zephyr or Sena when dealing with the Trinards."

Turn to page 43 in the location book.

Begin a round in the location book.

314

Sena: "We are now too close to Kruno to feel any measure of safety."

Player: "Thank you, Sena. Red alert, everyone! Shut down all unnecessary ship systems. And let's watch those sensors! We need to know if the Krunk are nearby long before they know we're nearby."

Sena: "We should assume they knew we were here as soon as we entered the system."

Kruno was once habitable with a rich cultural history. Now it appears to be entirely machine, with no evidence of the planet it consumed over the years. As the homeworld of the Krunk, very little is known about the heavily fortified planet, thanks to the armada that guards it. Like their planet, the Krunk are mechanical beings, dedicated to ending all sentient organic life in the galaxy. You have faced danger before, but nothing like this.

Draw a token from the bag and apply its effect.

Threat +1. Risk +1.

Is the special device stack undamaged, and does it contain special device card 064, Cloaking Device?

Yes - go to 314-1

No - go to 314-9

314-1 Would you like to use the Cloaking Device?

Yes - go to 314-2

No - go to 314-9

314-2 To activate the Cloaking Device, return its card to the Zephyr section of the card catalog.

Next - go to 314-3

314-3 Do you wish to approach Kruno or continue traveling?

Approach - go to 314-4

Travel - go to 314-8

314-4 **Player:** "Sena, take us in."

Is there a waypoint ring for a job at this location?

Yes - go to 314-5

No - go to 314-7

314-5 Select the active job associated with the waypoint ring.

Into Kruno - go to 314-6

314-6 **Player:** "We must be insane for doing this!"

Sena: "Insane would be doing this for no reason. You are attempting to prevent the genocide of all sentient species."

Player: "Still feels insane. Flight or fight is kicking in, and flight is winning."

Kruno was supposedly once habitable, with flora, fauna, and a normal atmosphere. Now it is solely artificial, a machine with no evidence of the planet it consumed save its spheroid shape. The planet appears dark from space with no major points of interest shining up toward the heavens. Only starlight illuminates the surface, revealing a network of intricate structures that follow no discernible pattern. Not much is known about the planet's current geography or activity, aside from it acting as a factory forge, churning out ships, vehicles, and a near endless supply of dumb, but effective robot foot soldiers.

Sena: "Approaching the planet, now."

You join the swarm zipping around Kruno's orbit, millions of ships, small craft, and orbital bots.

The planet itself sheds no light, save for that from the nearby star reflected upon its cold, gray surface. The size of the Krunk fleets stationed here is staggering, and fills you with despair.

You have never seen the Armada gather as many ships as this in one place

before, and these Krunk vessels are merely a guard force.

Player: "There's no hope against a force like this. Gods, they're too many."

An alarm sounds from a nearby console.

Player: "Sena?"

Sena: "Something's happening. A number of nearby orbital structures are rapidly cycling through scan types. They can't see us, but they know something is off. Who can say why?"

A number of ships suddenly come to life, and begin leaving orbit to approach your position.

Sena: "We have minutes before discovery, if not seconds."

The Zephyr quickly but cautiously threads its way past the Krunk warships too numerous to count or even speculate. The machine planet fills the viewscreen.

Player: "We've passed the planetary shielding."

You join the millions of robotic vessels of all sizes hurrying about with clockwork purpose. The machine planet is an incomprehensible mass of mechanical parts in constant motion, and the Zephyr passes unnoticed, deeper and deeper into the heart of the machine.

Player: "Land under that ledge over there and power down to avoid notice. From here we go on foot... into the maze."

Sena: "One of you needs to find a data node and hack it. Everybody else, try to get through the maze. Find the Purpose and destroy it."

Turn to page 51 in the location book. Lock Actions 03, 04, 05, and 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Into Kruno*.

Begin a round in the location book.

314-7 **Player:** "Approaching the planet, now."

Sena: "I must warn against this course of action. There is nothing to be gained, but everything to be lost."

Player: "Just a peek, Sena. Trust the cloak."

You join the swarm zipping around Kruno's orbit, millions of ships, small craft, and orbital bots. The planet itself sheds no light, save for that cast by the nearby star unhappily upon its cold, gray surface. The size of the Krunk fleets stationed here is staggering, and fills you with despair. You have never seen the Armada gather as many ships as this in one place before, and these Krunk vessels are merely a guard force.

Player: "There's no hope against a force like this. Gods, they're too many."

An alarm sounds from a nearby console.

Player: "Sena?"

Sena: "Something's happening. A number of nearby orbital structures have flared to life. They're rapidly cycling through scan types. They can't see us, but they know something is off. Ship's emissions? Radiation? Who can say."

A number of ships suddenly come to life, and begin leaving orbit to approach your position.

Sena: "We have minutes before discovery, if not seconds."

Player: "Buckle up, people! We are leaving now!"

Risk +2. Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

314-8 **Player:** "Let's get out of here as fast as we possibly can."

Risk +1. Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

314-9 **Player:** "We have multiple incoming signals. Approaching fast!"

The danger is too great here and you have no choice but to flee.

Risk +1.

Next - go to 314-10

314-10 *There is no time. The ship shakes as multiple vessels begin appearing on your sensors and viewscreen.*

Sena: "They have us!"

The ships appear in the dozens, their numbers growing.

Player: "Get us out of here, now!"

Risk ⚠️+1. The first player must choose a player to pilot the ship. The chosen player must make a **(PILOT)** skill check 🎲👁️.

0-6 - go to 314-11

7+ - go to 314-14

314-11 *The ship is jolted by heavy fire. A pipe bursts, spraying a wall on the bridge with hot steam.*

Player: "I can't lose them! There's too many!"

Risk ⚠️+1. Draw 3 tokens from the bag and apply their effects.

The first player must again choose a player to pilot the ship. The chosen player must make a **(PILOT)** skill check 🎲👁️.

0-6 - go to 314-12

7+ - go to 314-14

314-12 *The lights go out on the bridge and you hear an explosion far away in the ship's aft.*

Player: "It's no good!"

Sena: "Detecting multiple magnabeams powering up."

Threat ⚡+1. Hull 🛡️-1. Life Support 🧑‍🚀-1.

Draw 3 tokens from the bag and apply their effects.

The first player must again choose a player to pilot the ship. The chosen player must make a **(PILOT)** skill check 🎲👁️.

0-6 - go to 314-13

7+ - go to 314-14

314-13 *The Zephyr is badly damaged and shedding plating into space. The debris storm gives you the edge you needed to finally jump away, but you aren't even sure you have a ship remaining.*

Threat ⚡+1. Hull 🛡️-1. Life Support 🧑‍🚀-1.

Draw 2 tokens from the bag and apply their effects to the chosen player.

Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

314-14 *The ship shakes as it takes heavy fire from multiple sources. But you succeed in avoiding the worst of it, and make the jump to the next system.*

Risk ⚠️+1. Draw 2 tokens from the bag and apply their effects.

Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

315

Sena: "We'll have Farrack's Outpost in view soon."

Farrack's Outpost is the private research venture of the eccentric astrophysicist known simply as Farrack, a brilliant Simian who's lived far beyond his years through experimental organ cloning. The outpost is a haven for fringe scientists and kooks from across the galaxy who travel here for experimentation, study, and fellowship.

The outpost started small, but has grown over the centuries as more and more beings have arrived and stayed, their ships eventually dismantled or fused right into the outpost, giving it an eclectic, neon-lit frontier aesthetic.

Draw a token from the bag and apply its effect.

Do you wish to dock at Farrack's Outpost or continue traveling?

Dock - go to 315-1

Travel - go to 315-16

315-1 Sena: "I'll request a coupling to dock at."

Is there a waypoint ring for a job at this location?

Yes - go to 315-2

No - go to 315-15

315-2 Select the active job associated with the waypoint ring.

Escort Shipping Barge - go to 315-3

Gunrunning C - go to 315-4

Item of Galactic Importance - go to 315-13

Transport Drifter - go to 315-14

315-3 *You watch as Captain Smeck brings his transport into the Outpost. He sends his thanks over the comms.*

You have completed Escort Shipping Barge. Return its job card to the Jobs section of the card catalog.

Profit 🤖+3.

Which location is the Zephyr at?

Farrack's Outpost - go to 315-17

Tildar - go to 315-18

315-4 To complete this job, you must have 1 or more arms cargo tokens 🧰 in the ship hold and/or Smuggling Hold.

Choose 1:

We have at least 1 arms cargo token 🧰 onboard - go to 315-5

We do not have any arms cargo tokens 🧰 onboard - go to 315-11

315-5 Is D-1 circled in the ship log database?

Yes - go to 315-6

No - go to 315-9

315-6 *As soon as Farrack's panicked face pops up on the bridge, Oblat bounds forward.*

Oblat: "Farrack, you torbat dung! I've been waiting for this moment!"

Farrack: "We can discuss all that later, just hurry up and make us big again! There's a phozyr ray on a collision course for my outpost. It'll wipe us out at this scale!"

Sena sounds sceptical.

Sena: "Phozyr rays are small and non lethal."

Farrack: "At your scale yes! This thing's as wide as a cantaloupe! We're doomed!"

You turn to Oblat, but see the scientist is savoring his newfound leverage only too much.

All players must make a **(COMMUNICATE)** group 🧑‍🚀 skill check 🎲👁️. Goal: 5

Success - go to 315-7

Fail - go to 315-8

315-7 Player: "We get that you're mad at Farrack, but think of all the other people on that outpost! You don't want them to die."

Oblat: "Oh, of course, I just wanted to see that ape squirm. Let's hook up my Xpandron emitter to your magnabeam. Shouldn't take long at all."

When Oblat activates the Xpandron beam, Farrack's Outpost blinks back to normal size. A few minutes later, the phozyr ray passes through it harmlessly.

Player: "Good work, Oblat. Come with us and you can torment Farrack once we dock."

All players gain Perk Token 🧑‍🚀+1. Turn to page 49 in the location book.

Make Action 01 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning C*.

Begin a round in the location book.

315-8 Player: "Be mad at Farrack all you like, but you're not going to kill all the other people on that outpost!"

Oblat: "You're right, I won't. Because it'll be his fault, not mine!"

Player: "Okay, then."

You all pull your guns and point them at the scientist.

Oblat: "Madness!"

Player: "You're under arrest and will be confined to quarters. Sena, contact the Armada. Tell them we're holding a prisoner responsible for the mass murder of all lifeforms aboard Farrack's Outpost, and responsible for the destruction of a valued asset acting as a critical deterrent against the Krunk."

Oblat glowers at you.

Oblat: "Fine. I'll do it. But I reserve the right to only return Farrack to ninety-eight percent of his normal size. Let the oaf be forced to buy a brand new wardrobe and think upon how I have bested him!"

Player: "Love the pettiness. Now get to work."

In little more than twenty minutes, Farrack's Outpost blinks back to normal size. A few minutes later, the phozyr ray passes through it harmlessly.

Player: "Oblat, you don't have to go home but you can't stay here. When we dock, you get the flux off our ship."

Threat +1. Turn to page 49, Farrack's Outpost.

Make Action 01 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning C*.

Begin a round in the location book.

315-9 Spindock: "PHG-04, Zephyr, this is Spindock. Please be advised, your ship is like a thousand times too big to dock at Farrack's Outpost. You'll need to find yourselves a bigger port!"

Player: "Sena, there's no visual on Farrack's. We're receiving comms just fine, but I'm looking right out the viewport, and there's nothing but empty space."

Sena: "I'm receiving their beacon transponder, but a quick scan shows only a single tiny object, no outpost at all!"

Player: "Sena, target the tiny object, zoom in, then put it onscreen."

The screen flickers, and you see a small dot alone in the center surrounded by nothing. When Sena zooms in, the dot becomes Farrack's Outpost! With only the vast backdrop of cold space behind it, zoomed in, you can't even tell the structure isn't the right size.

Player: "Spindock, this is the Zephyr. We've got a problem. Or rather you have. You've shrunk!"

Next - go to 315-10

315-10 Farrack, the galaxy's only celebrity-scientist, appears on holo, a big smile stretched across his gray face.

Farrack: "Hello, Zephyr crew! You're witnessing greatness! I've succeeded at creating the first Condensoray! Never again will the Krunk threaten my domain!"

Player: "Yeah, congrats! But we have a shipment we need to deliver."

Farrack: "Hmm. Sure. Let me prepare the ray and I'll shrink you down."

Player: "Is it reversible?"

Farrack: "Statistically speaking, it has to be! But, well, I admit that solution escapes me at the moment. I hate to say it, but I really need the help of my peer, Oblat, over on Cha Outpost."

Player: "And?"

Farrack: "That Floundran hates my guts! We haven't been on speaking terms for over ten years. Maybe you could convince him to visit? Then you

could finish your shipment, yes? I'll make it worth your while!"

Move the waypoint for Job 104, Gunrunning C, to the Cha Outpost location (323) on the galactic star map. Place a lock token on job card 104, Gunrunning C. While this token remains on this card, you cannot travel to the Farrack's Outpost location (315) on the galactic star map.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

315-11 Deactivate Gunrunning C and return its waypoint ring to the Navigation board.

Next - go to 315-12

315-12 Which location is the Zephyr at?

Farrack's Outpost - go to 315-18

Pludoka Outpost - go to 315-19

315-13 Farrack's Outpost has become a destination spot for the most eccentric kooks in the galaxy. The Galactic Authority tends to not look too closely at it, the general assumption being the outpost is a breeding ground for new tech best kept away from the general populace, the kind of new tech the Armada is constantly looking for to keep the Krunk at bay.

The Zephyr is surrounded by a swarm of tiny mining collectors and construction pods called chunkers. Farrack has mustered these adrenaline junkies and loose cannons into an ad-hoc defense force.

Spindock: "Zephyr, you are cleared to dock at any free coupling on the spindock."

Turn to page 49 in the location book. Make Action 01 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Item of Galactic Importance*.

Begin a round in the location book.

315-14 Player: "Somebody knock on our guest's door and let him know we're pulling into Farrack's."

A slight jolt and the hiss of pressure indicates you've coupled with one of the outposts docking conduits. The mysterious drifter appears on the bridge a minute later, face hidden behind a hooded cowl.

He gives you a polite nod and flips a credit chip your way, before heading to the airlock.

You have completed Transport Drifter. Return its job card to the Jobs section of the card catalog. Profit +2.

Next - go to 315-12

315-15 The ship is surrounded by a swarm of tiny mining collectors and construction pods called chunkers. Farrack has mustered these adrenaline junkies and loose cannons into an ad-hoc defense force.

Spindock: "Not the first time we've seen that ship in these parts. Welcome, Zephyr, you're cleared for the spindock."

Turn to page 49 in the location book. Begin a round in the location book.

315-16 Player: "No need for us to approach. We're all set for now."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

315-18 Choose 1:

Spend time at Farrack's Outpost - go to 315-15.

Take Off - go to 315-16.

Stay to resolve another waypoint ring at this location - go to 315-2.

315-19 Choose 1:

Spend time at Pludoka Outpost - go to 316-13.

Take Off - go to 316-42.

Stay to resolve another waypoint ring in this system - go to 316-1.

Sena: "Nearing Pludoka Outpost."

The structure ahead of you is old but well maintained. Its sides are covered in a competing jumble of glowing signs, holo-ads, and drive-thru sales ports. Pludoka Outpost attracts a mix of spacers, from ambitious explorers and prospectors, to scientists and cargo haulers.

Draw a token from the bag and apply its effect.

Is there a waypoint ring for a job at this location?

Yes - go to 316-1

No - go to 316-12

316-1 Select the active job associated with the waypoint ring.

Amoebadon Attack - go to 316-2

Escort Shipping Barge - go to 315-3

Transport Scientist - go to 316-11

316-2 You circle around the outpost and find an enormous amorphous blob clinging to the side.

Sena: "That must be the Amoebadon. These things are practically impossible to destroy."

You can see parts of the outpost have been severely damaged and you worry you're too late. Even the docking bay is partially covered.

Sena: "Incoming message from Pludoka."

Pludoka Control: "Zephyr, this is Pludoka Control. Be advised, we are currently under attack by an Amoebadon blob!"

Player: "Copy, Control. We've come to answer the call for help."

Pludoka Control: "Did you bring a warship? My scanners show a rusty freighter from a past century!"

Player: "Beggars and choosers and all that."

Pludoka Control: "Well, You're welcome to dock, if you can find a way to get in."

Player: "We'll shoot our way in!"

All player must make a **TARGET** group  skill check  . Goal: 6

Success - go to 316-3

Fail - go to 316-10

316-3 You bring the Zephyr toward the docking bay using the HUD as a guide.

Player: "Okay, everyone, concentrate fire on that blob covering the opening!"

It takes a ridiculous amount of firepower, but you finally pierce it, and a wide hole appears, allowing the Zephyr to pass through.

Player: "I guess we can just dock anywhere."

Pludoka Control: "Affirmative, Zephyr, just about everyone abandoned the outpost. You can even take a luxury cradle if you want."

Sena suddenly perks up.

Sena: "Oh, please cradle me! I've never had the deluxe treatment! It even comes with a free wash!"

All players gain Perk Token  +1.

Next - go to 316-4

316-4 With most of the people evacuated, the station is like a ghost town. As you're leaving the docking bay, you're greeted by Professor Zafor, a grizzled little Boggan. She peers in at the bay to see your ship.

Zafor: "Great Scoot, what a piece of crap!"

Player: "We've heard. What do you need, Professor?"

Zafor: "I need a sizable, living sample of the Amoebadon and I need to transport it to Mar Mar Station. Admiral Tethra says she can develop a weapon against it, if we can just study this thing. This has to be a big sample, from the very core of the beast. I've built a containment cube for it."

Professor Zafor gestures to a large containment cube in the the bay.

Player: "How are we supposed to collect this sample?"

Zafor: "Beats me! Anyway, I've got my bags packed and am coming with you."

Player: "Okay then."

Although understaffed, the outpost services are still available. Before launching, you can access the various outpost crew and ship services.

Choose 1:

Make use of the outpost's services - go to 316-5

Launch - go to 316-6

316-5 Like most outposts, Pludoka is usually a great place to run errands or purchase new parts for your ship. You can normally sell off any goods you have too, though Pludoka's current situation makes that impossible.

In turn order, each player may resolve either a Crew Service option from their sheet or a Ship Service option from the ship log.

Next - go to 316-6

316-6 You enter the Zephyr and assign a room to the professor.

Sena: "The Amoebadon has already reformed itself around the docking bay entrance! It lashed about a bit too. We might have angered it."

Professor Zafor sees a slimy silver lining.

Zafor: "Perhaps by going through it, we'll make it mad enough to chase us away from the outpost?"

Player: "We'll have to be quick about it though. If we get stuck inside that thing, it'll dissolve us pretty fast."

With the containment cube set up in the cargo hold, you fire up the thrusters and ready for launch.

Player: "Okay, let's anger a giant space blob!"

The first player must choose how much power  to spend. They may choose to spend supplies  or life support  instead, but must spend at least 2 in total.

How much was spent?

2 - go to 316-7

3 - go to 316-8

4 - go to 316-9

316-7 You try using your thrusters to blast through the Amoebadon, and while your thrust clears you of the outpost, you're completely enveloped by the corrosive creature, which detaches itself from the outpost altogether.

Pass the first player token to the left.

Turn to page 27 in the location book.

Place Large Blip A (Amoebadon) in the central area with the Zephyr illustration. Place Small Blips B, C, D, and E (Appendages) on sector 4. Set Dial A to 4. Set Dials B, C, D, and E to 3 each.

Special Rule: All ship weapons can only target the Amoebadon while it is on the Zephyr. If you lower Dial A to 0, do not remove Large Blip A. The Amoebadon cannot be defeated. You must work to get a small blip alone on a sector, then improvise a way to get it aboard the Zephyr.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Amoebadon Attack*.

Begin a round in the location book.

316-8 The Zephyr strains and chugs, but finally breaks through, lurching into space with the angry Amoebadon right behind!

Pass the first player token to the left. Turn to page 27 in the location book.

Place Large Blip A (Amoebadon) on sector 4.

Place Small Blips B, C, D, and E (Appendages) on sector 4.

Set Dial A to 4. Set Dials B, C, D, and E to 3 each.

Special Rule: Large Blip A can sometimes move or be placed on the central

sector showing the Zephyr. All ship weapons can only target the Amoebadon while it is on the Zephyr. If you lower Dial A to 0, do not remove Large Blip A. The Amoebadon cannot be defeated. You must work to get a small blip alone on a sector, then improvise a way to get it aboard the Zephyr.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Amoebadon Attack*.

Begin a round in the location book.

316-9 You blast right through the Amoebadon, almost ripping it in two! The angry blob detaches from the outpost and begins absorbing parts as it drifts toward the Zephyr.

Pass the first player token to the left.

Turn to page 27 in the location book.

Place Large Blip A (Amoebadon) on sector 5.

Place Small Blips B, C, D, and E (Appendages) on sector 3.

Set Dial A to 4. Set Dials B, C, D, and E to 3 each.

Special Rule: Large Blip A can sometimes move or be placed on the central sector showing the Zephyr. All ship weapons can only target the Amoebadon while it is on the Zephyr. If you lower Dial A to 0, do not remove Large Blip A. The Amoebadon cannot be defeated. You must work to get a small blip alone on a sector, then improvise a way to get it aboard the Zephyr.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Amoebadon Attack*.

Begin a round in the location book.

316-10 You bring the Zephyr toward the docking bay using the HUD as a guide.

Player: "Okay everyone, concentrate fire on that blob covering the opening!"

The blob takes a ridiculous amount of firepower, and by the time you realize your attack has failed, it's too late to change course! The Zephyr plows into the Amoebadon covering the docking bay entrance! Green slime sprays over the docking bay and coats the hull of your ship. You skid sideways, finally coming to rest after banging into a bulkhead.

Sena: "That's one way to do it."

Player: "Yeah, the wrong way!"

Gain 1 science project .

Draw 2 tokens from the bag and apply their effects to Operations.

Next - go to 316-4

316-11 Patch: "MEEP MOOP!"

Your customer laughs and gives Patch an appreciative pat on the arm, before assuring the medbot that a spacer's life is just not for him. He thanks you for the safe ride, and you thank him for the business. Easy-peasy, chicken squeezey.

You have completed Transport Scientist. Return its job card to the Jobs section of the card catalog. Profit +2.

Next - go to 315-12

316-12 Sena: "Shall we dock here or move on?"

Docking at an outpost will allow you to sell cargo and perform crew and ship services.

Dock - go to 316-13

Travel - go to 316-42

316-13 Pludoka is a popular rest stop despite being located on an out-of-the-way edge of the galaxy.

This is primarily due to its gaudy but entertaining attractions. Immediately after exiting the hangar, you hear the music thumping out of Pludopia, the

largest lounge on the outpost. The place is busy and the food smells enticing. It's hard not to feel like you're missing out.

Choose 1:

Visit the lounge - go to 316-14

Continue to outpost services - go to 316-21

316-14 You join the crowd of mingling spacers and order a round of drinks. You can already tell that this is a place of opportunity and danger.

All players must make a **(SWAGGER)** group  skill check  . Goal: 6

Success - go to 316-15

Fail - go to 316-36

316-15 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

316-16

316-34

316-16 You're having a great time mixing it up with the crew of the Arkon when one of them points out another patron.

Patron: "See that spacer over there? That's none other than Borno Kabak. I can't believe that guy is here!"

Is any player a Certified Bounty Hunter?

Yes - go to 316-17

No - go to 316-29

316-17 Player: "You mean the Borno Kabak? The same Borno Kabak that robbed the Sluvid Vault on Godara? That Borno Kabak?"

Patron: "One and the same! I can't believe he's just walking around here without a care."

The first player must choose a player that is a Certified Bounty Hunter.

The chosen player must choose 1:

Attempt to collect your bounty - go to 316-18

Avoid a scene and ignore Kabak - go to 316-28

316-18 Player: "Borno Kabak, you filthy dog! You're a wanted fugitive and I'm bringing you in!"

The chosen player must make an **(AIM)** skill check  .

0-5 - go to 316-19

6-7 - go to 316-20

8+ - go to 316-27

316-19 You return to the Zephyr pretty shot up.

Patch: "MEEP MOOP!"

Player: "Yeah, yeah, I know. Next time just grab them instead of calling them out. That probably would have been smarter."

Patch: "MOOP MOOP!"

Player: "Enough. Sena! We need to get out of here, pronto!"

Threat +1. The chosen player gains an Injured card (011).

Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

316-20 Your shoulder burns from being grazed by one of Borno Kabak's slag bolts. The whole affair was a lot messier than you wanted, but bounty hunting is a messy job. Outpost security arrives soon after the altercation. They take Kabak away and you get paid.

Player: "Well we've caused enough of a scene here. Let's finish our business."

The chosen player gains Rep +1 and a Stress card (012).

Profit +1. Supplies -1. If you do not have enough supplies, Risk +1.

Next - go to 316-21

316-21 Like most outposts, Pludoka is a great place to run errands or purchase new parts for your ship. You can also sell off any goods you have, though Pludoka's isolation means cargo is rarely available to purchase.

In turn order, each player may resolve either a Crew Service option from their sheet or a Ship Service option from the ship log.

Do you want to sell cargo tokens ?

Yes - go to 316-22

No - go to 316-24

316-22 The depot at Pludoka Outpost is full of eager traders and merchants willing to review your goods.

Choose any number of cargo  from the ship hold to sell. Common and illegal cargo are in demand. You may sell no more than 1 illegal cargo . Choose a player to work your trade deal. The chosen player must make a **COMMUNICATE** skill check  .

Add 1 to your total for each cargo token  being sold, and an additional +1 for each common and illegal cargo being sold.

0-8 - go to 316-23

9-10 - go to 316-25

11+ - go to 316-26

316-23 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens  to the supply. Profit +1.

Next - go to 316-24

316-24 Player: "Everybody ready? We should probably get on our way. Sena, we're heading back. Start warming up those engines."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

316-25 You negotiate a deal that feels fair.

Return the chosen cargo tokens  to the supply. Profit +2.

Next - go to 316-24

316-26 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens  to the supply. Profit +3.

Next - go to 316-24

316-27 You shoot Kabak's legs out from under him, then disarming the howling thug as he lays on the floor clutching his wounds. Outpost security happily collects him and wires you your reward.

Player: "Well we've caused enough of a scene here. Let's finish our business."

The chosen player gains Rep +1, and may banish a skill card from their draw or discard pile, then reshuffle. Profit +1.

Other patrons buy you food and drinks. Supplies +1.

Next - go to 316-21

316-28 Player: "Meh, I'm not on the clock."

After everyone has finished their drinks, you move on to finish your tasks.

Risk +1.

Next - go to 316-21

316-29 Player: "You mean the famous bounty hunter, Borno Kabak? That Borno Kabak?"

Patron: "One and the same!"

Are you wanted by the Void Syndicate?

Yes - go to 316-30

No - go to 316-33

316-30 Patron: "Holy crap, he's looking this way! What a thrill! Wow, he's really checking you guys out, huh? Weird. Why's he making that face?"

Borno Kabak: "Zephyr crew! The Syndicate demands a reckoning!"

All players must make an **AIM** group  skill check  . Goal: 7

Success - go to 316-31

Fail - go to 316-32

316-31 Borno Kabak flees the Pludopia lounge, leaving behind him a trail of orange blood. The lounge is packed with seasoned spacers, so no one panics at the violence. Instead, people turn to you, nod politely, then go back to their conversations.

Player: "Not bad, but we'd better finish up our business before anyone else comes looking for us."

All players gain Rep +1. The first player gains an item card (020).

Next - go to 316-21

316-32 You return to the Zephyr pretty banged up.

Player: "We gotta get out of here and fast!"

Patch: "MEEP MOOP!"

You can't tell if Patch is scolding you or just expressing concern. Probably both.

Each player who failed their part of the group  skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Threat +1. Pass the first player token to the left.

Travel on the galactic star map. You may NOT work the ship before traveling.

316-33 The spacer laughs.

Patron: "You guys don't have any prices on your heads do you?"

Player: "Not today."

Patron: "Say, have you heard about what happened to the Nightstrike?"

Player: "Nope. Don't know them."

Patron: "They were eaten by the Red Hyanthra! Whole crew gone. Legend has it, the red beast hunts the Scion Nebula looking for the ship that killed its mate. Anybody who takes that thing out will be just as famous as our bounty hunter friend over there."

You finish your drinks and decide it's time to head out.

Gain job card 110, The Red Hyanthra. If job card 110 is not available, gain a random job card (070) instead.

Next - go to 316-21

316-34 You sip some drinks, when a commotion erupts at the table next to you. A group of rookie spacers are arguing passionately amongst themselves.

Player: "Hey freshies, what's all the ruckus about?"

Spacer: "We can't decide what to name our outfit."

Player: "Well, good luck. But try to keep it down so everyone else can enjoy their drinks."

Spacer: "Hey, you guys look like experienced spacers, how about we have you decide which name you like best, and we will promise to abide by your decision?"

Player: "What's in it for us?"

Spacer: "How about a round of drinks and knowing you were a small part of something big, because we're going places!"

Player: "Eh, okay. What're the choices?"

Spacer: "I say, that since we spend so much time out on the edge of the galaxy, we should call ourselves 'The Edgers'."

Spacer: "But I say that since we successfully navigated past a black hole, we should call ourselves 'The Rimmers'."

Spacer: "And I say, since we've blasted so many asteroids, we should call ourselves 'The Astroyers'."

Choose 1:

The Edgers! - go to 316-35

The Rimmers! - go to 316-35

The Astroyers! - go to 316-35

316-35 Spacer: "Yes! We finally have a cool spacer name now, thanks to you guys!"

Player: "Trust me, the pleasure was all ours."

They pay for your drinks, which eases your expenses.

Supplies +2.

Next - go to 316-21

316-36 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

316-37

316-41

316-37 One of you accidentally spills a drink on a large and rather unforgiving spacer. He and his friends take issue with it.

Choose 1:

Apologize and leave - go to 316-38

Bar fight! - go to 316-39

316-38 Spacer: "Hey! Whose gonna pay for my dry cleaning?"

Player: "Sorry, friend. Here, let me buy you all a round of drinks!"

The first player gains a Discord card (016).

Supplies -1.

Choose 1:

Leave the lounge and continue on - go to 316-21

Er, we can't pay the Supplies - go to 316-39

316-39 A chair comes flying at you!

All players must make a **(FIGHT)** group skill check . Goal: 5

Success - go to 316-40

Fail - go to 316-32

316-40 Glass shatters. Fists, and in some cases, teeth, fly. When the dust settles, your team is still standing despite the bumps and bruises. Can't say the same for the other guys, those belligerent sods.

Player: "Alright, enough fun. Let's finish up our other business."

Each player gains Rep +1 and may banish a skill card from their draw or discard pile, then reshuffle. Each player who failed their part of the group skill check gains a Stress card (012).

Next - go to 316-21

316-41 You order up some drinks and grab a table for yourselves, and notice a drunken Nurb annoying anyone unfortunate enough to make eye contact with him. He notices you and stumbles over.

Nurb: "Oy! What are you lot up to?"

Player: "Minding our own business. How about you?"

He makes a face like he's smelled something offensive, and shuffles off. The spacers at the table next to you smile and raise their glasses. You while away half an hour, then head out to conclude your business.

Risk +1.

Next - go to 316-21

316-42 Player: "Let's keep moving."

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

317

Sena: "Mar Mar Station is just ahead. Wow, look at all these warships."

Mar Mar Station is a military bastion braced against the encroaching menace of the Krunk. Positioned strategically as the first line of defense, this formidable starbase stands vigilant against the relentless advance of the enemy.

Despite the grim nature of its purpose, Mar Mar Station safeguards the freedoms of countless civilizations, making it a beacon of hope in the galaxy. You marvel at the sheer size of the Armada fleet as you weave your way through countless armed vessels of all sizes.

Draw a token from the bag and apply its effect.

Do you wish to dock at Mar Mar Station or continue traveling?

Dock - go to 317-1

Travel - go to 317-23

317-1 Sena: "Okay, I'll request permission to dock."

Is there a waypoint ring for a job at this location?

Yes - go to 317-2

No - go to 317-18

317-2 Select the active job associated with the waypoint ring.

Amoebadon Attack - go to 317-3

Transport Patient - go to 317-9

317-3 As you enter the sector, warning lights flicker on and an alarm blares!

Sena: "It's the Amoebadon! It's right on our tails! That's not possible!"

Mar Mar Control: "Unidentified ship, this is Mar Mar Control. You're entering restricted space!"

Player: "This is PHG-04 Zephyr, requesting an emergency landing! We have Professor Zafor with us, and an angry Amoebadon on our butt!"

Mar Mar Control: "You've led an Amoebadon to the galaxy's most important bastion against the Krunk?"

Professor Zafor pipes up.

Zafor: "We are on a mission for Admiral Tethra herself! Get us clearance immediately!"

A moment passes.

Mar Mar Control: "Zephyr, you are cleared to dock in Bay 91. We're launching proximus warheads to slow the Amoebadon. Stay out of the blast radius or suffer potential collateral damage!"

The first player must choose a player to avoid the blast from the warheads.

The chosen player must make a **(PILOT)** skill check .

0-5 - go to 317-4

6+ - go to 317-8

317-4 Player: "Look out!"

A cluster of missiles scream toward the Zephyr on their way to the Amoebadon, forcing you to swerve and juke to avoid obliteration from a direct hit. But the Zephyr is slammed from behind by the massive impact of the proximus blasts hitting the Amoebadon, hurtling you forward at dangerous speeds.

You land in a Mar Mar docking bay, screeching forward at an awkward angle. You quickly rush to the cargo hold and confirm the containment cube is holding, but a crack has formed and a chunk of Amoebadon has escaped, oozing out onto the deck of the hold!

All players must make a **(FIGHT)** group skill check . Goal: 6

Success - go to 317-5

Fail - go to 317-7

317 - CONTINUED

317-5 You corral the escaping ooze by dealing sufficient damage to force it to pull itself back inside the containment cube. You hastily patch the crack. Gain 1 science project . Supplies -2. Each player may banish a skill card from their draw or discard pile, then reshuffle.

Next - go to 317-6

317-6 A security detail marches into the docking bay to greet you.
Security: "Professor Zafor, Admiral Tethra requests you report to the command deck at once."

The professor turns to you.

Zafor: "Come with me, Zephyr crew. Tethra will make sure you're paid what's due."

Player: "Our favorite part!"

Turn to page 39 in the location book. Make Action 01 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Amoebadon Attack*.

Begin a round in the location book.

317-7 You corral the escaping ooze by dealing sufficient damage to force it to pull itself back inside the containment cube. You hastily mend the crack before Patch assesses the gruesome burns wounds caused by the blob.

Gain 1 science project . Supplies -2. Each player may banish a skill card from their draw or discard pile, then reshuffle. Each player who failed their part of the group skill check gains an Injured card (011).

Next - go to 317-6

317-8 **Player:** "Look out!"

A cluster of missiles scream toward the Zephyr on their way to the Amoebadon, forcing you to swerve and juke, to avoid obliteration from a direct hit. Then, anticipating the impact of the proximus warheads, you throttle up and outrun the concussive blast!

Sena: "Nice work, spacer. Now bring us into the docking bay."

You land in a Mar Mar docking bay, and everyone rushes to the cargo hold to confirm the containment cube is holding. Success!

New catchphrase: Tastes like success! You can gain the new catchphrase if you dramatically shout it to everyone at the table. Perk Token +1.

Next - go to 317-6

317-9 **Player:** "Wait a minute, Sena. Patch, how are those vital signs?"

Patch: "MEEP MOOP!"

Player: "In layman's terms!"

Patch: "MOOP MOOP!"

Player: "Crap! Okay, we'd better hurry! Sena, open a channel to Mar Mar!"

The first player must choose a player to speak to Mar Mar Control.

The chosen player must make a **COMMUNICATE** skill check .

0-4 - go to 317-10

5+ - go to 317-14

317-10 **Player:** "Mar Mar Control, this is PHG-04, the Zephyr, requesting emergency landing with medical support!"

Mar Mar Control: "Negatory, Zephyr. We have incoming Krunk forces. Suggest rerouting to Tybalt."

Player: "Not an option, Mar Mar. This patient won't last long enough to make it to Tybalt. We're coming in for a landing. Prepare a hangar, or shoot us down!"

Mar Mar Control: "Zephyr, all hangar doors are being sealed. We wish you well."

Mar Mar Station is indeed under attack. Krunk battleships supported by scores of fighters are making a drive right through the Armada fleet and

straight toward the station itself. If all is as it seems, the attack is doomed to fail, but the threat cannot be ignored.

Player: "We need some creative piloting and now!"

Threat +1. The first player must choose a player other than themselves to make a **PILOT** skill check .

0-6 - go to 317-11

7+ - go to 317-13

317-11 You do your best to stay the course through a dizzying barrage of enemy fire.

Patch: "MEEP MOOP!"

Player: "I'm trying!"

Ahead, you see the hangar bay doors are shutting, but it's too late to form a plan B!

Player: "Hang on, everybody!"

The blast doors clip the Zephyr's rear thrusters, sending it skidding sideways through the hangar, crushing into an ordinance skimmer and scattering the ground crew, who curse and shake their appendages at you!

Gain the nickname 'Crash', replacing any nickname you currently have.

Check a box in the docking violation section of the ship log.

Draw 2 tokens from the bag and apply their effects to the chosen player.

1-2 **Player Note:** If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

Next - go to 317-12

317-12 The Zephyr sits sideways amid the wreckage in the hangar, smoke billowing up from somewhere underneath.

Player: "Everybody okay?"

The groans and gripes are the only reply, but it'll do. An armed security detail meets you at the foot of the cargo ramp, with a medbot to help with the patient.

Security: "You're coming with us to Admiral Tethra!"

Turn to page 39 in the location book. Make Action 01 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Transport Patient*.

Begin a round in the location book.

317-13 You do your best to stay the course through a dizzying barrage of enemy fire.

Patch: "MEEP MOOP!"

Player: "I'm trying!"

Ahead you see the hangar bay is damaged, with fires blazing inside!

Player: "Hold on, I'm going to Plan B!"

You swerve at the last second, skimming alongside the massive station until you spot an undamaged hangar bay and quickly steer the Zephyr in, sliding sideways across the deck and coming to a stop without a scratch!

Player: "Just another day for yours truly!"

An armed security detail meets you at the foot of the cargo ramp, with a medbot to help with the patient.

Security: "You're coming with us. We're taking you to Admiral Tethra."

Gain an Inspired card (015).

Gain the nickname 'Skids', replacing any nickname they currently have.

Check a box in the docking violation section of the ship log.

Turn to page 39 in the location book. Make Action 01 required .

1-2 **Player Note:** If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they

currently have with this new nickname.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Transport Patient*.

Begin a round in the location book.

317-14 Player: "Mar Mar Control, this is PHG-04, the Zephyr. We are transporting an injured Dragonwing pilot and request emergency landing with medical support!"

Mar Mar Control: "Dragonwing! That's one of ours! Copy that, Zephyr, but be advised we are currently under attack! We'll try to give you some covering fire, but you'll have to watch for Krunk torpedos."

Mar Mar Station is indeed under attack. Krunk battleships supported by scores of fighters are making a drive right through the Armada fleet and straight toward the station itself. If all is as it seems, the attack is doomed to fail, but the threat cannot be ignored.

All players must make a **TARGET** group skill check. Goal: 6
Success - go to 317-15
Fail - go to 317-16

317-15 Player: "Here they come!"

The ship dips and swerves erratically!

Patch: "MEEP MOOP!"

Player: "I am flying gently! You guys take out incoming torpedoes!"

All cannons fire simultaneously, and the Zephyr rattles and squeaks as it is showered in trivial debris. Inside the hangar, a team of medbots and security officers meet you at the foot of the cargo ramp, and rush the patient away with Patch in tow.

Officer: "Admiral Tethra requires a full debrief. Please come with us."

Turn to page 39 in the location book. Make Action 01 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Transport Patient*.

Begin a round in the location book.

317-16 Player: "Here they come!"

The ship dips and swerves erratically!

Patch: "MEEP MOOP!"

Player: "I am flying gently! You guys take out incoming torpedoes!"

All cannons fire simultaneously, but a torpedo gets through and the Zephyr is rocked hard!

Draw 2 tokens from the bag and apply their effects.

Next - go to 317-17

317-17 You come to a shaky landing, smoke billowing from the Zephyr where the torpedo did its damage. Inside the hangar, a team of medbots and security officers meet you at the foot of the cargo ramp, and rush the patient away with Patch in tow.

Officer: "Admiral Tethra requires a full debrief. Please come with us."

Turn to page 39 in the location book. Make Action 01 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Transport Patient*.

Begin a round in the location book.

317-18 Sena: "I'll get clearance to land."

What is the current state of the galactic struggle?

Peace - go to 317-19

Unease - go to 317-24

War - go to 317-24

317-19 Mar Mar Control: "Come in, PHG-04. You are cleared to dock, but please be aware we currently have a station-wide ban on all hazardous materials of grade four or higher."

Sena: "Understood. Thank you, Control."

Do you have any hazardous or illegal cargo tokens in the ship hold?

Yes - go to 317-20

No - go to 317-22

317-20 Player: "Nuts. So what do we want to do?"

Choose 1:

Jettison all hazardous and illegal cargo tokens - go to 317-21

We have the Smuggling Hold ship upgrade - go to 317-22

We'll return later - go to 317-23

317-21 Player: "Man, I hate throwing money away."

Sena: "Better than Admiral Tethra finding out we violated her ban."

Return all hazardous and illegal cargo tokens to the supply.

Next - go to 317-22

317-22 Sena: "Okay, I'm bringing us in."

Turn to page 39 in the location book. Begin a round in the location book.

317-23 Player: "Mar Mar will just have to wait to see our lovely faces."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

317-24 Mar Mar Control: "Come in, PHG-04. You are cleared to dock, but please be aware we are at high alert. Due to concerns over Krunk synthicants, your ship and crew will have to undergo a routine security screening."

Sena: "Understood. Thank you, Control."

Synthicants are the Krunk's best attempt at espionage, an unholy mix of machine and biomimic technology. As crude as they are, they have managed to infiltrate some of the galaxy's most secure places.

Do you have any illegal cargo tokens in your ship hold, or readied sidekicks with the **WANTED** prompt?

Yes - go to 317-25

No - go to 317-22

317-25 Player: "Well this is awkward. What do we wanna do?"

You cannot dock here with illegal cargo tokens in your ship hold. If you have any passenger tokens, you will gain Risk +1 when docking here.

Jettison all illegal cargo tokens and dismiss all **WANTED** sidekicks - go to 317-26

We have the Smuggling Hold ship upgrade - go to 317-22

We'll come back later - go to 317-23

317-26 Player: "Man I hate throwing money away."

Sena: "Better than Admiral Tethra finding out how we make money."

Return all illegal cargo tokens to the supply.

If any player has readied sidekicks with the **WANTED** prompt, dismiss them and gain Risk +1.

Next - go to 317-22

Sena: "We draw near to Aldess. Know there is still a sizeable Krunk presence here."

Aldess was once a prosperous planet inhabited by the peaceful Messandi, an intelligent race of empathys who adhered to a code of absolute neutrality even as the galaxy around them was ravaged by war. The Krunk invaded defenseless Aldess and massacred its people. This single act of genocide finally united the galaxy, and a great war was fought on the surface of Aldess and its moons, but the Krunk were too strong and too numerous.

In desperation, scientists, using a mysterious artifact of alien origin, created an extradimensional doomsday bomb called the Messandi Warhead. As the fleets were being decimated in the orbit around Aldess, one capital ship carrying the device collided with Aldess and unleashed destruction unlike anything ever seen before or since.

Note: Entering the Remnants of Aldess will take you to a mini-map within the location book. A mini-map functions just like the galactic star map, but offers additional Work the Ship actions listed on its page. If you enter, you will not be able to travel on the galactic star map until instructed.

Draw a token from the bag and resolve its effect.

Do you wish to enter the Remnants of Aldess, or continue traveling?

Enter the Remnants of Aldess - go to 318-1

Continue traveling - go to 318-7

318-1 Player: "Take us in, Sena."

Sena: "Very well. But be aware that the Messandi Warhead damaged the continuum. We're entering a sort of fallout zone. Things are... different here. I recommend vigilance."

Is there a waypoint ring for a job at this location?

Yes - go to 318-2

No - go to 318-6

318-2 Select the active job associated with the waypoint ring.

Breaking of Aldess - go to 318-3

Mine Verdium - go to 318-4

Weapons of War - go to 318-5

318-3 Player: "Well, Sena, this job is yours. Where did your friend's ship meet its end?"

Sena: "Gala's ship was the Shrike. Its last transmission came from Red Moon Redoubt on Verga."

Player: "Then that's where we'll head."

Sena: "Thank you. Your doing this for me means more than I can express."

Player: "I mean, hey, feel free to try."

Pass the first player token to the left. Turn to page 41 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move only the waypoint ring for Breaking of Aldess to the Red Moon Redoubt location (341) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Breaking of Aldess*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

318-4 Verdium is quite possibly the most valuable substance in the galaxy, and highly sought after by Orecorp. Few places have as abundant an amount of verdium as Aldess. But instead of joining the mass of amateur prospectors who have dreams of getting rich quick, you're ignoring the tiny crumbs easily found on the perimeter of Aldess. You're going straight for the motherlode on the unstable planet deep in Krunk territory.

Player: "Okay, folks, we get in, we get the verdium, then we get out! Let's keep this as simple as possible."

Pass the first player token to the left. Turn to page 41 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move only the waypoint ring for Mine Verdium to the Place of Sorrow location (339) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Verdium*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

318-5 Which location is the Zephyr at?

Remnants of Aldess - go to 318-8

Tildar - go to 318-9

318-6 The ship draws closer to the planet, and you hear a distinct tinkling sound as millions of tiny pieces of old debris bounce off the hull.

Turn to page 41 in the location book. Pass the first player token to the left.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move any waypoint rings from the Remnants of Aldess location (318) on the galactic star map to the appropriate locations on the mini-map.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

318-7 Player: "Haunting. Still, we should keep moving for now."

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

318-8 As you enter the Remnants, Admiral Tethra appears on holo.

Admiral Tethra: "Zephyr, as you know, the Krunk are trying to intercept all communication to and from Mar Mar Station. Intelligence tells me they tracked a Krunk drone leaving the siege shortly after you made it through the blockade. We believe it's seeking you and your ship. My hope is that the Krunk won't expect you to choose this route through Aldess. From this point on, it's radio silence. Godspeed, Zephyr! Tethra out."

Player: "Great, now we're being hunted too."

Pass the first player token to the left. Turn to page 41 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map.

Move only the waypoint ring for Weapons of War to the Red Moon Redoubt location (341) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Weapons of War*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

318-9 Sena: "We're being hailed by an Armada patrol."

Player: "Put them on, Sena."

Armada Patrol: "PHG-004, Zephyr, this is Dest-091, Centauro. Please state your business on Tildar."

Player: "We're on a special, super-secret mission for Admiral Tethra."

The officer laughs.

Armada Patrol: "Yeah, she said you wouldn't be able to keep that secret. I'll bring you in, but Queblob's snorts, please keep your mouths shut about the mission!"

As you descend toward Neko Base, the frigid blast from the ice planet's high winds presents a piloting challenge.

The first player must choose a player to bring the ship in safely.

The chosen player must make a **PILOT** skill check ⑥ ⑦.

0-5 - go to 318-10

6+ - go to 318-11

318-10 Visibility is poor and by the time you can actually see the landing pad, you realize you're off the mark, landing on a utility skimmer and scraping the side of a maintenance outbuilding.

Gain a Stress card (012).

Check a box in the docking violation section of the ship log.

Turn to page 55 in the location book. Make Action 03 required **!!!**.

Take a note that until the location book is closed or until otherwise instructed, your context is: Weapons of War.

Begin a round in the location book.

318-11 Visibility is poor, but by the time you can actually see the landing pad, you realize you're right on target, and make a perfect landing.

Turn to page 55 in the location book. Make Action 03 required **!!!**.

Take a note that until the location book is closed or until otherwise instructed, your context is: Weapons of War.

Begin a round in the location book.

319

Sena: "Coming up on Tildar. Hope you like the cold."

Tildar appears in the viewscreen, a pale orb with frozen, blue oceans visible from space. Positioned perilously close to Krunk space, Tildar usually hosts a small detachment of Armada warships in its orbit.

Inhabiting this frozen frontier are the Bomlin, an intelligent species covered in fur. Despite the harsh conditions, the Bomlin civilization has adapted to the icy surface of Tildar, welcoming settlers from across the galaxy who come to the ice planet for diverse scientific and strategic endeavors.

Draw a token from the bag and apply its effect.

Do you wish to land on Tildar or continue traveling?

Land - go to 319-1

Travel - go to 319-12

319-1 Player: "Contact Neko Base and request a landing."

Sena: "Will do."

Is there a waypoint ring for a job at this location?

Yes - go to 319-2

No - go to 319-7

319-2 Select the active job associated with the waypoint ring.

Nitrohydracide - go to 319-3

Siege of Neko - go to 319-6

Weapons of War - go to 318-5

319-3 The messages coming over the comms from Neko Base Control are garbled and broken up.

Player: "Those idiots need to fix their comms! Initiate landing sequence."

Sena corrects you.

Sena: "Sensors show there's a large storm cell over most of the habitable regions of Tildar. It's probably interfering with transmissions."

Player: "Sounds like a job for an flying ace and their daring, but slightly less talented copilot! Let's land this bird and get paid!"

Patch: "MEEP MOOP!"

Player: "Sure it could blow up. All the more reason to get it off our ship as soon as possible."

The first player must choose 2 players to bring the ship in safely.

The chosen players must make a **(PILOT)** group skill check Goal: 6

Success - go to 319-4

Fail - go to 319-5

319-4 Player: "This could get bumpy!"

The viewscreen is nothing but a white haze, and the turbulence causes some of the crew to lose their lunches. Cook-E shakes his head.

Cook-E: "An' after all that hard work!"

You break through the thick clouds into a blizzard like only an ice planet could produce. The ship is blown to the side and you cringe when you hear crashing from the cargo hold. A single flashing red light guides the Zephyr in and you land heavily.

You have completed Nitrohydracide. Return its job card to the Jobs section of the card catalog.

All players gain Rep +1. Profit +2.

Turn to page 55 in the location book. Make Action 06 required **!!!**.

Take a note that until the location book is closed or until otherwise instructed, your context is: Nitrohydracide.

Begin a round in the location book.

319-5 Player: "This could get bumpy!"

The viewscreen is nothing but a white haze, and the turbulence causes some of the crew to lose their lunches. Cook-E shakes his head.

Cook-E: "An' after all that hard work!"

You break through the thick clouds into a blizzard like only an ice planet could produce. The ship is blown to the side and you cringe when you hear crashing from the cargo hold, followed by an alarm.

Player: "It's gonna blow! Sena, hold us steady. Everybody else, meet me in the cargo hold!"

Cold air rushes through the ship as you lower the cargo ramp and push the nitrohydracide containment cube out the back. A massive fiery ball of destruction rises from below, catching the spinning Zephyr in its blast! You arrive at Neko Base, feeling defeated.

You have failed to complete Nitrohydracide. Return its job card to the Jobs section of the card catalog. All players gain a Stress card (012). Each player must draw 2 tokens from the bag and apply their effects to themselves.

Turn to page 55 in the location book. Make Action 06 required **!!!**.

Take a note that until the location book is closed or until otherwise instructed, your context is: Nitrohydracide.

Begin a round in the location book.

319-6 An enormous explosion fills the viewscreen, revealing the silhouettes of countless warships engaged in battle around the planet.

Player: "Ye gods, what a blast!"

Sena: "It looks like the Armada is defending against a Krunk invasion fleet."

Player: "And they're right where we need to go!"

A shell burst rocks the Zephyr, and a squadron of Dragonwing fighters passes so close you can read the lead pilot's expression. To port, a Krunk cruiser maneuvers for a broadside against an Armada destroyer. Fighters scream by in all directions as laser beams as wide as your ship criss-cross all around, forming complex and dangerous patterns.

Player: "There's no way but through! Hope everybody has a clean change of pants ready!"

Turn to page 47 in the location book. Make Action 01 required **!!!**.

Place Large Blip A (Krunk Cruiser) on sector 6. Place Large Blip B (Armada Destroyer) on sector 2. Place Small Blips C, D, and E (Krunk Fighters) on sectors 4, 5, and 6. Keep Dial A at 0. Set Dial B to 10. Set Dials C, D, and E to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: Siege of Neko.

Begin a round in the location book.

319-7 As the spaceship approaches Neko Base, glimpses of crystalline structures emerge, revealing how the Bomlin have harnessed the geothermal power of Tildar to create small but thriving habitats.

Neko Base: "Zephyr, this is Neko Base Control. You're clear to land, but please do not disembark until the Armada has completed its security scan."

Player: "Probably scanning us for Krunk synthicants, but you can be sure they're gonna know the color of our underwear after this."

Do you have illegal cargo tokens ☼ in your ship hold?

Yes - go to 319-8

No - go to 319-10

319-8 Sena: "What do you want to do with our more interesting cargo? You don't want the Armada to pick up on that."

Choose 1:

Jettison all illegal cargo tokens ☼ - go to 319-9

We have the Smuggling Hold ship upgrade - go to 319-11

Come back later - go to 319-12

319-9 Player: "Man, I hate this. Sena, keep us steady. Everyone else meet me in the cargo hold. We gotta dump the contraband."

Return all illegal cargo tokens ☼ to the supply.

Next - go to 319-10

319-10 Player: "Okay, Sena, take us in."

Turn to page 55 in the location book. Make Action 06 required !!!

Begin a round in the location book.

319-11 Player: "Let's see what we can hide away to beat the scans."

Move any number of illegal cargo tokens ☼ to the Smuggling Hold, up to its maximum capacity. Return any illegal cargo tokens ☼ not in the Smuggling Hold to the supply.

Next - go to 319-10

319-12 Player: "We'll come back once we've got our winter clothes out of storage."

Pass the first player token to the left.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

320

Sena: "We're coming up on the Ink Well. Entering its anomalous zone now. Remember, once we enter the anomaly proper, things are going to get weird. It's best to remain calm and just get this over with."

The Ink Well, a massive black spot in space, is not a black hole. In fact, it is a relatively new phenomenon still being studied. This inky sphere into which starlight does not pass is believed to be some kind of temporal distortion field, though no one knows how it came to be.

Draw a token from the bag and apply its effect.

Is there a waypoint ring for a job at this location?

Yes - go to 320-1

No - go to 320-76

320-1 Select the active job associated with the waypoint ring.

Eminent Domain - go to 320-2

Escort Trade Barons - go to 320-23

Gateway to Doom - go to 320-36

The Resonant Web - go to 320-61

320-2 You gather on the bridge and watch the viewscreen as the stars gradually wink out. Soon you're in complete, starless darkness. An eerie feeling creeps over you like a premonition of doom. You're interrupted by a holofeed image of Captain Blackbeak Muldoon.

Blackbeak: "Remember, Zephyr, you're representing me out there! Raise my pirate signal and drive off my competition!"

Player: "What competition? There's nothing here."

Blackbeak: "Just ready yourselves!"

And with that, the holofeed goes dark.

If the special devices stack is damaged, return all damage tokens on it to the bag and gain Risk Ⓢ+1 for each.

Security must look through the special devices stack, find the Pirate Signal card (062), and place it on top of the stack. You are now broadcasting a pirate signal!

Next - go to 320-3

320-3 You drift through the complete blackness of the Ink Well, though were it not for the sound of the engines you wouldn't be sure you were actually moving. Sena speaks up.

Sena: "Picking up a signal. It's a beacon."

As you approach the beacon the holofeed flickers on. An image of a Tremok appears on the bridge.

Tremok: "Gigazon, the galactic leader in shipping, will take your package to all reaches of the galaxy, lightning fast, thanks to our new wormhole technology!"

Player: "What the helix? Gigazon's trying to jump our claim!"

Choose 1:

Blast the beacon - go to 320-4

Send someone to reprogram the beacon - go to 320-11

320-4 Player: "Let's blast that beacon like real pirates!"

Sena: "That's a tough shot. It's tiny, but has a complex scaffolding to prevent theft."

Sena's right, the beacon is pretty small, and here in the Ink Well instruments can be a little screwy, but you decide blasting things is fun.

All players must make a **TARGET** group ☼ skill check Ⓢ Ⓢ. Goal: 7

Success - go to 320-5

Fail - go to 320-10

320-5 You struggle to target the beacon, and just when you're about to squeeze the triggers, the Tremok reappears on holofeed.

Tremok: "Friendly reminder! Firing on a lawful trade beacon is considered vandalism under code 33-48 of the Galactic Authority."

Player: "Yeah, yeah."

All cannons let loose, turning the beacon into millions of scattered pieces.

All players gain Perk Token ☼+1.

Next - go to 320-6

320-6 Sena: "Resuming course."

Player: "Thanks, Sena. You know, if this place is known for messing with minds. I suggest we jam out to some oldies while we travel. Something we can all sing along to. What's everybody feeling like?"

Choose 1:

No Sleep 'til Niven - go to 320-7

☼ Krunkytown - go to 320-7

☼ Three Times a Hotbot - go to 320-7

Ad Ostium State of Mind - go to 320-7

Stardust - go to 320-7

The Cha Outpost Cha-Cha - go to 320-7

320-7 Player: "Yeah, that's the stuff."

The Zephyr slips through the silent void like a whisper, but inside you all sing along to an old favorite. Without warning, the music cuts off.

Player: "Hey!"

Sena: "Sorry, but we're approaching a gravitational disruption."

Player: "Like a wormhole?"

Sena: "Yes, but without worms."

Is I-3 circled in the ship log database?

Yes - go to 320-8

No - go to 320-9

320-8 You arrive at the wormhole, once a colossal, jagged rift between universes or something cool, now just a bruise green smudge, held closed by the strange energies of the Resonant Web.

Player: "Okay, time to set up our own beacon and attach the pirate signal."

Sena: "Gigazon ship detected."

In the center of the viewscreen, with the green smear behind it, you see the Gigazon ship. It's emitting some kind of wide, blue beam toward the wormhole.

Sena: "The energy signature suggests they are trying to undo the Resonant Web in an attempt to reopen the rift."

Player: "Not on our watch! Full alert! Sena, open a channel to the Gigazon ship!"

A sluggish Igno officer appears on the holofeed.

Igno: "Pirate ship, this is the industrial ship Matilda. Be advised, we are a subcontractor sponsored by Gigazon. We have no cargo, but we are well armed and prepared to defend ourselves. You'd be better served hunting more lucrative quarry."

Player: "This anomaly belongs to Captain Blackbeak Muldoon. Cease your meddling and leave the Ink Well, or we will fire on you!"

Igno: "Yeah? Good luck!"

Sena: "They've launched a drill-kill drone!"

Player: "Aw, nuts. Evasive maneuvers!"

Turn to page 27 in the location book.

Place Large Blip B (The Matilda) on sector 1. Place Small Blip A (Shields) on top of Large Blip B. Place Small Blip C (Drill-kill Drone) in either sector adjacent to Large Blip B.

Set Dial B to 2 plus the number of players. Set Dial A to 10. Set Dial C to 5. Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Eminent Domain*.

Begin a round in the location book.

320-9 You arrive at the wormhole, a colossal, jagged rift between universes or something cool, seeping who-knows-what into the galaxy. Unfortunately, you're not the first to arrive.

Sena: "Gigazon industrial ship detected! They appear to be constructing some kind of transportation shipping hub."

A sluggish Igno officer appears on the holofeed.

Igno: "Pirate ship, this is the industrial ship Matilda. Be advised, this is an automated construction site. There's nothing here to steal."

Player: "Then you won't mind if we have a look around."

Igno: "Well, I would actually. Please don't!"

You near the structure and can see the place is buzzing with activity as hundreds of construction bots work tirelessly, building, riveting, and welding. You link the Zephyr up to one of the only completed airlocks and enter the hub, ducking under the caution tape and making your way through the mess of half-built catwalks and scaffolding to the central operations platform. You find the Igno conferring with robot workers.

Igno: "Ah, the pirates are here. Have you seen our other guests yet?"

You hear a loud ker-chunk that reverberates through the structure. Then Sena's voice calls out in your earpieces.

Sena: "A Galactic Authority ship has just docked with the construction site."

You glare at the Igno, but he just shrugs.

You hear the clanking of robotic autocops heading toward your position!

Turn to page 11 in the location book.

Set Dials A, B, and C (Autocops) to 3 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Eminent Domain*.

Begin a round in the location book.

320-10 You struggle to target the beacon, and just when you're about to squeeze the handles, the Tremok reappears on holofeed.

Tremok: "Friendly reminder! Firing on a lawful trade beacon is considered vandalism under code 33-48 of the Galactic Authority."

Player: "Yeah, yeah."

All cannons let loose, but as the bursts clear, you're surprised to see the beacon is still there, damaged, but now broadcasting an alarm. You fire again, this time blasting the beacon into space trash.

Player: "Second time's a charm."

Sena: "Second time broadcasts an alarm."

Threat +1. The first player gains the nickname 'Captain Do Over', replacing any nickname they currently have.

Next - go to 320-6

320-11 The first player must choose another player to spacewalk and reprogram the beacon. The next entry is for the chosen player.

Next - go to 320-12

320-12 You suit up and push out of the airlock, floating through the inky nothingness with just a tether linking you to the Zephyr. Using your maneuver jets, you steer your way to the beacon, grabbing onto the exterior. You're pulling yourself around the outside of the structure looking for the access hatch when you come face to face with another space suit!

Player: "There's somebody out here!"

Sena: "Impossible."

Player: "There's a suit with a Gigazon logo right in front of me. Can you scan for life?"

Sena: "Readings are unclear here in the soup."

Suddenly the suit reaches out and grabs hold of you!

Risk +1.

Choose 1:

Scream, "Get it off me! Get it off me!" - go to 320-13

Shout, "Reel me in! I have a survivor!" - go to 320-19

320-13 The next entry is for the first player.

Next - go to 320-14

320-14 **Player:** "Gods, they're killing them! Quickly! Someone get to the airlock and snipe the hostile!"

The first player must choose a player to suit up, go to the airlock, and snipe the hostile off of their crew mate.

The chosen player must make an **AIM** skill check .

0-3 - go to 320-15

4+ - go to 320-16

320 - CONTINUED

320-15 *It's not easy making a shot at this range, from an airlock, against a moving target that is grappling with a friendly. You find out the hard way as you squeeze the trigger. The stranger goes limp and drifts away into the void. But you also see your crew mate flailing while grasping their suit.*

Player: "Reel them in! Now!"

The beacon wins this round.

The player assigned to reprogram the beacon gains a Stress card (012).

The first player gains a Discord card (016).

Pass the first player token to the left.

Next - go to 320-6

320-16 The next entry is for the player making the sniper shot.

Next - go to 320-17

320-17 *You take careful aim and squeeze off a single, perfectly timed shot that punctures the face plate of the hostile's suit. The stranger goes limp and drifts away into the void.*

New catchphrase: Thank my lucky third nipple! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Gain an Inspired card (015).

Next - go to 320-18

320-18 *The beacon is successfully reprogrammed, and instead of an ad, it now broadcasts a threatening pirate message to all ships traveling in the Ink Well. The nature of the anomaly means it will be a long time before someone can find it and undo your work!*

The job done, the space-walking crew member is pulled back in and you discover they also managed to steal some choice parts!

They player who made the space walk gains Improve +1.

Supplies +1. Gain 1 science project .

Pass the first player token to the left.

Next - go to 320-6

320-19 The next entry is for the first player.

Next - go to 320-20

320-20 **Player:** "How can that be? Quickly! Reel them back!"

The first player must choose a player to suit up, go to the airlock, and pull your crewmate to safety.

The chosen player must dismiss any readied sidekick cards (050), then make a **(STRENGTH)** skill check  .

0-5 - go to 320-21

6+ - go to 320-22

320-21 *As the tether is reeled in, the stranger grabs the beacon, resulting in a celestial tug of war with your crew mate is caught in the middle! When the stranger finally loses their grip, both are slingshotted toward the Zephyr at dangerous speed, slamming into the airlock. Only one of them has survived.*

Risk +1.

The player chosen to reprogram the beacon must dismiss all readied cards and gains a Stress card (012).

Pass the first player token to the left.

Next - go to 320-6

320-22 *As the tether is pulled in, the stranger desperately grabs onto your crewmate like a drowning person!*

Player: "They don't have much oxygen left! Hurry!"

You reel them in as fast as possible, and seal the airlock. The survivor recounts their story of being stranded while setting up the beacon, when the crew of their ship just suddenly flew off into the void without warning. You're real-life heroes!

The player who pulled the tether gains Improve +1.

The player sent to reprogram the beacon gains a sidekick card (050).

Pass the first player token to the left.

Next - go to 320-6

320-23 *A yacht awaits you when you arrive at the edge of the mysterious Ink Well.*

Several holograms appear on the bridge. The trade barons each appear to be lounging in their own, uniquely adorned grav chairs.

Count Lupus: "Greetings, Zephyr, glad to have you with us! I am Count Lupus, and I speak for everyone when I say that we are positively thrilled to see this Ink Well! We hear it's mysterious and unpredictable."

Count Lupus is a Nid with a tiny hat and restless flagella where most species have an upper lip.

Player: "We'll get you through to the other side. Just stay close."

Count Lupus: "Well, I do hope there will be time to see the sights. In the name of science and discovery of course!"

Player: "Not sure what sights to expect. This place is aptly named."

Count Lupus: "No matter! Well, what are we waiting for?"

Next - go to 320-24

320-24 *The ship shudders and creaks as you stare out of the viewport into the black void, no stars to be seen. Count Lupus' hologram appears on the bridge.*

Count Lupus: "My gods, Zephyr! What happened to the stars?"

Player: "Welcome to the Ink Well."

Count Lupus: "We've spotted a planet through our starboard viewports, but our scanners are malfunctioning. Join us while we investigate."

Player: "Negatory, Count Lupus, you're seeing a mirage. Starlight doesn't penetrate the Ink Well; only light sources from within can be seen, so there's no way you saw a planet. I suggest you stick close and match course. Navigation here is tricky."

But the trade baron's yacht breaks formation and sets course toward nothing.

The first player must choose 1 (You cannot use the Magnabeam if the special devices stack is damaged.):

Use the Magnabeam to stop them - go to 320-25

Follow after the yacht - go to 320-33

Leave them to their fate - go to 320-30

320-25 **Player:** "This is an escort job, not a follow blindly job. Hit them with the magnabeam."

Count Lupus: "Don't try to stop us, Zephyr! We will sever our contract!"

Player: "If it's severed, it means you're still alive to do so. No need thank us."

Power -2. If you do not have 2 power , you may spend any combination of life support  and supplies  to make up the difference.

The first player must reveal the top card of their draw pile, then place it into their discard pile. Did the revealed card show 1 or more  icons?

Yes - go to 320-26

 No - go to 320-28

320-26 *With the trade barons in tow, and colorful threats coming in over the comms, you resume course. But, ah, what's that? You think you finally see what Count Lupus was blabbering about. Off the starboard bow is a dark gray planet, barely noticeable in the inky darkness. Yet as you stare at it, it changes color, to silver, then white, then dark again. It seems much brighter now.*

Player: "The count was right! There's a planet out there! We need to check this out!"

Sena: "As the resident super-intelligence, I strongly recommend against that course of action."

The first player must make a **COMMUNICATE** skill check . Note their final total. The other players must choose a player to try and talk the first player out of this decision. The chosen player must also make a **COMMUNICATE** skill check .

Choose 1:

The first player's total is higher - go to 320-27

The first player's total is not higher - go to 320-32

320-27 *The rest of the crew tackles you as you scream about the planet that is right outside. But you are secured to a chair with tape, and can only frown as the others contact the trade barons.*

Player: "Count Lupus, this is the Zephyr. I'm sorry, but we are not going to let you fly off to your demise. Just sit tight and we'll be through this soon."

Gain a Discord card (016). Pass the first player token to the left.

Next - go to 320-28

320-28 **Count Lupus:** "I am not accustomed to such disrespect, and by disrespect, I mean being told 'no'! I don't like it, and I shan't stand for it!"
Count Lupus stands quivering in the hologram, little hands balled into fists.

Sena: "Um, they're targeting us with their single cannon."

Player: "They'd never do it."

Warning alarms sound as the Zephyr is shaken by a blast.

Player: "Didn't take long before the Ink Well turned them into crazies."

Draw a token from the bag and apply its effect.

Choose 1:

Stay the course - go to 320-29

Release the yacht and leave them to their fate - go to 320-30

Return fire - go to 320-31

320-29 *You return to your original heading, dragging the yacht behind you. Its little cannon fires at the Zephyr's backside the whole way! Soon you return to normal space and smile as stars once again twinkle upon you. You release the magnabeam and open a channel to the trade barons.*

Player: "Next stop, Tybalt."

No one responds, but they do however follow you at a safe distance, so you travel on in awkward silence.

Draw 3 tokens from the bag and apply their effects.

Move the waypoint ring for Escort Trade Barons to the Tybalt location (313) on the galactic star map,

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-30 **Player:** "This isn't how an escort goes. Leave them be. We stay on course!"

Sena coughs politely.

Sena: "That's not going to look good on a resume."

Player: "Neither does dying."

You have failed to complete Escort Trade Barons. Banish its job card.

Threat +1. Move the galactic struggle dial one space toward peace.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-31 *You return fire on the yacht and discover they never even bothered raising their shields. You watch in disbelief as the vessel explodes, the debris fading into the darkness.*

Player: "So that just happened. Uh, we resume course I guess? After we salvage of course. Get lights on where that debris should be."

Days later, when word gets back to Count Lupus's widow, she formally vows revenge and summons the famed bounty hunter, Eskir Valek. Unlike some, Valek always fulfills his contracts.

You have failed to complete Escort Trade Barons. Banish its job card.

If you haven't already, check the Eskir Valek box in the wanted by section of the ship log. Threat +1.

Gain 1 rare cargo token . Supplies +2.

Gain special device card 068, Foldspace Capacitor.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-32 **Player:** "Okay, okay, you've convinced me! Happy now?"

You take a moment to gather yourself. A quick glance reveals the magical planet you saw earlier isn't there now.

Player: "Count Lupus, this is the Zephyr. I'm sorry, but we are not going to let you fly off to your demise. Just sit tight and we'll be through this soon."

The player who calmed the first player gains Rep +1.

Next - go to 320-28

320-33 **Patch:** "MEEP MOOP!"

Player: "The entire Ink Well is empty, Patch. It's our job to protect them, even from themselves, and we've got bills to pay!"

The count burbles to you over the comms.

Count Lupus: "Look at the beauty of it! The majesty! So strange... mesmerizing! Tell me this wasn't worth it, Zephyr!"

You search the viewports and check the scanners to see if anything out there in the void catches your eye.

The first player must make a **HUNT** skill check .

0-3 - go to 320-34

4+ - go to 320-35

320-34 **Player:** "I'm not seeing anything. I think it's time we put a stop to this nonsense."

But just then you watch in shock as the yacht vanishes.

Player: "Lights! Get our lights back on them!"

Sena: "They are on them. Or they're on the yacht's last known position."

One last transmission comes in over the comms.

Count Lupus: "Oh my god! It's full of stars!"

You sit there in silence for a moment.

Player: "Well, crap! That turned out to not be the paying gig we thought it was. Okay, let's set a course out of here."

Days later, when word gets back to Count Lupus's widow, she formally vows revenge and summons the famed bounty hunter, Eskir Valek. Unlike some, Valek always fulfills his contracts.

You have failed to complete Escort Trade Barons. Banish its job card.

If you haven't already, check the Eskir Valek box in the wanted by section of the ship log. Threat +1.

Move the galactic struggle dial one space toward peace.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-35 *The count contacts you in a fit of excitement, describing a beautiful planet that has opened a doorway within itself.*

Count Lupus: "We're heading in, Zephyr! See ya!"

Player: "You're doing what? Why? Why would you do that?"

The first player must choose 1 (You cannot use the Magnabeam if the special devices stack is damaged.):

Let them go - go to 320-30

Use the Magnabeam to stop them - go to 320-25

320 - CONTINUED

320-36 The ship groans and creaks and you hear a metallic clanging deep in its bowels. The entire crew holds their breath, peering out the viewscreen at the starless void.

Player: "Hold it together, girl!"

Sena: "Projecting a probable course for the center of the anomaly."

Player: "How will we find anything in this? The instrumentation is going haywire!"

Sena: "I cannot help in this matter. This requires a living mind."

Player: "What do you mean?"

Sena: "Use your instincts."

The first player must make a **(HUNT)** skill check  .

0-5 - go to 320-37

6+ - go to 320-38

320-37 You follow Sena's advice and use your instincts. You have a sneaking suspicion that this entire anomaly is some kind of barrier keeping people away. Your gut is telling you there's something special waiting to be discovered, hidden away in the very heart of the Ink Well! You start punching in new navigation codes. The coordinates just come to your mind instinctively. Weird.

Sena: "Where are you taking us?"

Player: "Trust me, I think someone's hiding something from us, here in this place, something really good."

In the viewscreen you see a small dot straight ahead. Your course change proved correct! It's... it's a Pizza Hub delivery ship. You can feel the others looking at you in annoyance.

Player: "Yes, this is it! I'll open the airlock to let them in!"

Everyone else looks at the Pizza Hub ship in confusion, as it is clearly split in two, a drifting derelict. Then you see it, a light flaring within the Ink Well, sickly and green. It opens like a portal and a shape shoots out of it straight toward you. Black and robotic, it moves its spindly legs as if swimming in space.

Sena: "Spacers, there's something wrong with your friend! Stop them before they open that airlock!"

Turn to page 27 in the location book.

Set Dial A to 9 plus the number of players.

Place Large Blip A (Abductor) on sector 1. Place Small Blips B, C, D, and E on the central Zephyr illustration. These represent tethers the Abductor has attached to the Zephyr.

The first player must place their standee on Action 01.

Special Rule: The first player must place a lock token on their character sheet. While the lock token is on their sheet, they are under a mind control effect and cannot choose where their standee is placed. Until the spell is broken, whenever the first player makes a skill check, they must add the threat  to their total.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gateway to Doom*.

Begin a round in the location book.

320-38 You follow Sena's advice and use your instincts. You have a sneaking suspicion that this entire anomaly is some kind of barrier keeping people away. Your gut is telling you there's something special waiting to be discovered, hidden away in the very heart of the Ink Well! You start punching in new navigation codes. The coordinates just come to your mind instinctively. How did that happen?

Sena: "Derelict ship ahead! Look at it, ripped to pieces."

An old delivery vessel floats by, ripped into two distinct pieces.

Player: "Look there! Did you see it? Like a shadow moving among the wreckage!"

There is ker-thunk sound above you and the ship rocks.

Player: "There's something on the hull! Sena, get us out of here!"

The lights go out inside the Zephyr, and the engines sputter into silence! In the view screen you see a jagged rift in the inky blackness, a strange green energy seeping from it!

In front of the Zephyr, pulling you toward the rift is a strange machine, articulated in confusing ways with disquieting technology. It swims through space with no visible propulsion.

Player: "With no power, we're helpless! We have to restore power now!"

All players must make a **(REPAIR)** group  skill check  . Goal: 6

If you have the Backup Systems ship upgrade, the goal is instead 5.

Success - go to 320-39

Fail - go to 320-57

320-39 You determine the strange ship is emanating some kind of null field, akin to an EMP disruption. You use your ship's comms array to disrupt the signal, and almost instantly the lights flicker back on and the engines roar to life!

Player: "Sena, reverse thrusters!"

Sena: "Momentum slowing. Entering the rift in fifteen-point-three minutes, give or take ten minutes. I can't tell time."

Player: "We have to get those tethers off our ship!"

Those of you that breathe air, begin suiting up for a space walk.

You exit the airlock and stand on the fuselage of the Zephyr. The space around you is a starless void, but it is lit by the massive rift before you, like a green tear in reality.

Player: "Tethers! Let's cut those loose!"

The enemy vessel has four articulated tendrils attached to different parts of the ship by barbs that penetrate its thick metal hull. You fan out to attack all the tethers at once.

All players must make a **(FIGHT)** group  skill check  . Goal: 6

Success - go to 320-40

Fail - go to 320-49

320-40 As you chop or blast apart each tether, it flails about aimlessly, spraying strange green fluid globules into the void. You gang up to hack through the last one, but the alien vessel flails at you with its damaged tendrils, trying to knock you from the hull.

Finally, the last tether gives way and you scramble for the airlock!

Player: "Get us out of here, Sena!"

Sena: "Setting course away from the rift. I think!"

Each player who failed their part of the group  skill check gains a Stress card (012).

Next - go to 320-41

320-41 The ship shakes as Sena pushes the engines. The rift vanishes behind you and soon you blast from the Ink Well into normal space.

Player: "Gods, it's good to see stars again."

Sena: "Incoming holo from Farrack."

The Simian scientist appears on holo, his hair frazzled as usual.

Player: "Hey, boss, we just left the Ink Well. Found your inter-dimensional rift. It's bad! Maybe worse than you thought!"

Farrack: "I was afraid of that! I'm going to reach out to the Frey on Halas. They just might have a solution. I'll be in touch!"

You have completed Gateway to Doom. Banish its job card.

All players gain Rep  +1. Profit  +3.

Is any player a Nexu?

Yes - go to 320-42

No - go to 320-48

320-42 Is job card 074, Nexu Vision, currently in the Jobs section of the card catalog?

Yes - go to 320-43

No - go to 320-46

320-43 The next entry is for the Nexu player.

Next - go to 320-44

320-44 A wave of uncomfortable emotion comes over you like nausea, and you lean on a bulkhead for support. Your mind is filled with a doomsday vision. Ships emerging from the rift by the thousands, strange and alien, their aesthetic very much matching that of the vessel you just encountered.

An invasive thought enters your mind, calling you. It's a summoning to the Ra system. You tell the others what you have just experienced, and Sena has something to add.

Sena: "There are old tales of the Necryptid, an ancient species now vanished from the galaxy. That thing we just saw sounds a lot like an Abductor, a ship the tales say used to steal away others."

Player: "Sounds like they're not as vanished as people might hope."

Gain job card 074, Nexu Vision.

Move the galactic struggle dial one space toward war.

Choose 1:

Leave - go to 320-45

Stay to resolve another waypoint ring at this location - go to 320-1

320-45 You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

320-46 The next entry is for the Nexu player.

Next - go to 320-47

320-47 The uncomfortable feeling of existential dread takes hold of your ghost. The desperate voices of the Frey appear in your mind, clamoring for your attention, but you manage to suppress them. Sena speaks up.

Sena: "There are old tales of the Necryptid, an ancient species now vanished from the galaxy. That thing we just saw sounds a lot like an Abductor, a ship the tales say used to steal away others."

Player: "Sounds like they're not as vanished as people might hope."

Gain a Stress card (012).

Move the galactic struggle dial one space toward war.

Choose 1:

Leave - You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to 320-1

320-48 **Player:** "That thing was terrifying."

Sena: "There are old tales of the Necryptid, an ancient species now vanished from the galaxy. That thing we just saw sounds a lot like an Abductor, a ship the tales say used to steal away others."

Player: "Sounds like they're not as vanished as people might hope."

Move the galactic struggle dial one space toward war.

Choose 1:

Leave - You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

Stay to resolve another waypoint ring in this system - go to 320-1

320-49 Colorful expressions of frustration echo through the ship.

Player: "Those things have us pinned with some kind of null field! We have to get those tethers off our ship, sever them somehow!"

Those of you who breathe air begin suiting up for a space walk.

You exit the airlock and stand on the fuselage of the Zephyr. The space around you is a starless void, but before you is a massive rift like a jagged crack in

reality. Sickly green energy roils within, simultaneously appearing to both seep out and draw inward.

Player: "There they are! Let's cut those tethers!"

The alien craft has four articulated tendrils attached to different parts of the ship by barbs that dig into its thick metal hull. You fan out to attack all the tethers at once.

Risk Ⓢ+1. Life Support Ⓢ-1.

All players must make a **FIGHT** group Ⓢ skill check Ⓢ. Goal: 6

Success - go to 320-50

Fail - go to 320-55

320-50 As you chop each tether, it flails about aimlessly, spraying strange green globules into the void.

You gang up to hack through the last tether, but the alien craft lashes at you with its damaged tendrils, trying to sweep you off the hull.

Finally, the last tether gives way and you scramble for the airlock!

The lights flicker on, and consoles wink to life with the comforting sound of the engines powering up.

Player: "Get us out of here, Sena!"

Sena: "Setting course away from the rift... I think!"

Each player who failed their part of the group Ⓢ skill check gains a Stress card (012).

Next - go to 320-51

320-51 **Player:** "Well at least it's nice to be back to normal space."

Sena: "Incoming holo from Farrack."

The Simian scientist appears on holo, his hair frazzled as usual.

Player: "Hey boss, we just left the Ink Well. Found your inter-dimensional rift. It's bad! Maybe worse than you thought!"

Farrack: "I was afraid of that! I'm going to reach out to the Frey on Halas. They just might have a solution."

You have completed Gateway to Doom. Banish its job card.

All players gain Rep ☆+1. Profit Ⓢ+3.

Is any player a Nexu?

Yes - go to 320-52

No - go to 320-48

320-52 Is job card 074, Nexu Vision, currently in the Jobs section of the card catalog?

Yes - go to 320-53

No - go to 320-54

320-53 The next entry is for the Nexu player.

Next - go to 320-44

320-54 The uncomfortable feeling of existential dread, takes hold of your ghost. The desperate voices of the Frey echo in your mind, clamoring for your attention, but you suppress them.

Gain a Stress card (012).

Move the galactic struggle dial one space toward war.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

320-55 As you chop each tether, it flails about aimlessly, spraying strange, green globules into the void. You gang up to hack through the last tether, but the alien ship flails at you with its damaged tendrils, trying to sweep you off the hull.

Sena: "Warning! Entering inter-dimensional rift! You must return to the airlock immediately!"

Player: "But there's one last tether!"

You ignore Sena's warning and continue hacking away. Finally, the last tether

320 - CONTINUED

is severed and you scramble for the airlock!

Player: "Get us out of here, Sena!"

The ship rattles with the afterburner of the thrusters as you quickly strap in.

Threat ⚔+1. Each player who failed their part of the group  skill check gains a Stress card (012).

Next - go to 320-56

320-56 Sena: "Unable to break the gravitational pull!"

Player: "Let's try going with it!"

You set an oblique heading. Instead of fighting the pull, you attempt to fly the ship to the side, and hopefully avoid being sucked in.

Player: "It's working!"

Sena: "Hull integrity warning!"

Then everything goes crazy. The world around you feels like it's a kaleidoscope of liquid color swirling down a drain. You look at your hand as it elongates to join the spiral.

Sound, smell, all your senses, even your thoughts are absorbed into the unreality taffy and stretched impossibly.

You awaken to alarms chiming. The Zephyr drifts aimlessly through space.

Player: "Sena, where are we? I see stars."

Sena: "Estimating location now."

Place the Zephyr on any anomaly location. Hull -1.

Next - go to 320-51

320-57 You determine the strange ship is emanating some kind of null field, akin to an EMP disruption, but you aren't sure how to stop it.

Player: "We have to get those tethers off our ship!"

Those of you who breathe air begin suiting up for a space walk.

You exit the airlock and stand on the fuselage of the Zephyr. The space around you is a starless void, but it is lit by the massive rift before you, like a green rift in reality.

Player: "Tethers! Let's cut those loose!"

The enemy vessel has four articulated tendrils attached to different parts of the ship by barbs that penetrate its thick metal hull. You fan out to attack all the tethers at once.

Threat ⚔+1. Life Support -1.

All players must make a **(FIGHT)** group  skill check  ⚔. Goal: 6

Success - go to 320-58

Fail - go to 320-59

320-58 As you chop each tether, it flails about aimlessly, spraying strange green globules into the void. You gang up to hack through the last tether, but the alien vessel lashes at you with its damaged tendrils, trying to sweep you off the hull.

Finally, the last tether gives way and you scramble for the airlock!

The lights flicker on, and consoles wink to life with the comforting sound of the engines powering up.

Player: "Get us out of here, Sena!"

Sena: "Setting course away from the rift... I think!"

Each player who failed their part of the group  skill check gains a Stress card (012).

Next - go to 320-41

320-59 As you chop each tether, it flails about aimlessly, spraying strange green globules into the void.

You gang up to hack through the last tether, but the strange vessel lashes at you with its damaged tendrils, trying to sweep you off the hull.

Sena: "Null field disrupted. Engines back online. Warning! Entering inter-

dimensional rift! You must return to the airlock immediately!"

Player: "But there's one last tether!"

You ignore Sena's warning and continue hacking away. Finally, the last tether is severed and you scramble for the airlock!

Player: "Get us out of here, Sena!"

The ship rattles with the afterburner of the thrusters as you quickly strap in.

Threat ⚔+1. Each player who failed their part of the group  skill check gains an Injured card (011).

Next - go to 320-60

320-60 "Unable to break the gravitational pull!"

Player: "Let's try going with it!"

You set an oblique heading. Instead of fighting the pull, you attempt to fly the ship to the side, and hopefully avoid being sucked in.

Player: "It's working!"

Sena: "Hull integrity warning!"

Then everything goes crazy. The world around you feels like it's a kaleidoscope of liquid color swirling down a drain. You look at your own hand as it elongates to join the spiral.

Sound, smell, all your senses, even your thoughts are absorbed into the taffy of unreality.

You awaken to alarms chiming and the ship rattling.

Place the Zephyr on any anomaly location on the galactic star map. Hull -2.

Next - go to 320-41

320-61 The next entry is for the Nexu player.

Next - go to 320-62

320-62 You've been practicing with the Resonant Web as you travel to the Ink Well. As far as you can tell, the instrument works like a harp. You hold the grip, lean it against your shoulder, and strum the odd strings with your free hand. The sound it makes is terrible, putting everyone in a bad mood, driving the snats crazy, and Cook-E eve claims it made his soufflé flop. But if the cookbot has ever made one that did not flop, you're unaware of it.

Truth be told, this whole situation has you feeling pretty hopeless. Sound doesn't travel in the void of space, and even if it did, you are pretty much the worst at making music.

Choose 1:

- Gain a Discord card (016).
- Gain a Snats card (017).

Next - go to 320-63

320-63 The ship shudders and creaks as you enter the Ink Well, and one by one the stars wink out until you are traveling in a black void. The crew discusses the lack of a cohesive plan for what comes next, but your mind is preoccupied. You're not sure why or how, but a familiar presence enters your mind.

It whispers to you, beckoning you to come to it, and for reasons you cannot fathom, you feel compelled to obey.

The Nexu player must make a **(STRENGTH)** skill check  ⚔.

0-5 - go to 320-64

6+ - go to 320-70

320-64 You cannot stop yourself from obeying the command in your mind. The presence has an unnatural authority over you, as though you've been programmed to submit to it.

Sena: "Spacer, why are you overriding my flight path?"

Player: "Trust me, I know where we need to go!"

They do indeed trust you, as you're the entire reason why the ship is here in this void.

If not already, the Nexu player is now first player and should take the first player token.

Next - go to 320-65

320-65 *Player: "There! See that? We're headed right for it!"*

Alone in the black void, you see a rift, like a jagged tear in the fabric of reality itself. The sickly green energies within the rift pulse and radiate inward as if the reality around it is leaking away into the breach.

Sena: "You better slow it down, spacer. We're approaching terminal velocity!"

But your Nexu crewmate makes no move to alter course, and when you approach, they draw a blade and hold it threateningly. Their eyes have changed, now resembling the sickly green of the rift.

All players except the Nexu player must make a **(STRENGTH)** group  skill check  . Goal: 6

Success - go to 320-66

Fail - go to 320-69

320-66 *As you hold your crew mate down, they scream as if in terrible pain, but then a figure formed of swirling black matter peels itself from the Nexu's body! It glares at you with sickly green eyes, like tiny rifts, then dissipates. The Nexu sits up.*

Player: "Stop the ship! There's not much time!"

Sena: "Where are you going?"

Player: "Out there! Don't worry about me, just be prepared."

Next - go to 320-67

320-67 The next entry is for the Nexu player.

Next - go to 320-68

320-68 *As the Zephyr nears the massive rift, you grab the Resonant Web and exit the ship. Only your tether prevents you from drifting off to be swallowed by the breach. You brace your magnetic feet on the ship's hull and begin strumming the strings of the strange instrument.*

The sound of your first chord is haunting, ethereal and impossibly loud! The breach itself seems to shrink back and to your surprise, you begin to see a few stars!

You strum again, this time with more confidence, and the rift opens wide like a mouth and for one brief nanosecond, you see a massive fleet of alien ships staged just beyond! But again the rift contracts, now looking noticeably smaller! You sense the impotent rage of a thousand lost years rolling toward you from out of the rift. Coils of swirling black matter extend from the mere crack that is now the rift, and form into a strange, dark ship shaped like a spider. It's not a fleet, not even a squadron, just one ship.

Pass the first player token to the left.

Turn to page 27 in the location book.

Place Large Blip A (Necryptid) on sector 1.

Set Dial A to 9 plus the number of players. Set Dial B (Riftwind) to 10.

The Nexu player must place their standee on Action 02.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Resonant Web*.

Begin a round in the location book.

320-69 *The Nexu is a powerful combatant. It takes the entire team to subdue them, and they land quite a few blows before you finally wrestle them to the floor. They scream as if in terrible pain, then a figure formed of swirling black matter peels itself from the Nexu's body! It glares at you with sickly green eyes like tiny rifts, then dissipates.*

The Nexu sits up.

Player: "Stop the ship! There's not much time!"

Sena: "Where are you going?"

Player: "Out there! Don't worry about me, just be prepared."

Each player who failed their part of the group  skill check gains a Stress card (012).

Next - go to 320-67

320-70 You decide to share your experience with the others.

Player: "I know where we need to go, but there's danger. I believe the long-dead Necryptid are staging a return to our existence here in the Ink Well. They want the Resonant Web, as it has the power to thwart their plans. They will try to take it by force, I'm certain."

Patch: "MEEP MOOP!"

Player: "No, Patch, we can't just hide it somewhere. It would only aid the Necryptid and their goals. I must close the rift between realities."

The first player must choose 1:

Set course according to the Nexu's instincts - go to 320-71

Flee the Ink Well and avoid the danger - go to 320-72

320-71 *Player: "There! See it? That's it!"*

Alone in the black void, you see a rift, like a jagged tear in the fabric of the universe itself. The sickly green energies within the rift pulse and radiate inward as if the reality around it is leaking away, into the breach.

Player: "Get in as close as you can, but be careful... that's where they are."

Patch: "MEEP MOOP!"

Player: "I'm going out there. Don't worry, Patch. I'll be fine."

Next - go to 320-67

320-72 *Player: "Sena, change of plan. Get us out of here."*

Sena: "I'm using old astrometrics to approach the center of the anomaly. I can change course, but I could use some assistance."

Move the galactic struggle dial two spaces toward war.

Navigation must make a **(TECHNICAL)** skill check  .

0-5 - go to 320-73

6+ - go to 320-74

320-73 You arrive at the edge of normal space, and immediately realize something's gone terribly wrong. You're surrounded by hundreds, perhaps thousands of destroyed Armada and coalition ships from dozens of systems. Whatever happened here, the results were sheer devastation on a scale never before seen except perhaps the destruction of old Aldess.

Player: "Oh mercy! Sena, tap into the galactic network, see what the chatter is."

Sena: "There is no chatter."

Player: "What do you mean there's no chatter?"

Sena: "I mean, with the exception of five hundred and seventy-three different distress beacons and counting, there is no network chatter at all. But I am picking up several large vessels on an intercept course to our position. Their signature is unlike anything I've ever seen."

Player: "What is going on?"

Sena: "My guess is something changed within the Ink Well."

Player: "Navigation, turn it around! We're going back in! We should have listened to our resident Nexu."

Threat +1.

Next - go to 320-71

320-74 You arrive at the edge of normal space. Out the viewport, the stars gradually flicker and appear.

Player: "It took us fourteen days, but we made it."

You have not completed The Resonant Web. Deactivate this job by returning it to the Zephyr section of the card catalog.

Supplies -2. The Nexu player fills in a scar on their character sheet.

Pass the first player token to the left.

Choose 1:

Leave - go to 320-75

Stay to resolve another waypoint ring at this location - go to 320-1

320-75 You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-76 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

320-77

320-78

320-83

320-84

320-85

320-77 There is not much to look at outside the ship, as inky blackness swallows you up. You sit on the bridge, playing Sokum, while Sena pilots the Zephyr, relying entirely on astrometric data taken from before the Ink Well's inception. Sokum is only kind of fun, because of course Annabelle wins every hand.

Sena: "Nearing the end of the anomaly."

In the distance, pinpricks of light appear, and soon you exit the Ink Well back into normal space. You look at the table and crinkle your brow seeing one fewer hand of cards sitting there.

Player: "Hey, where'd Annabelle go?"

Sena: "I'm sorry spacer, who?"

Player: "A.B. The ship's medic?"

Sena: "The medic of this vessel is Patch, a bot."

Player: "Man, I hate this place."

Gain 1 science project . Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-78 You spot something out a portside viewport.

Player: "What the helix is that?"

Cook-E clomps over.

Cook-E: "Ain't nothin' out there, matey! Best not to look."

Player: "No, seriously! Everyone look over there!"

Others join in looking out the viewport, but nobody else seems to see what you saw. You attempt to convince them to investigate.

The first player must make a **COMMUNICATE** skill check .

0-4 - go to 320-79

5+ - go to 320-80

320-79 *Player: "Look, it comes and goes, or rather you have to be looking at just the right angle. But I'm telling you, there was some kind of light, yellow and green!"*

Patch: "MEEP MOOP!"

Player: "You can't confine me to my quarters, Patch!"

But then you see the faces of your peers and note the concern there.

Sena: "Spacer, it's probably best to get some rest and wait for the weirdness to pass. We're almost through."

Soon, the Zephyr reaches the boundaries of normal space, but your bitterness and resentment hangs on for some time.

Pass the first player token to the left.

Dismiss 1 readied card. Gain a Discord card (016).

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-80 You set a course following bearings that only you can perceive.

Sena: "I hope you know what you're doing, spacer."

Player: "Yeah, me too, Sena."

After several hours traveling this new course, nobody can really argue with your perception. In the viewport everyone can now make out a roiling vortex pulsating with sickly yellow-green energy.

Patch: "MEEP MOOP!"

Player: "That's what we're going to find out, Patch."

Sena: "Make it quick. The energy that thing's putting out is straining the ship. The question is, is that maelstrom part of the Ink Well or something else?"

All players must make a **TECHNICAL** group skill check . Goal: 6

Success - go to 320-81

Fail - go to 320-82

320-81 *Player: "Sena, these readings make no sense. Is the energy from the vortex messing with them?"*

Sena: "Possible, but the sensors seem to be functioning just fine focused on anything else. There's too much to theorize. I mean, this could be an extra-dimensional portal and our sensors simply can't measure what they can't perceive. Whatever the case, it's time to move."

Player: "Okay, resume original course. I'm going to shop these readings around. We might be able to see them to Cha Outpost. Or Farrack's. Farrack's would probably pay for this data."

Gain 1 science project . Profit +1. Risk +1. Life Support -1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-82 Sena calls to you.

Sena: "The energy's too much! We need to return to normal space now!"

You're forced to agree as your garbled sensor readings seem worthless.

Player: "Wait! There's something coming out of the vortex!"

A thin tendril of hazy, yellow luminescence, wafts like smoke from the edge of the vortex toward the Zephyr. It touches the hull and passes through it. You can only watch helplessly as travels the ship, like a probing tentacle, curiously touching everything it sees. You're thrown to the floor as the Zephyr lurches forward at full thrust, leaving the vortex and its strange tendril of light behind.

Player: "Thank you, Sena!"

You resume your original course and soon reenter normal space, delighted to see stars once again.

Risk +1. Hull -1. Life Support -2. Gain 1 science project .

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-83 There's not a lot to do inside the Ink Well, except sit and wait for Sena to get you through it. It takes twenty days, or perhaps twenty seconds, but you emerge unscathed and only slightly weirded out.

Pass the first player token to the left.

Gain 1 science project . Each player may remove a status card from their draw or discard pile, then reshuffle.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-84 Travel through the Inkwell is entirely automated since Sena has to use old astrometric data to guide the ship. Thankfully the data is still good. Local monitoring stations track moving bodies such as debris and asteroids, charting their probable paths through the Inkwell, allowing for ships inside to safely make course corrections. The complete darkness is terrifying, but it

ends soon enough.

Pass the first player token to the left. Gain 1 science project .

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

320-85 The next entry is for the first player.

Next - go to 320-86

320-86 You hear an indistinct whispering coming from the crew quarters.

Player: "Anybody else hear that?"

No one else does, and Sena reminds you again that when in the Ink Well, it's best to ignore the random oddities that might appear. But you casually walk back toward the quarters, and when you enter the common room, you are startled to see a strange female of unknown species. Her pale, synthetic skin has an unusual pearlescent quality, and her hair, which floats in the air as if weightless in space, glows from electrical signals that travel the length of each strand.

Sena: "It's me, Sena. I'm sorry to scare you like this, but I needed to talk to you privately, face-to-face. You're in grave danger. I don't have time to explain, but you're the only one who can do this!"

Perk Token +1.

Dismiss any readied sidekicks.

Next - go to 320-87

320-87 You stumble onto the bridge, and the others turn to look at you.

Cook-E: "Matey, yer lookin' a bit off!"

Without a word, you draw a pistol and open fire, aiming for the pretenders who look like friends. When your peers finally wrestle you down, you breathe easier, knowing the job is done. They tie you to a support beam with a bedsheet. By the time the Zephyr emerges from the Ink Well, Patch has confirmed the dead are not actually dead. They were Krunk synthicants, robots biomechanically engineered to pass as organic beings.

Sena: "How did you know, spacer?"

Player: "An old friend told me. Sorry, Sena, but that's all I can say."

All players, including the first player, must make a **FIGHT** skill check  .

Each player (besides the first player) whose total is not equal to or higher than the first player's must banish a readied sidekick card (050 only). If at least one sidekick is banished this way, the first player gains an Injured card (011).

Gain 1 science project . Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

321

Sena: "We're approaching the Ra System. Should I enter?"

The Ra System is comprised of a neutron star encircled by a gas torus ring. In the brilliant, blue starlight, the gas torus appears like a ring of smoke. The heart of the ring is a breathable atmosphere, and there lies the enormous skyship Halas, home to the Frey people. The nearby barren of planet of Bursa contains numerous fascinating ruins from ancient Frey history, and the Baksi Archipelago is a string of drifting islands, home to Frey farmers, sky fishers, and moisture harvesters.

Draw a token from the bag and apply its effect.

Do you wish to enter the Ra System or continue traveling?

Enter the Ra System - go to 321-1

Travel - go to 321-18

321-1 Sena: "Very good. I'll bring us in."

Is there a waypoint ring for a job at this location?

Yes - go to 321-2

No - go to 321-10

321-2 Select the active job associated with the waypoint ring.

Dimensional Warfare - go to 321-3

The Favor - go to 321-6

Nexu Vision - go to 321-7

Thin Air - go to 321-9

321-3 Are you wanted by Eskir Valek?

Yes - go to 321-4

No - go to 321-5

321-4 Sena: "An unmarked sloop-class ship dropped out of warp shortly after we did. They've been following us since. Fits the profile of Eskir Valek."

Player: "Coincidence, Sena?"

Sena: "Not likely. Their course has matched ours without deviation."

Player: "Nuts. We'll change course once we get inside the smoke ring. Try to throw 'em off. Once we're in Halas, we'd better be on alert. Nobody go off alone, and make sure we're well armed."

Turbulence rattles the ship as you enter the moisture-heavy clouds of the gas torus. You change course several times to be safe, and when you break free into the brilliant blue of Ra, the follower is nowhere to be seen.

Player: "Locate Halas, and set a course."

A couple of colorful air-powered skites match speed to escort the Zephyr as the enormous skyship appears before you. A stern looking Frey with droopy fendrels appears on holo.

Frey: "Invading ship, you've entered Frey space. Please state your purpose."

Player: "We're not invading. We seek an audience with the Windwards."

Frey: "I sense a darkness surrounding you."

Player: "Is that bad? Sounds kinda bad."

Frey: "The Windwards will see you. Follow our lead."

Turn to page 19 in the location book. Make Action 01 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Dimensional Warfare*.

Begin a round in the location book.

321-5 Sena: "An unidentified sloop-class ship dropped out of warp shortly after we did. They've been following us since."

Player: "Coincidence, Sena?"

Sena: "Not likely. Their course has matched ours without deviation."

Player: "Nuts. We'll change course once we get inside the smoke ring. Try to throw 'em off."

Turbulence rattles the ship as you enter the moisture-heavy clouds of the gas torus. You change course several times to be safe, and when you break free into the brilliant blue of Ra, the follower is nowhere to be seen.

Player: "Locate Halas, and set a course."

A couple of colorful air-powered skites match speed to escort the Zephyr as the enormous skyship appears before you. A stern looking Frey with droopy fendrels appears on holo.

Frey: "Invading ship, you've entered Frey space. Please state your purpose."

Player: "We're not invading. We seek an audience with the Windwards."

Frey: "I sense a darkness surrounding you."

Player: "Is that bad? Sounds kinda bad."

Frey: "The Windwards will see you. Follow our lead."

Turn to page 19 in the location book. Make Action 01 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Dimensional Warfare*.

Begin a round in the location book.

321 - CONTINUED

321-6 Player: "Sena, any idea what Mrs. Gilbert wants a hamu for?"

Sena: "Perhaps it's to add to her collection?"

Player: "What collection?"

Sena: "It's rumored Mrs. Gilbert collects small animals from around the galaxy and keeps them in stasis cubes, only taking them out occasionally.. for entertaining guests or whatnot."

As the Zephyr enters the misty gases of the torus, sensors go offline, but Sena maintains your course. Lush, green asteroids float in the distance, and flocks of airborne creatures move in fishlike formation. A thin Frey with angular bone structure appears on the holo.

Frey: "Invading ship, you have entered Frey space. Please state your purpose."

Sena: "The Frey can read your thoughts. It's always best to be truthful."

Player: "We're looking to buy a hamu for our patron."

Frey: "Very well, Zephyr, but you'll have to attend a gathering. The skite will guide you in."

A dozen small, colorful, wind-powered aircraft escort you to Halas, the massive city-sized skyship that is central to Frey society. It's a majestic sight to behold. The mooring is simple, primitive wood and rope, but it does the job, and soon the Zephyr is secure, and you're ready to float out into the city, in search of a hamu.

Turn to page 19 in the location book. Make Action 01 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Favor*.

Begin a round in the location book.

321-7 The next entry is for the Nexu player.

Next - go to 321-8

321-8 The others say you are special, but you don't necessarily agree. Your whole existence is mysterious and not in some sexy, enigmatic way. Your visions feel more like an incomprehensible flood of emotions for which you are merely a conduit. As you look out at the gas ring you consider the Frey, an advanced civilization of delicate, telepathic humanoids. They share a lot in common with the Nexu. You heard an old mechanic once say the Nexu probably used to be Frey, before they were taken over by the Necryptids nearly a millennia ago. You aren't so sure.

As the murky outer gasses give way to blues skies and puffy clouds, you hear a lilting voice in your head like a thought that is not yours.

Frey: "You might not be welcomed here, but you are needed. Come to the gathering at once!"

Player: "Set a course for the skyship city-thing. I need to meet with the Frey's geriatric council."

Sena chuckles.

Sena: "They're called Windwards. Definitely don't call them geriatric."

The Zephyr is soon surrounded by a dozen small, colorful, wind-powered craft that escort you to Halas, a massive city-sized skyship that is central to Frey society.

Turn to page 19 in the location book.

The Nexu player must place their standee on Action 01.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Nexu Vision*.

Begin a round in the location book.

321-9 As the Zephyr enters the misty gases of the torus, sensors go offline, but Sena maintains your course. Lush, green asteroids float in the distance, and flocks of airborne creatures move in fishlike formation. A disembodied voice echoes in your heads..

Frey: "Invading ship, you have entered Frey space. Please state your purpose."

Player: "We're here about a job posting. Something about a missing monk?"

Frey: "Very well, Zephyr. The skites will guide you in."

A dozen small, colorful, wind-powered aircraft escort you to Halas, the massive city-sized skyship that is central to Frey society. It's a majestic sight to behold. The mooring is simple, primitive wood and rope, but it does the job, and soon the Zephyr is secure, and you're ready to float out into the city.

Turn to page 19 in the location book.

Make Actions 01 and 06 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Thin Air*.

Begin a round in the location book.

321-10 As the Zephyr enters the misty gases, sensors go offline, but Sena maintains your course. The gas turns to a thin mist, and then clears to reveal Ra's radiant blue-white light. Lush, green asteroids float in the distance, and flocks of airborne creatures move in fishlike formation.

A telepathic voice pops into your heads.

Frey: "Invading ship, you have entered Frey space. Please state your purpose."

Player: "We're tourists and traders seeking safe harbor."

Frey: "What is your destination?"

Choose 1:

Land on Halas, the center of Frey society - go to 321-11

Land on the ghost planet of Bursa - go to 321-12

Visit the Baksi Archipelago - go to 321-21

321-11 You feel your minds being probed and you try not to think of sexy thoughts.

Frey: "Very well, Zephyr. The skites shall guide you in."

The Zephyr is soon surrounded by a dozen small, colorful, wind-powered aircraft, each piloted by a Frey youth. No two craft are the same, with some sporting magnificent fins, while others have long, undulating tails. Your escort takes you to Halas, a massive city-sized skyship that is central to Frey society and home to the Windwards, the elder council. It is a majestic sight to behold.

Turn to page 19 in the location book. Make Action 01 required .

Begin a round in the location book.

321-12 Frey: "Why Bursa?"

Player: "Adventure, really. But we know the planet is important and promise not to mess with cultural stuff. Or blow it up."

You feel your minds being probed and you try not to think of anything embarrassing.

Frey: "Very well, Zephyr. But we will be watching."

Player: "Thank you!"

You approach the planet and the ship begins to rattle.

Sena: "The planet's gravity well is anomalous, but with sensors acting weirdly in the torus, I'm not entirely certain why. Be careful, spacers!"

The first player must choose a player to gain Perk Token  +1.

Then the chosen player must make a **PILOT** skill check  .

0-6 - go to 321-13

7 - go to 321-34

8+ - go to 321-35

321-13 The ship is pelted by dust and small chunks of floating rock, unavoidable in the thick gases being drawn from Bursa into the torus of Ra. You finally spot a patch of flat, windswept land and make your final approach. Unfortunately, a chunk of minerals the size of a space refrigerator escapes your notice and rips into the side of the ship, making for a less-than-stellar landing.

Draw 2 tokens from the bag and apply their effects.

Next - go to 321-14

321-14 You step out into the harsh environment of the barren world and take a look around. In the distance you see the ruins of an ancient city and begin walking toward it. Soon you reach a prominent building with an odd, triangular entrance and a triangular tunnel descending into darkness. It look promising, so you click on your lights and head down into the gloom.

You follow the tunnel down for a few minutes before the silence is broken by the sound of explosive flatulence. You look up and see a pugeon sputtering down to hover over you, just as the voice had promised.

The tunnel opens into a large, geometric chamber with walls covered in strange glyphs. To the north is a massive metal door with no means to open it, save a round hole in the middle. One of your crew nonchalantly sticks their hand in the hole, only to scream and pull it back out.

The first player must choose a player to either dismiss a readied sidekick or gain an Injured card (011).

Next - go to 321-15

321-15 Frey: "That has not been opened in twenty thousand years."

You turn to see ten robed figures standing in a circle around you.

Frey: "The key is not on this world. It cannot be opened."

Player: "Ah, hello there. Who might you be?"

Frey: "We are the Baksi, keepers of the gate."

They pull back their hoods, revealing they are Frey, only stooped and frail from the gravity and harsh conditions here on Bursa.

Player: "We might be able to blow that door for you, if you wanted."

Frey: "We definitely do not want that. We await the coming of the key."

All players must make a **COMMUNICATE** group skill check. If D-3 is circled in the ship log database, each player adds +1 to their total. Goal: 4

Success - go to 321-16

Fail - go to 321-33

321-16 Player: "You monks like Selvin ale?"

Frey: "We haven't had that spirit here since 9069."

Your offer of hospitality pleases them and they welcome you into their subterranean monastery. That night you dine on roasted pugeon with mushroom gravy, washed down with lots of Selvin ale. The monks show you a sacred collection of artifacts: heavily guarded relics from Frey history that have been tended to by generations of monks who have sacrificed their lives in service to their cause. But they decide to trade them to you for more ale.

You may spend up to 3 supplies to. For each, choose 1:

- Gain 1 science project
- Gain 1 rare cargo token

Next - go to 321-17

321-17 With nothing else to do or see, you hike back to the ship when morning comes, and head back out to space.

Choose 1:

- Leave the Ra System - go to 321-18
- Remain in the Ra System - go to 321-19

321-18 Player: "Let's move on, Sena."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

321-19 Player: "Let's poke around some more."

Sena: "Okay, but be aware that traveling around the torus still taxes the ship."

Spend 3 of any combination of power, supplies, and life support.

Next - go to 321-20

321-20 A voice once again enters your minds.

Frey: "Are you satisfied, Zephyr crew? What are your intentions now?"

Choose 1:

Leave the Ra System - go to 321-18

Land on the skyship, Halas - go to 321-11

Visit the barren planet of Bursa - go to 321-12

Visit the Baksi Archipelago - go to 321-21

We have a waypoint ring to resolve at this location - go to 321-2

321-21 Frey: "Why the archipelago?"

Player: "Sightseeing, I suppose. But we promise to be respectful."

You feel your minds being probed and you try not to think of any swears.

Frey: "Very well, Zephyr. But we will be watching."

Player: "Thank you!"

You follow a flock of migratory hamu into the Baksi Archipelago, a string of drifting islands. The local Frey wave at you from treetops as you drift by. You see a bigger island ahead and moor the Zephyr at the end of a dock among a colorful assortment of skite sky fliers. The docks are bustling with Frey, mostly buying and selling staples such as vegetables and water. Cook-E pipes up.

Cook-E: "Let me know if ye finds me some tomack fungus. It'd be good fer add'n flavors to me broths."

Choose 1:

Trade at the podunk market - go to 321-22

Pick wild tomack fungus - go to 321-26

321-22 Trading in the Baksi Archipelago is meager at best. The locals have no need for anything except medical supplies or hard-to-find gear. However you do find some interesting objects and resources that could be put to use in a variety of ways.

You may sell item cards here, retrieving them from your draw pile, discard pile, or readied slots. If you search your draw pile, reshuffle afterward.

Gain Supplies +2 for each item card sold, then return those cards to the card catalog.

Next - go to 321-23

321-23 You may choose to do each of these once:

- Spend 1 supplies to gain 1 science project
- Spend 1 supplies to gain 1 common cargo token
- Spend 2 supplies to remove a scar from a player's character sheet.

Next - go to 321-24

321-24 With nothing else to do or see, you board the ship.

Player: "Sena, get the engines going."

Choose 1:

Leave the Ra System - go to 321-18

Remain in the Ra System - go to 321-25

321-25 Player: "Let's poke around some more."

Sena: "Okay, but be aware that traveling around the torus still taxes the ship."

Spend 3 of any combination of Power, Life Support, or Supplies.

If you cannot, spend what you are able then Threat +1.

Next - go to 321-20

321-26 You float about the island, inquiring about wild tomack, and hear about a cave system under one of the islands that has a large supply. Because of the close nature of the islands in the cluster, you'll need to rent flying wonkies. Riding them is easy. Getting them to do what you want is something else.

All players must make an **AGILITY** group skill check. Goal: 6

Success - go to 321-27

Fail - go to 321-32

321-27 Noticing how some of the locals do it, you bend down in front of the wonkies and let them climb onto your backs, wrapping their legs around you snugly. Soon you're soaring through the air, not even worried about whether it is wonky mating season or not.

All players gain Perk Token +1.

Next - go to 321-28

321-28 You find the cave easily enough, dismount from the wonkies, and float inside, illuminated by the moody glow of a variety of colorful fungi. You contact Cook-E on your commlinks.

Player: "Cook-E, can you describe what tomack fungus looks like?"

Cook-E: "A tomack? Well they be about four fathoms long, teeth as sharp as sabers, slitherin' all over the place."

Player: "Fathoms? The fungus?"

Cook-E: "Right! The fungus grows on the backside 'o tomacks, ye see. Get me as much as ye can carry. Cook-E, out."

You look around and see the fungus is beginning to move, which could only mean one thing. You've found the tomack and the tomack has found you!

All players must make a **FIGHT** group skill check . Goal: 7

Success - go to 321-29

Fail - go to 321-31

321-29 Muzzle flashes and laser blasts briefly light up the darkness of the cave, revealing chaos and a glistening, coiled mass. The tomack rises up hissing, its eight glassy black eyes fixed on you. Some of you provide distraction with your weapons while another climbs up onto the beast's back.

Player: "Got it! Let's go!"

You leap from the cave, floating back to your wonky mounts. The beasts snatch you up and take off. The tomack is right behind you, but it's no match for the speed and agility of the wonkies.

Gain 1 science project . All players gain Rep +1.

Gain 1 rare cargo token . Supplies +1 for each player who passed their part of the group skill check.

Next - go to 321-30

321-30 With nothing else to do or see, you board the ship. Cook-E looks at your haul and scratches his head for no reason.

Cook-E: "Really? This all ye brought back?"

You angrily dump the fungal caps in the cargo hold and walk back to the bridge.

Player: "Sena, get the engines going."

Choose 1:

Leave the Ra System - go to 321-18

Remain in the Ra System - go to 321-25

321-31 Muzzle flashes and laser blasts briefly light up the darkness of the cave, revealing chaos and a glistening, coiled mass. The tomack rises up hissing, its eight glassy black eyes fixed on you. Some of you provide distraction with your weapons while another climbs up onto the beast's back. But the tomack's strikes are fast, and it's fond of whipping its tail to slam you into the cave's sharp walls.

Player: "Got it! Let's go!"

You leap from the cave, floating back to your wonky mounts. The beasts snatch you up and take off. The tomack is right behind you, but it's no match for the speed and agility of the wonkies.

All players gain Rep +1. Gain 1 rare cargo token . Each player who failed their part of the group skill check gains an Injured card (011).

Next - go to 321-30

321-32 The wonkies are far more stubborn and cantankerous than they look. When you try to get on them, they buck you right off. Sometimes you hit a tree or a building, but other times you're thrown flailing into the sky and have to be fetched. The local Frey get quite bit of amusement watching you struggle.

You are finally told you're not supposed to climb onto the wonkies—rather, they climb onto you, wrapping their legs around you and holding you as they fly.

All players gain a Stress card (012).

Next - go to 321-28

321-33 Player: "You monks like tea? We have some Fridan blue leaf."

The monks aren't excited by the tea, but do require more supplies. That night, you have Cook-E prepare some spam and grits. The greasy meal proves too much for the monks' delicate guts, but they happily trade you a few relics in exchange for some of Patch's digestive aids.

Risk +1. Gain 1 rare cargo token . Gain 1 science project .

Next - go to 321-17

321-34 The ship is pelted by dust and small chunks of floating rock, unavoidable in the thick gases being drawn from Bursa into the torus of Ra. You finally spot a patch of flat, windswept land and make your final approach. Unfortunately, a chunk of minerals the size of a space refrigerator escapes your notice and you are forced to dodge it. You land awkwardly in a sand dune, but your quick thinking prevents the ship from being damaged.

Rep +1.

Next - go to 321-14

321-35 The ship is pelted by dust and small chunks of floating rock, unavoidable in the thick gases being drawn from Bursa into the torus of Ra. You finally spot a patch of flat, windswept land and make your final approach. You spiral down to a perfect landing and breathe a sigh of relief.

New catchphrase: That's-a spicy meatball! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Next - go to 321-14

322

Sena: "Coming into Niven. Not that any other planet could look that lit up."

The planet of Niven appears as a ball of light on the viewscreen. Its entire surface is covered by urban sprawl from pole to pole, and its skies are choked with hover traffic.

Niven has a single loose ring encircling the planet. Unlike most ringed planets, Niven's is not comprised of space debris. Known as the Suborbs, the ring is composed of billions of orbiting apartments, condominiums, restaurants, outlet shops, luxury resorts, and trillions of small craft used by the locals to zip around between it all.

Draw a token from the bag and apply its effect.

Do you wish to land on Niven or continue traveling?

Land - go to 322-1

Travel - go to 322-8

322-1 Player: "Okay, I'll find somewhere with a landing pad."

Is there a waypoint ring for a job at this location?

Yes - go to 322-2

No - go to 322-7

322-2 Select the active job associated with the waypoint ring.

Bury the Hatchet - go to 322-3

Mine Verdium - go to 322-4

Special Delivery - go to 322-5

Wayward Ooze - go to 322-6

322-3 Sena: "We're cleared for planetside."

A soothing voice comes over the comms.

Soothing Voice: "On behalf of Duke Akamon III and the citizens of Niven, we welcome you to our proud planet. Upon landing, please make your way to Customs. While there, ask for a brochure on the many exciting financing opportunities that will help you make the most of your visit!"

Spanning the entire planet at its equator is a vast trench several miles deep. The Trench is an intergalactic shipping hub and always quite busy. You set the Zephyr down gently in your assigned docking platform. You notice a half-dozen sleek Void Syndicate ships all docked in a row, and remember they operate out of Niven and hold a lot of sway in the sector.

Player: "Okay, now to find this Mama Fang. Gotta say, nonplussed about the name."

Turn to page 37 in the location book.

Make Actions 01 and 05 required **!!!**. Lock Action 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Bury the Hatchet*.

Begin a round in the location book.

322-4 Sena: "We're cleared for planetside."

A soothing voice comes over the comms.

Soothing Voice: "On behalf of Duke Akamon III and the citizens of Niven, we welcome you to our proud planet. Upon landing, please make your way to Customs. While there, ask for a brochure on the many exciting financing opportunities that will help you make the most of your visit!"

Spanning the entire planet at its equator, is a vast trench several miles deep. The Trench is an intergalactic shipping hub and always quite busy. Niven is also home to your favorite watering hole, Lil's.

Turn to page 37 in the location book.

Make Action 01 required **!!!**. Lock Action 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Verdium*.

Begin a round in the location book.

322-5 Sena: "We're cleared for planetside."

Player: "Thanks, Sena. Ted, this is the Zephyr we're landing on Niven now."

Ted: "Go for Ted! Hey, remedials, I'm glad you're in place. Okay, so here's the plan. Duke Akamon III, heir to the Orecorp empire, is celebrating his one hundred and twelfth birthday. This is a surprise present for him, so it is not to be declared at customs. Hopefully, you have a smuggling hold, but if not, send in your most charming person for this. Belkos save us all if you mess this up! Good luck, remedials!"

Spanning the entire planet at its equator is a vast trench several miles deep. The Trench is an intergalactic shipping hub and always quite busy. Niven is also home to your favorite watering hole, Lil's.

Turn to page 37 in the location book.

Make Actions 01 and 07 required **!!!**. Lock Action 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Special Delivery*.

Begin a round in the location book.

322-6 Sena: "We're cleared for planetside."

Player: "How are we ever going to find our Ooze in all of this?"

Sena: "Oozes are very rare beings. The Ooze population of Niven is only one hundred and seventeen. The sight of an Ooze would probably stand out in a person's memory banks."

Player: "Well, we do know they went to the O Zone. At least that's a start."

Sena: "Yes, someone should check there. And don't forget to send someone

to customs as well."

Turn to page 37 in the location book.

Make Actions 01 and 05 required **!!!**. Lock Action 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Wayward Ooze*.

Begin a round in the location book.

322-7 Sena: "We're cleared for planetside."

A soothing voice comes over the comms.

Soothing Voice: "On behalf of Duke Akamon III and the citizens of Niven, we welcome you to our proud planet. Upon landing, please make your way to customs. While there, ask for a brochure on the many exciting financing opportunities that will help you make the most of your visit!"

Spanning the entire planet at its equator is a vast trench several miles deep. The Trench is an intergalactic shipping hub and always quite busy. Niven is also home to your favorite watering hole, Lil's.

Turn to page 37 in the location book.

Make Action 01 a Required Action **!!!**. Lock Action 06.

Begin a round in the location book.

322-8 Player: "Let's keep it moving. Lil's will still be waiting for us when we return."

Pass the first player token to the left.

You may gain Risk **Ⓛ**+1 to work the ship. Then, travel on the galactic star map.

323

Sena: "Approaching Cha Outpost."

The structure ahead of you is small but resplendent in the light. Relatively new, the Cha Outpost is a joint venture between Ad Ostium and the nearby Phidia, with Ad Ostium financing construction. Its primary function is scientific research, but it still serves an important purpose as a waypoint for travelers and merchants. Lately there has been talk of fortifying it against Krunk incursions.

Draw a token from the bag and apply its effect.

Is there a waypoint ring for a job at this location?

Yes - go to 323-1

No - go to 323-16

323-1 Select the active job associated with the waypoint ring.

Escort Narassa Mi - go to 323-2

Escort Shipping Barge - go to 323-11

Gunrunning C - go to 323-12

Transport Bot - go to 323-13

323-2 Cha Control: "Zephyr, this is Cha Outpost Control, we hear you have the honorable Narassa Mi onboard."

Player: "Affirmative, Control. We intended to drop her off at Ad Ostium, but the ambassador insisted we push on due to civil unrest there."

Cha Control: "Discontent among the 'Unprogrammed' I'm sure. Never fear, our bots are top tier military and domestic. Ambassador Mi is welcome here."

You have completed Escort Narassa Mi. Banish its job card. Profit **⌘**+2.

As a bonus, gain special device card 068, Foldspace Capacitor.

Move the galactic struggle dial one space toward war.

Next - go to 323-3

323-3 Choose 1:

Spend time at Cha Outpost - go to 323-4

Take off - go to 323-8

We will stay to resolve another waypoint ring in this system - go to 323-1

323-4 *Cha Outpost's immaculate condition really speaks to its usage as a research station. There's none of the grime that comes from hordes of travelers passing through just to use the facilities.*

Player: "This place is like egghead heaven! Lot of opportunity here."

A helpful hospitality bot offers to guide you through the station, a luxury you've never seen elsewhere.

In turn order, each player may resolve either a Crew Service option from their sheet or a Ship Service option from the ship log.

Next - go to 323-5

323-5 *Cha Outpost has a limited amount of supply and trade commodities. You are able to sell cargo here, but you don't see any good opportunities to buy.*

Would you like to sell cargo tokens from your ship hold?

Yes - go to 323-6

No - go to 323-8

323-6 *The quartermaster at Cha Outpost is willing to review your offerings.*

Choose any number of cargo tokens from the ship hold to sell. Common and rare cargo are in demand. You may sell no more than 1 illegal cargo token.

Choose a player to work your trade deal. The chosen player must make a **COMMUNICATE** skill check. Add 1 to your total for each cargo being sold, and an additional +1 for each common and rare cargo being sold.

0-9 - go to 323-7

10-11 - go to 323-9

12+ - go to 323-10

323-7 *It isn't until later that you realize you've been swindled.*

Return the chosen cargo tokens to the supply. Profit +1.

Next - go to 323-8

323-8

Player: "Everybody ready? We should probably get on our way. Sena, we're heading back. Start warming up those engines."

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

323-9 *You negotiate a deal that feels fair.*

Return the chosen cargo tokens to the supply. Profit +2.

Next - go to 323-8

323-10 *You secure a hefty profit on a trade, you smooth-tongued devil, you.*

Return the chosen cargo tokens to the supply. Profit +3.

Next - go to 323-8

323-11 *You watch as Captain Smeck brings his transport into Cha Outpost. He sends his thanks over the comms.*

Player: "Pleasure doing business with you. Stay safe, Captain."

You have completed Escort Shipping Barge. Return its job card to the Jobs section of the card catalog. Profit +3.

Next - go to 323-3

323-12 *You dock at Cha Outpost, then reach out to Oblat. One of his assistants contacts you on the comms.*

Player: "Tell Oblat that one of his old colleagues, Farrack, has somehow shrunk his entire outpost down to the size of a dinglesnart. He says only Oblat can fix it, with something called an Xpandron beam."

The assistant chuckles.

Assistant: "Oblat will relish this opportunity only too much! Give him a few minutes to pack his things, Zephyr. He'll join you soon!"

Twenty minutes later, your new passenger joins you, along with some luggage, a large device, and the smuggest smile you've ever seen.

Player: "Welcome aboard. Get yourself situated and we'll head to Farrack's."

Circle D-1 in the ship log database.

Remove the lock token from job card 104, Gunrunning C.

Move the waypoint ring for Gunrunning C to the Farrack's Outpost location (315) on the galactic star map.

Next - go to 323-3

323-13 *Almost the entire ship is spotless thanks to ROZ-E, the top-of-the-line janitorial bot you've been hired to transport to Cha Outpost.*

Unfortunately, the galley and medlab continue to be filthy as your territorial ship bots refuse to let ROZ-E into their stations. So it's no surprise you have to intervene in an argument in the cargo hold.

Player: "The helix is going on back here?"

Cook-E: "This sea devil's tryin' to unpack its bag after we spent the mornin' packin' it for 'em!"

ROZ-E: "My tasks are not complete. I desire to finish my chores."

Patch: "MEEP MOOP!"

ROZ-E: "I have taken no more time in the charging station than any other bot. And I might point out that I require far less energy than certain older models."

Cook-E: "How dare ye, ye jumped-up deck swabber!"

The first player must make a **COMMUNICATE** skill check.

0-6 - go to 323-14

7+ - go to 323-15

323-14 *The housekeeping manager on Cha Outpost gapes in horror.*

Manager: "Sweet Mother McGhee! What happened to my bot?"

Player: "We, uh, found it this way."

Manager: "I wasn't talking to you! ROZ-E, how did your eye lamp get busted?"

ROZ-E: "I, uh, fell out of a tree. Beneath it were stairs and I fell down those too."

The manager turns on you.

Manager: "I'll be docking your pay!"

You have completed Transport Bot. Return its job card to the Jobs section of the card catalog.

Profit +1. The first player gains a Discord card (016).

Next - go to 323-3

323-15 *The housekeeping manager on Cha Outpost gapes in horror.*

Manager: "Sweet Mother McGhee! What happened to your face?"

Player: "I, uh, fell out of a tree."

ROZ-E: "That is deception. This one protected me from a duo of jealous bots."

The manager nods at you in approval.

Manager: "Sounds like we hired the right crew for the job. Thank you. In the meantime, you better let a medic take a look at that."

Gain an Injured card (011).

You have completed Transport Bot. Return its job card to the Jobs section of the card catalog. Profit +2. As a bonus, Supplies +2.

Next - go to 323-3

323-16 *Sena: "Shall we dock here or move on?"*

Docking at an outpost will allow you to sell cargo and perform crew and ship services.

Dock - go to 323-17

Travel - go to 323-29

323-17 *Player: "Cha Outpost, this is PHG-04, the Zephyr. Requesting permission to dock."*

What is the current state of the galactic struggle?

Peace - go to 323-4

Unease - go to 323-4

War - go to 323-18

323-18 *Cha Outpost's normally sterile look conflicts greatly with the stationed soldiers and stacks of military supplies that clutter the place. There's a lot of tension here, especially among the passing research staff. A hospitality bot lies deactivated by a wall, and a guard orders you to disarm yourselves before disembarking your ship.*

All players must dismiss all readied Weapon item cards.

In turn order, each player may resolve either a Crew Service option from their sheet or a Ship Service option from the ship log.

Next - go to 323-19

323-19 *Cha Outpost has a limited amount of supply and trade commodities. You are able to sell cargo here, but you don't see any good opportunities to buy.*

Would you like to sell cargo?

Yes - go to 323-20

No - go to 323-22

323-20 *The quartermaster at Cha Outpost is willing to review your offerings. Choose any number of cargo tokens from the ship hold to sell. Hazardous and arms cargo are in demand. You cannot sell illegal cargo here.*

Choose a player to work your trade deal. The chosen player must make a **COMMUNICATE** skill check.

Add 1 to your total for each cargo being sold, and an additional +1 for each hazardous and arms cargo being sold.

0-9 - go to 323-21

10-11 - go to 323-27

12+ - go to 323-28

323-21 *It isn't until later that you realize you've been swindled.*

Return the chosen cargo tokens to the supply. Profit +1.

Next - go to 323-22

323-22 *Alarms sound and the pristine white of the outpost's interior turns crimson red. You can hear bulkhead doors sealing. A grim officer passes you and shouts.*

Officer: "Incoming Krunk attack force! We'll pay merc fees to anyone who aids in the defense. If you're not equipped, leave now while you're still able!"

Choose 1:

Stay and fight - go to 323-23

Leave the outpost - go to 323-26

323-23 **Player:** "Where do you need us?"

Officer: "Wherever you're most useful!"

Choose 1:

Launch and defend the outpost's perimeter - go to 323-24

Prepare to repel a boarding force - go to 323-25

323-24 **Player:** "Sena, we're heading back. Get those engines hot!"

Sena: "Already done. Hurry! There are three Krunk boarding ships inbound."

Pass the first player token to the left.

Turn to page 27 in the location book.

Place Small Blips A, B, and C (Krunk) on sectors 1, 2, and 6.

Set Dials A, B, and C to 2 plus the number of players.

Begin a round in the location book.

323-25 **Player:** "Sena, hang tight! We're going to help the defend the outpost!"

Sena: "Be careful! There are three Krunk boarding ships inbound."

Pass the first player token to the left.

Turn to page 11 in the location book.

Set Dials A, B, and C (Krunk) to 1 plus the number of players.

Begin a round in the location book.

323-26 **Player:** "Sena, we're heading back. Get those engines hot!"

Sena: "Already done. Hurry!"

Pass the first player token to the left.

Threat +1.

Move the galactic struggle dial one space toward war.

Travel on the galactic star map. You may NOT work the ship before traveling.

323-27 *You negotiate a deal that feels fair.*

Return the chosen cargo tokens to the supply.

Profit +2.

Next - go to 323-22

323-28

You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply.

Profit +3.

Next - go to 323-22

323-29

Player: "Let's keep moving."

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

324

Sena: "Approaching the Riva Station."

Riva Station is an ancient starbase built during the first galactic war. It was converted to a free space settlement after a century or so of relative peace. Over one thousand different species inhabit the the overcrowded station, most descended from refugees.

Draw a token from the bag and apply its effect.

Do you wish to dock at Riva Station or continue traveling?

Dock - go to 324-1

Travel - go to 324-12

324-1 **Player:** "Okay, let's request permission to dock."

Is there a waypoint ring for a job at this location?

Yes - go to 324-2

No - go to 324-7

324-2 Select the active job associated with the waypoint ring.

The Con Job - go to 324-3

The Favor - go to 324-4

324-3 *You are cleared for landing. Sena debriefs you, reminding you that Octoff, the local crime boss, has summoned you to his aquatic lair in the Triton Hotel. That can only mean he has a task for you that's probably more than a little shady.*

Turn to page 3 in the location book.

Make Action 01 required. Lock Action 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Con Job*.

Begin a round in the location book.

324-4 Does any player have a Hamu sidekick card (053) readied or in their draw or discard pile?

Yes - go to 324-5

No - go to 324-6

324-5 You are cleared for landing. Sena debriefs you, reminding you that Mrs. Gilbert, Octoff's assistant, has summoned you to his aquatic lair in the Triton Hotel. She'll be expecting you to deliver her new pet hamu.

Turn to page 3 in the location book.

To complete this job, a player must have a Hamu sidekick card (053). The player with the Hamu must ready the Hamu now, retrieving it from their draw or discard pile if necessary.

The player with the Hamu MUST select Action 01.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Favor*.

Begin a round in the location book.

324-6 Note: To complete this job, a player MUST have a Hamu sidekick card (053). Return here to complete this job once you have acquired a Hamu.

Next - go to 324-1

324-7 What is the current state of the galactic struggle?

Peace - go to 324-8

Unease - go to 324-8

War - go to 324-9

324-8 You pull into a docking bay on Riva Station, and watch as an attendant tethers you with a docking meter. Sena, grumbles at that, but there aren't any other options.

Turn to page 3 in the location book. Begin a round in the location book.

324-9 Riva Control hails you on the comm.

Riva Control: "Freeship Zephyr, be aware Riva Station is currently exceeding its maximum occupancy by three thousand eight hundred and fifty three beings. Current wait time is... uhh, six days."

Choose 1:

Wait six days and gain threat ⚡ - go to 324-10

Bribe the Control agent with supplies 📦 - go to 324-11

324-10 You sigh in acceptance.

Player: "Roger that, Riva Control. Notify us when you're ready for us."

Threat ⚡+1.

Next - go to 324-8

324-11 *Player: "Roger that, Riva Control. But, uh, we have something to show you that will verify we require prioritization."*

Supplies 📦-1.

Next - go to 324-8

We don't have enough Supplies 📦 - go to 324-10

324-12 *Player: "Let's keep it moving."*

Pass the first player token to the left.

You may gain Risk ⚠️+1 to work the ship. Then, travel on the galactic star map.

325

Sena: "Approaching Ad Ostium. Technically there's no central seat of power in the galaxy, but it doesn't get much closer than this."

Ad Ostium is a space station, but a massive one with political, economic, and military resources capable of rivaling any planet. Shaped like a spinning top, it is crowned by a shining domed city, beneath which is a hive of thousands of levels of less desirable living space.

Draw a token from the bag and apply its effect.

Do you wish to dock at Ad Ostium or continue traveling?

Dock - go to 325-1

Travel - go to 325-21

325-1 Sena: "Okay, I'll request permission to dock."

Is there a waypoint ring for a job at this location?

Yes - go to 325-2

No - go to 325-20

325-2 Select the active job associated with the waypoint ring.

Escort Narassa Mi - go to 325-3

Free Bots - go to 325-8

Mind Heist - go to 325-9

Mine Quaris - go to 325-12

Rewriting History - go to 325-13

325-3 What is the current state of the galactic struggle?

Peace - go to 325-4

Unease - go to 325-4

War - go to 325-5

325-4 Ad Ostium Control: "Come in PHG-04, this is Ad Ostium Control."

Player: "Zephyr, here."

Ad Ostium Control: "Assigning you a docking bay now. We were informed of your passenger by the Armada. We've been told to have you escort her to the Pellucidia as quickly as possible."

Player: "Understood. Zephyr out."

You relay the message to the ambassador who furrows her brow and nods.

Turn to page 25 in the location book.

Make Action 02 required !!! The player who chooses this action MUST choose Hunt Bounties.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Escort Narassa Mi*.

Begin a round in the location book.

325-5 Ad Ostium Control: "Come in PHG-04, this is Ad Ostium Control."

Player: "Zephyr, here."

Ad Ostium Control: "Zephyr, we need to delay your docking by up to three hours. Please stand by for further instructions."

Player: "Three hours? Traffic looks light right now. Everything okay, Control?"

Ad Ostium Control: "Civil unrest. No need to worry. It's being suppressed as we speak. Control out."

You relay the message to the ambassador who furrows her brow.

Narassa Mi: "I don't like this, especially if it's tied to my being ambushed by the Krunk. Take me to neighboring Cha Outpost instead. That's an order."

Player: "An order, huh? Nice attitude."

Narassa Mi: "You get paid for getting me safely where I need to go. So stop whining and hurry this up!"

Choose 1:

Force the ambassador to depart now - go to 325-6

Agree to take her to Cha Outpost - go to 325-7

325-6 *Player: "Our agreement was to transport you safely to Ad Ostium and that's exactly what we intend to do."*

Narassa Mi: "You're making a grave mistake! It's no longer safe for me in Ad Ostium."

Player: "The mistake was rescuing you in the first place. Now get your stuff together, and as soon as we can leave, we will."

Narassa Mi: "At least have the decency to escort me to the Pellucidia once we land. I'll be safest there."

You can see the fear in her eyes. Not surprising given the shock of nearly dying from a Krunk attack.

Player: "Fine. We'll escort you to the Pellucidia."

Gain a Discord card (016). Turn to page 25 in the location book.

Make Action 02 required **!!!**. The player who chooses this action MUST choose Hunt Bounties.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Escort Narassa Mi*.

Begin a round in the location book.

325-7 Player: "Cha Outpost, huh?"

You look at the ambassador and now can better make out the fear in her eyes.

Player: "You think someone wants you dead."

She nods her head sadly.

Player: "Fine, Cha Outpost. But let's be civil to one another, yeah?"

Narassa Mi: "Thank you, spacer, truly."

Move the waypoint ring for Escort Narassa Mi to the Cha Outpost location (323) on the galactic star map.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

325-8 Ad Ostium Control: "PHG-04 Zephyr, this is Ad Ostium Control. You're cleared for docking. Be advised, that due to recent unrest, any robots among your crew must stay confined to your ship."

Cook-E: "Well, that burns me buns! Treatin' us like criminals!"

Player: "Cook-E, you're a pirate."

Patch: "MEEP MOOP!"

Sena: "Take this opportunity to rest and recharge. Beats being in jail."

Player: "Speaking of which, we need to get a feel for the local politics. One of us will have to get inside the Pellucidia, preferably a smooth-talker. Somebody else will need to create a distraction at Gigazon headquarters. That's where this whole mess started."

All players must dismiss any readied sidekicks with the **ROBOT** trait. Robot sidekicks cannot be readied while on Ad Ostium.

Turn to page 25 in the location book. Make Actions 01 and 02 required **!!!**.

Any players at Action 02 must select the Local Intrigue option.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Free Bots*.

Begin a round in the location book.

325-9 You circle Ad Ostium, the station gleaming before you silver and white. Its parabolic dome, seemingly fragile, belies its power in the galaxy.

Player: "I'm not impressed, Sena. I'll take a starport scumdiver over this snob fest."

Sena: "Well, just know the Guild of the Unburdened aren't just superstitious zealots, they also wield considerable power. And the brain you're stealing once belonged to Krill Bates, a founding member of their order. They won't take its theft lightly."

A proximity warning light flashes on!

Sena: "A civilian spinliner, the Alphamite, is on collision course with us! They're not responding to my hails."

Player: "Alphamite? Dumb name. Okay, evasive maneuvers!."

The first player must choose a player to act fast.

The chosen player must make a **PILOT** skill check  .

0-5 - go to 325-10

6+ - go to 325-11

325-10 The Zephyr lurches to the side as it gets caught in the wake of the passing Alphamite's thrusters. There's a crash in the medlab and you hear Patch's distant sounds of anger. The ship tumbles, and you hear another loud crash from medlab, but you're able to regain control with excessive use of counterthrust.

Patch: "MEEP MOOP!"

Player: "Sorry, Patch, I had to keep us safe. Now look! That damn ship stole our place in the queue!"

Risk +1. Gain a Stress card (012). Life Support -2.

Turn to page 25 in the location book. Make Action 04 required **!!!**. Any players at Action 04 must select the Visit the Guild of the Unburdened option.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mind Heist*.

Begin a round in the location book.

325-11 The Zephyr lurches to the side as the Alphamite passes so close you can see the people onboard, dancing and partying without a care in the worlds. You deftly bring the ship out of the Alphamite's wake, and let them pass. You follow the docking beacons to your assigned bay, which is way more luxurious compared to the public bays you're used to. A snazzy hospitality bot meets you at the bottom of the cargo ramp.

Hospitality Bot: "Welcome to Ad Ostium, Alphamite! We have a skimmer standing by to take you to the dome."

Player: "Sena, is this the right bay?"

Sena: "The Alphamite took ours when they cut in line. I suspected we wouldn't mind."

The first player gains the nickname 'Alpha', replacing any nickname they currently have.

Turn to page 25 in the location book. Make Action 04 required **!!!**. Any players at Action 04 must select the Visit the Guild of the Unburdened option.

1-2 Player Note: If this entry was triggered by an apprentice, their controlling player gains the nickname instead, and must replace any nickname they currently have with this new nickname.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mind Heist*.

Begin a round in the location book.

325-12 You circle around the massive parabolic dome that protects the glistening mega-city from the vacuum of space.

Player: "Ahh, the lifestyles of the rich and powerful!"

Sena brings you in to dock after conferring with Ad Ostium Control. You ride the cargo ramp down, taking in the magnificent city.

Player: "Remember why we're here. One of us is going to have to hang around the star port and deal with the ore traders."

Turn to page 25 in the location book. Make Action 05 required **!!!**.

Any players at Action 05 must select the 'Sell Cargo' option.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Quaris*.

Begin a round in the location book.

325-13 You dock at Ad Ostium and contact to Dr. Bogarius, an administrator for the Galactic Archives. He tells you to come find him at the Pellucidia.

As soon as the cargo ramp is lowered, with you bringing down a hover cart bearing three cryoslats and the tablet, you are greet by a Zealon monk and a couple of armed Void Syndicate operatives.

Shar Ballor: "Greetings Zephyr, I am Shar Ballor of the Zealon Temple. We understand you are transporting evidence of galactic importance. We are here to claim that evidence."

Player: "We're taking it to the Galactic Archives."

Shar Ballor: "I understand, but we will save you the trouble. We saw what Dr. Bogarius offered you, and will pay that same fee now."

Choose 1:

Give the evidence to Shar Ballor - go to 325-14

Decline to hand to over the evidence - go to 325-17

325-14 Shar Ballor: "Commendable decision."

Shar Ballor gestures to his hirelings, and they take the cart from you. He then promptly wires money to the ship's account.

Shar Ballor: "Thank you, Zephyr! May fortune smile down upon you!"

Player: "It has already has. Farewell."

Sena: "That was fast. Do you want to stay here, spacers, or shall we be on our way?"

You have failed to complete Rewriting History. Banish its job card. Profit $\pounds+2$. Move the galactic struggle dial one space toward war.

Choose 1:

Leave - go to 325-15

Spend time on Ad Ostium - go to 325-16

Stay to resolve another waypoint ring at this location - go to 325-2

325-15 Player: "Let's take off then decide what we want to do."

You may gain Risk $\text{Ⓢ}+1$ to work the ship. Then, travel on the galactic star map.

325-16 Player: "We'll poke around a bit, Sena."

Turn to page 25 in the location book. Lock Action 02.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Rewriting History*.

Begin a round in the location book.

325-17 Player: "Sorry, Shar, already made the deal with the Galactic Archives. Plus, it's a chance to set the historical record straight."

Shar Ballor: "Perhaps the price isn't right? I will beat the offer if you deal with me here and now."

Choose 1:

Give the evidence to Shar Ballor for more Profit $\pounds$ - go to 325-18

Decline to hand to over the evidence - go to 325-19

325-18 Player: "Um, more money? Of course we'll accept! Why didn't you just say so?"

Shar Ballor: "I had yet to realize I was dealing with such competence. Thank you, spacers."

You give the data and bodies over to Shar's syndicate escorts, and wash your hands of the morbid endeavor.

Sena: "That was fast. Do you want to stay here, spacers, or shall we be on our way?"

You have completed Rewriting History. Banish its job card. Profit $\pounds+3$. Move the galactic struggle dial one space toward war.

Choose 1:

Leave - go to 325-15

Spend time on Ad Ostium - go to 325-16

Stay to resolve another waypoint ring at this location - go to 325-2

325-19 Player: "I'm sorry, but a deal's a deal. Now, if you'll excuse us."

Shar Ballor shakes his head angrily.

Shar Ballor: "Now that is disappointing. Do be careful transporting those bodies to the Galactic Archives. One must take care with such an important part of history."

Risk $\text{Ⓢ}+2$. If you haven't already, check the Void Syndicate box in the wanted by section of the ship log.

Turn to page 25 in the location book. Make Action 02 required !!! .

Any players at Action 02 must select the Local Intrigue option.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Rewriting History*.

Begin a round in the location book.

325-20 You land the Zephyr and exit the bay, taking in the silver gleam of Ad Ostium. There's a lot to do here, and it's easy to get lost.

Turn to page 25 in the location book. Begin a round in the location book.

325-21 Player: "No time for sightseeing right now."

Pass the first player token to the left.

You may gain Risk $\text{Ⓢ}+1$ to work the ship. Then, travel on the galactic star map.

326

The singular, scintillating beauty of the massive expanse known as the Scion Nebula is unmistakable. But it is even more well known for its inhospitable nature.

Draw a token from the bag and apply its effect.

Note: Entering the Scion Nebula will take you to a mini-map within the location book. A mini-map functions just like the galactic star map, but offers additional Work the Ship actions listed on its page. If you enter, you will not be able to travel on the galactic star map until instructed.

Do you wish to enter the Scion Nebula, or continue traveling?

Enter the Scion Nebula - go to 326-1

Travel - go to 326-11

326-1 Player: "Take us in, Sena."

Is there a waypoint ring for a job at this location?

Yes - go to 326-2

No - go to 326-10

326-2 Select the active job associated with the waypoint ring.

The Crap Job - go to 326-3

Investigate Cebri IV - go to 326-5

Mine Quaris - go to 326-6

Mystery Ship - go to 326-7

The Red Hyanthra - go to 326-8

Transport Being - go to 326-9

326-3 You enter the clouds of swirling, prismatic beauty. The light streaming in through the viewports cast everything on the bridge in an orange pink glow.

Player: "This place is so beautiful, but you can feel the danger that's here."

Sena: "Indeed. The Scion Nebula is home to energy storms that can surprise and cripple a ship. The gasmites that lives here are already nibbling on our hull. And there have also been reports of Forex forces attacking lone vessels."

You have heard of the Forex but know little about them.

Player: "Sena, aren't the Forex a little far from home?"

Sena: "Yes, but so are we."

Player: "Good point."

Pass the first player token to the left.

Turn to page 7 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move the waypoint ring for The Crap Job to the Gasmora Cluster location (330) on the mini-map.

Move any other waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map.

Next - go to 326-4

326-4 The holoscreen crackles to life, and you see Octoff in his water tank, scrubbing his back with a brush.

Octoff: "Freshies! Mrs. Gilbert tells me you made it to the nebula. How's my ship? Sorry, how's your ship? Take it easy in there. The Scion Nebula is rough on vehicles, especially valuable antiques like yours. The hyanthra

breeding grounds are in a spot called Gasmora. Get there and get me some of that sweet poop, you hear?"

He turns to someone offscreen.

Octoff: "Mrs. Gilbert! I needs suds, pronto!"

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Crap Job*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

326-5 *You enter the clouds of swirling, prismatic beauty.*

Sena: "The gasmites are going to start hitting us hard now. Also, the weather feed says the permanently roving Scion Storm is currently at the Nodules of Galahad. Just be aware it's nasty."

Player: "Thank you, Sena. Let's get to Cebri IV and see what made them go dark. Remember, if they were attacked, whoever is responsible might still be around, so let's stay sharp."

Pass the first player token to the left. Turn to page 7 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move the waypoint ring for Investigate Cebri IV to the Cebri IV Station location (331) on the mini-map. Move any other waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring on the Nodules of Galahad location (333) on the mini-map. The gray waypoint ring indicates the location of the destructive Scion Storm.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Investigate Cebri IV*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

326-6 *You enter the clouds of swirling, prismatic beauty.*

Sena: "The gasmites are going to start hitting us hard now. Also, the weather feed says the permanently roving Scion Storm is currently at the asteroid field. Just be aware it's nasty."

Player: "Thank you, Sena. Looks like we're in for some rough work."

Pass the first player token to the left. Turn to page 7 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move the waypoint ring for Mine Quaris to the Scion Field location (332) on the mini-map. Move any other waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring on the Scion Field location (332) on the mini-map. The gray waypoint ring indicates the location of the destructive Scion Storm.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Quaris*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

326-7 *You enter the clouds of swirling, prismatic beauty.*

Sena: "The gasmites are going to start hitting us hard now. Also, weather feed says the permanently roving Scion Storm is currently at the Cebri IV station. Just be aware it's nasty."

Player: "Thank you, Sena. This place is messing with the sensors. How the heck are we going to track down a ship?"

Sena: "Well, the Nodules present their own difficulties as well, so we'll need to get there first. Then we shall see what we shall see."

Pass the first player token to the left. Turn to page 7 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move the waypoint ring for Mystery Ship to the Nodules of Galahad location (333) on the mini-map. Move any other waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring on the Cebri IV Station location (331) on the mini-map. The gray

waypoint ring indicates the location of the destructive Scion Storm.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mystery Ship*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

326-8 *You enter the clouds of swirling, prismatic beauty.*

Sena: "The gasmites are going to start hitting us hard now."

Player: "Thank you, Sena. Whoa! What's that?"

Drifting at the edge of the viewscreen, you see the silhouette of a ship.

Sena: "Scanners indicate an Emperor-class cruise ship with catastrophic damage."

The Zephyr cautiously approaches the luxury liner. As you near the massive ship, you're shocked by the enormous chunk missing from the ship's middle. Even as you stare, fires rage inside the ship as oxygen-rich compartments ignite one by one.

Sena: "Picking up a distress call. Playing it now."

Northstar: "Mayday! Mayday! This is Galactic Cruiseline Northstar! We've been attacked by the Red Hyanthra. Requesting immediate aid!"

The rest of the transmission is garbled and unintelligible.

Sena: "That message is from twelve hours ago. There are no life signs detected onboard."

Player: "Poor tourists! They never had a chance."

Pass the first player token to the left. Turn to page 7 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move the waypoint ring for The Red Hyanthra to the Cloud Sphere location (334) on the mini-map. Move any other waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Red Hyanthra*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

326-9 *You enter the clouds of swirling, prismatic beauty.*

Sena: "The gasmites are going to start hitting us hard now. Also, the weather feed says the permanently roving Scion Storm is currently at Spectra's Veil. Just be aware it's nasty."

Player: "Thank you, Sena."

The insubstantial being drifts onto the bridge, making everybody uncomfortable. Maybe because it looks like somebody's nervous system left their body and started walking around, only to get struck by lightning, becoming charged with luminous energy.

Bing: "What's good, meat puppets?"

You've taken to calling them Bing, which seems to amuse them.

Player: "We've arrived at the Scion Nebula, Bing."

Bing: "Oh, I could already feel the tingle!!"

The bundle of nerves where Bing's head should be pulses with each syllable.

Player: "Well you enjoy your tingles. It's going to get rough for us in the nebula, so we're all going to have to work to keep the ship from exploding."

"Okay, you warmbloods do your thing, and I guess I'll just keep hanging out here naked."

Player: "How about you confine comments like that to your quarters?"

Pass the first player token to the left. Turn to page 7 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move any other waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring on the Spectra's Veil location (329) on the mini-map. The gray waypoint ring indicates the location of the

destructive Scion Storm.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Transport Being*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

326-10 You enter the clouds of swirling, prismatic beauty.

Sena: "The gasmites are going to start hitting us hard now. Also, the weather feed says the permanently roving Scion Storm is currently at the Cloud Sphere. Just be aware it's nasty."

Player: "Thank you, Sena."

Turn to page 7 in the location book. Pass the first player token to the left. Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring on the Cloud Sphere location (334) on the mini-map. The gray waypoint ring indicates the location of the destructive Scion Storm.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

326-11 **Player:** "Gorgeous. But let's keep it moving."

Gain 1 science project . Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

327

Sena: "Beros System just ahead."

Player: "Great! We can buy a new starship there."

Sena: "Hilarious. This is restricted space, so let's be sure we want this."

Draw a token from the bag and resolve its effect.

Note: Entering the Beros System will take you to a mini-map within the location book. A mini-map functions just like the galactic star map, but offers additional Work the Ship actions listed on its page. If you enter, you will not be able to travel on the galactic star map until instructed.

Do you wish to enter the Beros System, or continue traveling?

Enter the Beros System - go to 327-1

Continue traveling - go to 327-7

327-1 Beros is a factory-planet where the construction of starships has turned a once-pristine world into an environmental disaster. Dark, polluted oceans surround vast shipyards and industrial complexes, creating a stark contrast between technological advancement and ecological ruin. Inhabitants wear protective gear to cope with the polluted air and water. Despite its environmental issues, Beros is renowned for producing cutting-edge starships, making it a pivotal hub in the galaxy's shipbuilding industry. Beros once had three moons, but relentless mining consumed one, leaving only Riktos and Sepka. Riktos is nearly hollow from strip-mining, while Sepka remains untouched, partly due to the threat of indigenous lithropods.

Is there a waypoint ring for a job at this location?

Yes - go to 327-2

No - go to 327-11

327-2 Select the active job associated with the waypoint ring.

Trapped on Sepka - go to 327-3

Bombs Away - go to 327-4

Catalyst - go to 327-5

Gunrunning A - go to 327-8

Rescue on Sepka - go to 327-10

327-3 Sena throws up a hologram of Beros and its moons.

Sena: "Sepka has never been as exploited as the other moons, and it's

the reason why you're here. My obsolete lithrotech scanners will come in handy, and we should get a good scan to take with us to Port Avulun."

Turn to page 9 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move only the waypoint ring for Trapped on Sepka to the Port Avulun location (338) on the mini-map. Take a note that until the location book is closed or until otherwise instructed, your context is: *Trapped on Sepka*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

327-4 Sena conjures up a hologram of Beros and its moons.

Sena: "Security in this sector is tight, so mind your manners, everyone."

Player: "We always do."

Sena: "Uh huh. Oh! Incoming holo from the admiral."

Admiral Tethra: "Dishwashers, what are you doing way off in the Beros System? What about the task at hand?"

Player: "This is the task at hand, Admiral. We're following a lead on some tech needed to make your big you-know-what."

Admiral Tethra: "At this pace, the Krunk will be sitting in my office sipping tea before you can deliver. Hurry it up, or you'll be back in the scullery or worse!"

Player: "Admiral, we assure you, nothing is worse than your scullery."

Admiral Tethra: "Get to work! Tethra out."

Turn to page 9 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move only the waypoint ring for Bombs Away to the Port Avulun location (338) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Bombs Away*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

327-5 To complete this job, you must have 1 or more illegal cargo tokens . Because the Beros System is a high-security system, the Smuggling Hold ship upgrade is highly recommended!

Choose 1:

We're prepared - go to 327-6

We need to reconsider - go to 327-7

327-6 As you approach Beros, you pass a number of menacing patrol cruisers prowling the outskirts of the system. The size and number of vessels is quite intimidating.

Player: "Let's review our cover story. We've been hired by humble protein farmers delivering slugs to Port Avulun. They're less likely to hassle food shipments since this planet's ecosphere can't sustain its own population. Cook-E, you have that slug salad ready?"

Cook-E: "Aye, I've got the sammies in the galley if anybody gets hungry!"

Player: "Cook-E, those are just for our cover! No one touches the sammies!"

Turn to page 9 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move only the waypoint ring for Catalyst to the Port Avulun location (338) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Catalyst*.

You may gain Risk ④+1 to work the ship. Then, travel on the mini-map.

327-7 **Player:** "No need to stop. Let's keep going."

Pass the first player token to the left.

You may gain Risk ④+1 to work the ship. Then, travel on the galactic star map.

327-8 To complete this job, you must have 1 or more arms cargo tokens . Because the Beros System is a high-security system, the Smuggling Hold ship upgrade is highly recommended!

Choose 1:

We're prepared - go to 327-9

We need to reconsider - go to 327-7

327-9 As you enter the system and near the planet, Beros, you pass a number of warships and patrol cruisers. These aren't just old relics left over from the last war, these are modern, sleek ships with technological features you've never dreamed of.

Player: "Let's review our cover story. We are space traders here to pick up volt crystals from Orecorp and deliver them to Niven. Stay on message everyone! Once we get through the checkpoint, somebody will need to monitor network chatter for the codeword."

Cook-E: "Whaddya want me and ol' Patch doin'?"

Player: "Cooking meals and healing our wounds. Don't overthink this you two."

Turn to page 9 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move only the waypoint ring for Gunrunning A to the Port Avulun location (338) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning A*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

327-10 Sena throws up a hologram of Beros and its moons.

Sena: "Sepka is a dangerous place, but my obsolete lithrotech scanners will help steer us clear of danger. Still, we'll need to move to quickly once we land."

Turn to page 9 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map. Move only the waypoint ring for Rescue on Sepka to the Mining Colony location (337) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Rescue on Sepka*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

327-11 Sena: "Okay, entering Beros. Keep in mind this is a highly secure system. Try to be on better behavior than usual."

Turn to page 9 in the location book.

Move the Zephyr standee from the galactic star map to the unlabeled starting space on the mini-map.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

328

Sena: "We're approaching the Siward System. Should I enter or chart a course through it?"

The Siward System is home to the binary planets Gemin and Rubal. Gemin is the forested homeworld of the spacefaring Phidia. Its twin planet, Rubal, is a volcanic wasteland home to the Gar, a proud and martial species who view the Phidia as demonic invaders. This fear and ignorance has become enmeshed in their cultural superstitions. Rubal is also where torbats come from and they are worshiped by the Gar as spiritual protectors.

Draw a token from the bag and apply its effect.

Do you wish to enter the Siward System or continue traveling?

Enter the Siward System - go to 328-1

Travel - go to 328-45

328-1 Sena: "Very good. I'll bring us in."

Is there a waypoint ring for a job at this location?

Yes - go to 328-2

No - go to 328-43

328-2 Select the active job associated with the waypoint ring.

Krunk on Rubal - go to 328-3

Meet Cheppa Nok - go to 328-4

Peace with Rubal - go to 328-8

Race for the Cure - go to 328-27

Rescue on Rubal - go to 328-36

Toxic Avengers - go to 328-37

The Volcannon - go to 328-42

328-3 You bring the ship in to land on the orange planet. Dark mountains loom in the distance.

Sena: "Those organic structures that look like a volcano are the hives where the Gar live."

Player: "Organic you say? Not sure I want to know what organic homes smell like."

Rubal is an orange desert wasteland marked by volcanic outcroppings and similar-looking Gar hives. As you survey the terrain for a landing site, a towering conical volcano belches out a chunk of molten rock that streaks into the stratosphere. Its destination is neighboring Gemin! You land on the far side of a plateau and prepare to infiltrate the Gar hive.

Player: "Remember, we're just looking for proof that Krunk have been on Rubal. Let's not start an incident!"

If any player is a Phidia, they must discard 1 perk token .

Turn to page 35 in the location book. Make Action 03 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Krunk on Rubal*.

Begin a round in the location book.

328-4 You head toward Gemin, the lush, blue-green forest world of the Phidia. Sena issues a warning.

Sena: "Cheppa Nok's compound is probably locked up tight. One of you will have to go in alone and unarmed. So make sure it's somebody with some charisma if you want that contract."

Player: "Hey, that's all of us, baby!"

But you all exchange glances, knowing full well which one of you you'd better not send in.

Patch: "MEEP MOOP!"

Player: "Thank you, Patch, but no one's going to get killed. But, uh, be on standby all the same, 'kay?"

Sena: "We're being hailed by Jyk City, our destination. They have incoming torbats. We can't land until they're gone."

Choose 1:

Fight torbats for a reward - go to 328-5

Work the ship while you wait - go to 328-6

328-5 The Zephyr swoops in behind the triad of torbats, matching velocity.

Player: "Looks like we've got the jump on 'em, but stay alert! When we hit them, they're going to go crazy!"

Turn to page 27 in the location book. Lock Action 02.

Place Small Blips A, B, and C on sectors 1, 2, and 6.

Set Dials A, B, and C (Torbats) to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Meet Cheppa Nok*.

Begin a round in the location book.

328 - CONTINUED

328-6 Player: "Let's leave the torbats to Gemin defenses. We've got more than a little housekeeping to do."

Risk ④+1.

You may work the ship.

Next - go to 328-7

328-7 Sena: "Okay, we're cleared for landing."

You bring the ship down in Jyk City, the beautiful capital of Gemin. All about you are towering trees, most encircled with multilevel hab-rings. Sena calls out to you as you disembark.

Sena: "Good luck!"

If any player is a Phidia, they gain Perk Token ②+1.

Turn to page 33 in the location book. Make Action 06 required !!!.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Meet Cheppa Nok*.

Begin a round in the location book.

328-8 You arrive at the rendezvous location where you take on the peace dealer delegation from Gemin, Rubal's sister planet. The delegation consists of two young Phidia: a peace dealer named Frondi Petala, and her bodyguard, Lieutenant K'rondo, from the Gemin War Council. They arrive with supply containers filled with peace offerings for the Gar.

Player: "Welcome to the Zephyr! Get strapped in. We're headed to the surface to meet with the Salt Rim Rejects and it's going to get bumpy." Petala frowns.

Petala: "I thought we were to meet with a clan leader?"

Player: "Yes, but first you need to meet your interpreter, Carl."

The Zephyr bumps and rattles from your rapid descent to the surface of the desolate, orange planet of Rubal. You shout back to your guests.

Player: "We have to come in fast to avoid torbats!"

If any player is a Phidia, they must discard 1 perk token ②.

Choose 3 cargo tokens ⑧ of any kind from the supply to represent the offerings. Place them on job card 099, Peace with Rubal. You will use these to influence the outcome of the negotiations.

Next - go to 328-9

328-9 The Salt Rim Rejects are a group of Armada deserters that crash-landed on Rubal and made a life of sorts here. Among them is a lovable Gar outcast named Carl who doesn't mind using the translators the people of Rubal typically shun. You notice Lt. K'rondo wields his gun, and you order him to holster it. He grudgingly complies. Soon after, you find yourselves surrounded by a ragtag group of well-armed misfits, including a ten-foot-tall Gar, who drops his club and runs toward you with arms wide open!

Carl: "Zephyr!"

Player: "Good to see you Carl!"

He scoops you up in a crushing hug. Still, there's hard work ahead. You must convince the Rejects and Carl to help you.

The first player must choose a player to speak. The chosen player must make a **COMMUNICATE** skill check ⑧ ⑨.

0-6 - go to 328-10

7-8 - go to 328-25

9+ - go to 328-26

328-10 Carl seems agreeable, but Duff, the long-faced Muze leader of the Rejects, is not having it, and points out they don't share any of Gemin's problems.

Player: "It's not just Gemin. If peace isn't brokered, the Krunk will come for the torbats. They'll nuke this planet to smithereens to get rid of that threat."

Duff: "Smithereens?"

Lt. K'rondo grumbles under his breath, and runs his hand along the grip of his gun. The only option you have for turning this around is to give something up.

The first player must choose 1:

- Return 2 cargo tokens ⑧ from Peace with Rubal to the supply.
- Return 1 cargo token ⑧ from Peace with Rubal to the supply, then spend 3 supplies ⑩.

Next - go to 328-11

328-11 Player: "Duff, how about a case of Vidoran whiskey to lighten your mood?"

Every head turns your way, but Duff remains unmoved.

Player: "...And toilet paper?"

Duff raises an eyebrow at that.

Duff: "Two ply?"

Player: "Hey, we're not monsters."

Duff: "Okay, so be it. Whiskey and toilet paper."

Duff and Carl join you and you set out across the orange dustlands toward the Gar hive.

Next - go to 328-12

328-12 Is any player a Tremok?

Yes - go to 328-13

No - go to 328-14

328-13 You've been watching Lt. K'rondo and don't like his mannerisms. He clutches his satchel to himself a little too tightly, and his eyes dart a little too much. He's doing a good job of hiding it, but his body language speaks to you of falsehoods and bad intentions. Peace Dealer Petala however, seems just the opposite.

Next - go to 328-14

328-14 Duff pulls a camouflaged tarp off a personnel skimmer, and you load up the offerings you have. Carl, as friendly a fellow as any, sits with Peace Dealer Petala, beaming at her happily.

You arrive at the massive hive, an organic-looking earthen structure shaped like a narrow volcano. With Carl leading the way, you make your way to the entrance.

As you approach, the guards catch sight of you and alert the denizens. Soon you're surrounded by Gar armed with spears and clubs. Carl steps forward to speak with them, and the guards gasp.

Carl: "I'm here to see my father, the king!"

His father the what?

Next - go to 328-15

328-15 You're taken deep into the hive to the throne chamber. The Gar king sits on an earthen throne, scowling. He seems conflicted.

Carl: "Father, I have returned with the knowing!"

This statement sends a stir through the chamber, and the king sits up, his demeanor suddenly changed. Your translator struggles with the words, but you hear something regarding anger and the bringing of green demons into the hive.

Carl: "Not demons, Father! They look different, but they think like us, and they have wondrous tools to share! They have asked to speak to our king. I beg you, hear them out, Father."

Carl turns and gestures for your delegation to step forward.

All players must make a **COMMUNICATE** group ⑧ skill check ⑨ ⑩. Goal: 7
The first player may return 1 or more cargo tokens ⑧ from Peace with Rubal to the supply. For each cargo token ⑧ returned, each player may add 1 to their result.

Success - go to 328-16

Fail - go to 328-22

328 - CONTINUED

328-28 *The Saber appears adrift in your viewport, its hull ripped and gouged by tooth and claw marks. You use the comms to talk to the Saber.*

Player: "Hang in there, Ty, we're going to link up."

Ty Nahko: "Glad to see you, Zephyr. Airlock One is unsecured. We'll meet you there."

You link up airlocks and bring the survivors aboard. Only three have survived and one of them is in need of medical attention. The survivors help Patch carry the wounded to the med lab. Sena reminds you of the unresolved threat.

Sena: "Torbats heading our way!"

Player: "Okay, folks, get strapped in. Evasive maneuvers! Brace yourself, med lab!"

Life Support -1.

The first player gains the nickname 'Softy', replacing any nickname they currently have.

The first player must choose a player to pilot the Zephyr to a safe landing on Gemin in the midst of a torbat swarm.

The chosen player must make a **PILOT** skill check  .

0-6 - go to 328-29

7+ - go to 328-31

328-29 *Player: "It's right on our tail! I can't shake it!"*

The ship jolts and you hear the screech of twisting metal as the torbat rakes the Zephyr with its claws. Ty Nahko asks if there's anything he can do to help.

Player: "Yeah, could you check our cargo hold and make sure that stasis pod is secure?"

Draw 2 tokens from the bag and apply their effects to Engineering.

Next - go to 328-30

328-30 *You swing around desolate Rubal, until you see Gemin, green and fertile.*

Player: "Looks like you're experiencing some kind of meteor shower."

Fiery streaks race through the sky as you approach Gemin. Ty Nahko explains.

Ty Nahko: "The Gar of Rubal have harnessed the power of volcanoes to propel debris into Gemin's atmosphere via our shared gravity well."

Player: "Fun neighbors."

You're given coordinates for a landing pad, part of some kind of co-op located in Jyk City, the capital. As you circle in on your final descent, you see portions of the surrounding forest are on fire, evidence of the destruction caused by Rubal.

Ty Nahko: "Thanks again for the save, Zephyr. We owe you one! When you're free, come find me at Nok's!"

The Phidia crew departs as a medical team rushes over to them.

If any player is a Phidia, they gain Perk Token +1.

Turn to page 33 in the location book.

Make Actions 06 and 07 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Race for the Cure*.

Begin a round in the location book.

328-31 *Patch: "MEEP MOOP!"*

Player: "Sorry, Patch, I'm really trying. You know these things eat metal, right? You might find that relevant."

Your flying proves frustrating enough that the torbats give up and circle back to devour the Saber.

New catchphrase: This is so me! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Next - go to 328-30

328-32 *Player: "We're in no position to help. Transfer that holo to Gemin authorities."*

Sena: "Torbats! Either the same ones or a new swarm. Incoming at 12.16.75."

Player: "Okay, people, get strapped in. Evasive maneuvers!"

Roll the chance die and lose life support  equal to the result.

The first player must choose a player to pilot the Zephyr to a safe landing on Gemin in the midst of a torbat attack.

The chosen player must make a **PILOT** skill check  .

0-6 - go to 328-33

7+ - go to 328-35

328-33 *The ship jolts hard as something hits the aft.*

Player: "Got one right on our tail! I can't shake it!"

You hear the screech of twisting metal as the torbat rakes the Zephyr with its claws.

Draw 2 tokens from the bag and apply their effects to Engineering.

Next - go to 328-34

328-34 *You swing around desolate Rubal, until you see Gemin, green and fertile.*

Player: "Looks like they're experiencing some kind of meteor shower."

Fiery streaks race through the sky as you approach Gemin. Sena explains.

Sena: "The Gar of Rubal have harnessed the power of volcanoes to propel debris into Gemin's atmosphere via their shared gravity well."

Player: "Fun neighbors."

You're given coordinates for a landing pad, part of some kind of co-op located in Jyk City, the capital. As you circle in on your final descent, you see portions of the surrounding forest are on fire, evidence of the destruction caused by Rubal.

If any player is a Phidia, they gain Perk Token +1.

Turn to page 33 in the location book. Make Actions 06 and 07 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Race for the Cure*.

Begin a round in the location book.

328-35 *Patch: "MEEP MOOP!"*

Player: "Sorry, Patch, I'm really trying. You know these things eat metal, right? You might find that relevant."

Your flying proves frustrating enough that the torbats give up and circle back to devour the Saber.

The chosen player gains an Inspired card (015).

Next - go to 328-34

328-36 *Sena: "Bringing us down on Rubal."*

The Zephyr kicks up a cloud of orange dust as you land in a ravine, far from the view of the Gar hive complex that Dr. Varnus claimed Smiff was studying.

Player: "Okay, we need to infiltrate that hive, find Smiff, and get him out of there!"

Sena has details to add.

Sena: "The Gar tend to keep their prisoners penned up with their gargaks. I would look there first."

Player: "Roger that, Sena. How do you know that anyway?"

Sena: "Well, let me just remind you you're not my first crew, and I'll leave it at that."

Player: "Yikes. Okay, gargaks. We'll just follow our noses."

If any player is a Phidia, they must discard 1 Perk Token .

Turn to page 35 in the location book. Make Action 03 required .

Take a note that until the location book is closed or until otherwise instructed, your context is: *Rescue on Rubal*.

Begin a round in the location book.

328-37 Your stomachs lurch as you veer toward the blue-green planet of Gemin. Sena hails Jyk City, requesting permission to land.

Patch: "MEEP MOOP!"

Player: "For the last time, Patch, you can't fly the ship just because we feel terrible!"

Patch: "MOOP MOOP!"

Player: "Whaddya mean weird?"

You turn and look at the rest of the biologicals in the crew, and now you understand what Patch is blathering about.

Player: "Great Grobbersnops! We look terrible!"

Drooping, numb faces look back at you, and pustules are beginning to form on skin. There isn't an eye that isn't bloodshot. Making matters worse, you're losing motor function. Sena frets.

Sena: "The toxin must be entering its advanced stages! If its progress isn't halted, you'll be in bad shape!"

Is there a Myriad player?

Yes - go to 328-38

No - go to 328-41

328-38 Outwardly you look fine to the others, but inside the head of the Hyperion colony suit, it's total pandemonium!

Big One: "I'm just one big pustule, and I can't wiggle my tail!! How did this happen, Marge?"

Marge: "Gary in laundry took a smoke break and left a porthole open."

Marge leans heavily on one of the consoles, her eye completely bloodshot. She hits the comm button and shouts angrily.

Marge: "Hope you're happy, Gary! Now I can't stop pooping!"

Big One: "We must see if this Nectar Clinic can cure our kind before it's too late! Oh, and reassign Gary to the bowels, permanently!"

The Myriad player gains Perk Token ☹️+1.

Is there a Nexu player?

Yes - go to 328-39

No - go to 328-40

328-39 Player: "Move over Patch, I'll fly us in. It has no effect on me because I'm fancy."

Patch: "MEEP MOOP!"

Player: "Don't be salty."

You take the controls and bring the ship in. You land on one of the elevated platforms on the outskirts of Jyk City where the Nectar Clinic is located. Since you are immune to the toxin, it looks like you're in charge. You must make sure your crew mates get to the clinic at all cost!

Take the first player token.

Special Rule: All players must dismiss and cannot ready any sidekicks that are not Robot, AI, or Android until this job is returned to the card catalog.

Turn to page 33 in the location book. Make Action 07 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Toxic Avengers*.

Begin a round in the location book.

328-40 You summon Cook-E to the bridge.

Cook-E: "Blast me gaskets! Who did that to yer face? I'll murder 'em!"

Player: "We've been infected with an aggressive neurotoxin and need your help when we reach Gemin."

Cook-E: "Oh no, matey! Just 'cause I've buried treasure don't mean I want to bury bodies!"

Player: "We aren't going to die, at least I hope not! Just make sure we get to the Nectar Clinic!"

Cook-E: "Ye got it! But, eh, I'd better start defrostin' a funereal casserole, just in case."

You land on one of the elevated platforms on the outskirts of Jyk City where the Nectar Clinic is located.

Special Rule: All players must dismiss and cannot ready any sidekicks that are not Robot, AI, or Android until this job is returned to the card catalog.

Turn to page 33 in the location book.

Make Action 07 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Toxic Avengers*.

Begin a round in the location book.

328-41 Is there a Nexu player?

Yes - go to 328-39

No - go to 328-40

328-42 Sena: "There's Rubal. You'll need to hit atmo as quickly as possible. Remember that, among other terrible things, this planet is also home to torbats. We don't want to linger in orbit."

Below, Rubal is an orange, desert wasteland marked by volcanic outcroppings. As you survey the terrain for a landing site, a towering conical volcano belches out a chunk of molten rock that streaks into the stratosphere. Its destination, Gemin!

You land in a secluded ravine and prepare for your commando operation.

If any players is a Phidia, they must discard 1 Perk Token ☹️.

Turn to page 35 in the location book.

Make Action 02 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Volcannon*.

Begin a round in the location book.

328-43 Sena: "We're in the Siward system, so I recommend scanning for torbats."

"Sena, Tell us more about torbats." - go to 328-44

Land on the forest planet of Gemin - go to 328-20

Land on the volcanic planet of Rubal - go to 328-21

328-44 Player: "Sena, what can you tell us about those thingies?"

Sena: "Well as you probably know, they eat metal. Their mouths are charged with a plasmicine corrosive that liquefies metals, allowing their teeth to rip through ship hulls with ease. A single Torbat is dangerous, but a swarm can destroy a fleet. Fortunately they have long dormant periods of approximately one hundred and two cycles. This most recent dormant period ended about four cycles ago."

Player: "Yikes! Okay, we'll keep an eye out for torbats while we're here."

Choose 1:

Land on the forest planet of Gemin - go to 328-20

Land on the volcanic planet of Rubal - go to 328-21

328-45 Player: "We've got lots to do elsewhere. We should keep moving."

Pass the first player token to the left.

You may gain Risk ☹️+1 to work the ship. Then, travel on the galactic star map.

You enter a pocket of the nebula where the shimmering gases are reduced, making it look like you are passing through a glimmering bubble.

Is there a waypoint ring for a job at this location?

- Yes - go to 329-1
- No - go to 329-26

329-1 Select the active job associated with the waypoint ring.

- The Red Hyanthra - go to 329-2
- Mine Quaris - go to 329-21

329-2 Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat ⚡+1 and Life Support ⚡-1.

Next - go to 329-3

329-3 *Player: "Everybody, man your scanners for anything out of the ordinary, and I'm not talking about Cook-E's mystery meatloaf."*

Cook-E: "They's talkin' 'bout me loaf!"

All players must make a **(HUNT)** group ⚡ skill check ⚡. Goal: 6

- Success - go to 329-4
- Fail - go to 329-20

329-4 *Player: "There it is! Coming up on the port bow! It's huge!"*

On the viewscreen, the red beast looms, clearly on a direct course toward you!

The first player must choose 1:

- Fire the cannons - go to 329-5
- Evasive maneuvers - go to 329-17

329-5 *Player: "Everybody jump on the guns! Fire on my mark!"*

All players must make a **(TARGET)** group ⚡ skill check ⚡. Goal: 7

- Success - go to 329-6
- Fail - go to 329-9

329-6 *The Red Hyanthra is upon you, its yawning mouth alive with crackling energies as it opens its jaws to swallow the Zephyr! Cook-E points at the viewscreen.*

Cook-E: "Shoot that dangly thing in the back o' its throat!"

Player: "The uvula?"

Cook-E: "No need to make it sexual, matey."

Just as the hyanthra is about to swallow you, your cannonfire shreds the dangling uvula-like piece of flesh, and suddenly the crackling energies are extinguished! The Red Hyanthra snaps its mouth closed and jerks away!

All players gain Perk Token ⚡+1.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Pass the first player token to the left.

Choose 1:

- Travel on the Scion Nebula mini-map - go to 329-7
- Leave the nebula and return to the galactic star map - go to 329-8

329-7 You may gain Risk ⚡+1 to work the ship. Then, travel on the mini-map.

329-8 Remove any gray waypoint rings and other tokens from the location book. Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk ⚡+1 to work the ship. Then, travel on the galactic star map.

329-9 *It's too late! The ship chugs and sputters, and the lights and*

instruments on the bridge begin to flicker.

Player: "It's choking off our reactor!"

Darkness falls around the ship as the Zephyr and a nearby asteroid are swallowed whole!

Threat ⚡+1.

Next - go to 329-10

329-10 *Inside the Zephyr, it is pitch black save for a few emergency lights. It's strangely quiet too, as your ears miss the usual background noises. Then suddenly the power flickers back on and you sigh in relief.*

Sena's voice returns, but it is a recorded message.

Sena: "Rebooting. Please stand by for self-diagnostic."

You gather around the viewport and gape at what you see. From deep inside the Red Hyanthra, you behold thousands of strange creatures, pulsing with red bioluminescence. They're everywhere.

Player: "Symbiotic? No! They're some kind of parasitic lifeform. They're attached to the mucosal membranes by a series of probosces. All ahead at point zero two! Let's hit those landing lights."

The Zephyr slowly edges forward. As the landing lights wink on, you see the skeletons of a wrecked Armada ship crawling with more of the weird red creatures, smaller ones.

Player: "That bodes well."

Does any player have the **(TELEPATHIC)** prompt?

- Yes - go to 329-11
- No - go to 329-16

329-11 *The thoughts coming from the parasites are alien and strange, but coherent enough to ascertain intent, and it's not good.*

Player: "The creatures have taken control of the hyanthra's mind. It's nothing but hunger and malice now. We have to destroy it!"

Out the viewport, you see several creatures detach themselves from the wrecked Armada ship and begin slowly floating toward the Zephyr!

Player: "They're craving the radioactive materials found in those Armada warheads, and now in our reactor!"

Next - go to 329-12

329-12 *Player: "Let's fire on that Armada wreckage. Focus on those exposed torpedo tubes!"*

All players must make a **(TARGET)** group ⚡ skill check ⚡. Goal: 6

- Success - go to 329-13
- Fail - go to 329-15

329-13 *Player: "Five second burn on the retrothrusters! Keep shooting!"*

You're pulled forward in your seats as the Zephyr accelerates in reverse, but you maintain your steady fire. As you blast the warship, the creatures begin swirling into a frenzied tempest that funnels toward you.

Sena: "Here they come, spacers."

But the old warship buckles and cracks as something detonates from within! The blast rips the Hyanthra apart, scattering the contents in a fiery sphere and sending the Zephyr tumbling out of Spectra's Veil!

Player: "Ew. First thing we spend our money on is a wash for the ship."

Gain 1 science project ⚡. All players gain Rep ☆+1.

You have completed The Red Hyanthra. Banish its job card. Profit ⚡+2.

Choose 1:

- Travel on the Scion Nebula mini-map - go to 329-7
- Leave the nebula and return to the galactic star map - go to 329-8

329-14 Take a note that until the location book is closed or until otherwise instructed, your context is: *The Red Hyanthra*.

You may gain Risk ⚡+1 to work the ship. Then, travel on the mini-map.

329-15 Player: "Five second burn on the retrothrusters! Keep shooting!"

You're pulled forward in your seats as the Zephyr accelerates in reverse, but you maintain your steady fire. As you blast the warship, the creatures begin swirling into a frenzied tempest that funnels toward you.

Sena: "Here they come, spacers."

But the massive Red Hyanthra convulses from the tumult in its stomach, and it regurgitates the Zephyr back into the nebula.

Sena: "I don't have a body, and even I want to barf from that."

Player: "Come on, people. The sooner we kill this thing the sooner we can take baths!"

Draw 3 tokens from the bag and apply their effects.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-16 Sena: "I'm now fully operational... I think."

Player: "Great! Sena, what can you tell us about these red creatures?"

Sena: "They appear to be feeding off of the atomic particles housed within the Armada wreckage."

Player: "What about the ones sucking on the beast's belly?"

Sena: "Analyzing... they are emitting brain wave patterns that match the frequency of the hyanthra. Detecting symbiosis terminus. They are of one mind."

Out the viewport, you see several creatures detach themselves from the wrecked Armada ship and begin slowly floating toward the Zephyr!

Next - go to 329-12

329-17 "Evasive maneuvers!"

Choose a player to pilot the Zephyr. The chosen player must make a **PILOT** skill check .

0-6 - go to 329-18

7+ - go to 329-19

329-18 You bring the Zephyr around only to find the Red Hyanthra is upon you, its mouth alive with crackling energies! You push the throttle all the way, but the ship chugs and sputters, and the lights and instruments on the bridge begin to flicker.

Player: "It's choking off our reactor!"

Darkness falls around the ship as the Zephyr and a nearby asteroid are swallowed whole!

Threat +1.

Next - go to 329-10

329-19 The red Hyanthra's yawning mouth is alive with crackling energies as it bears down on you. There's no time to turn the ship around! At the last second, you pull up hard on the controls, throwing the crew off balance, Patch is thrown out of the room and down the hallway.

Patch: "MEEEEEEP!"

The Zephyr shoots straight up and the Red Hyanthra's mouth closes on nothingness.

But your relief is short-lived as the lights flicker, and the reactor chugs then shuts down completely. The ship drifts defenselessly.

Player: "It's emitting some kind of EMP field! We're sitting grucks out here!"

But the Red Hyanthra has already moved on. After a few minutes, the ship begins to come back to life.

Sena: "Hello, my name is, Barnaby, ship's AI."

Player: "Oh no."

Sena: "Just kidding. How long was I out?"

The piloting player gains Rep +1 and Perk Token +1.

Move the waypoint ring for The Red Hyanthra to the Cebri IV Station location (331) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-20 Player: "The Beast is underneath us!"

But it's too late! The Red Hyanthra rams the Zephyr hard from below! By the time you recover, it's already gone.

Threat +1. Hull -1.

Draw 2 tokens from the bag and apply their effects.

Move the waypoint ring for The Red Hyanthra to the Cebri IV Station location (331) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-21 Draw a token from the bag and apply its effect.

If Action 01 is locked, remove 1 lock token from it and move a gray waypoint ring along a space lane, choosing its direction. If it is not locked, move a gray waypoint ring along a space lane toward the Zephyr, using the shortest route. If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Next - go to 329-22

329-22 Sena pipes up.

Sena: "There's another ship entering the sector. It has the signature of a Dataknight ship."

Player: "Dataknights? Those guys are supposed to be hardcases."

You stare out the viewport as the jet-black, rectangular ship closes on your position.

A hologram of a figure appears on the bridge. It wears a cowed hood shadowing a dark metal faceplate with a single vertical strip down the center that glows orange.

Captain Gryven: "Ship PHG-04, I am Captain Gryven of the Inductor. This sector is under the scrutiny of the Order of Dataknights. State your business."

The first player must choose the attitude they use when responding

Surly - go to 329-23

Forthright - go to 329-24

Cagey - go to 329-25

329-23 Player: "Listen, Captain Uptight, I don't care who you are! We're a free ship and we go wherever we please! The whole reason people like us exist is to keep trade and services going, otherwise self-righteous dolts like you will carve up the galaxy, claim it for yourselves, and stifle everything good about it. So go be pompous somewhere else!"

There is an awkward silence before the Dataknight responds.

Captain Gryven: "Everything you have just said is the truth. We congratulate you on your righteous honesty, and grant you passage."

Player: "Wait, what?"

Captain Gryven: "And we give to you a gift."

The holo cuts off. A scathing beam of intense white light projects from the prow of the Dataknight ship, and begins slowly sweeping across the Zephyr.

329 - CONTINUED

Sena: "The beam manipulates reality as it sweeps. Anything could happen."

Each player must gain or discard perk tokens  until they have exactly 1 perk token .

Each player may return a readied item card (020 only) to the card catalog to gain a new random item card (020).

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-24 *Player: "We're just a band of lowlife spacers doing dangerous jobs, like mining Quaris in Dysmantler-infested asteroids, in hopes that we can scrape together enough profit to pay off this junk-heap of a ship before it falls apart and kills us all! And we really don't like the humiliation of having to explain all this to random strangers in big, mean looking ships."*

There is an awkward silence before the Dataknight responds.

Captain Gryven: "That is... depressing. But everything you have just said is the truth. We congratulate you on your righteous honesty, and grant you passage."

Player: "It probably doesn't matter."

Captain Gryven: "More honesty."

The holo cuts off and the dark ship resumes its prow.

The first player gains the nickname 'The Real Deal'.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-25 *Player: "Um, well, if it's all the same to you we'd rather not share anything. I mean, we don't want trouble. If anything, we've had way too much of that, but yeah, we're just some spacers, and hey, who isn't, am I right?"*

There is an awkward silence before the Dataknight responds.

Captain Gryven: "Everything you have just said is the truth. We congratulate you on your righteous honesty, and grant you passage."

Player: "Um, really?"

Captain Gryven: "And we give to you a gift."

The holo cuts off and a scathing beam of intense, white light projects from the prow of the Dataknight ship, and begins slowly sweeping across the Zephyr.

Sena: "The beam manipulates reality as it sweeps. Anything could happen."

Each player must gain or discard perk tokens  until they have exactly 1 perk token .

Each player may return a readied item card (020 only) to the card catalog to gain a new random item card (020).

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-26 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

329-27

329-36

329-48

329-50

329-27 Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Is any player a Nexu?

Yes - go to 329-28

No - go to 329-35

329-28 Is job card 74, Nexu Vision, currently in the Jobs section of the card catalog?

Yes - go to 329-29

No - go to 329-32

329-29 This entry is for the Nexu player:

Searing pain stabs through your brain, and you collapse to your knees. Disturbing emotions rampage through your mind, and you find yourself starting to sob.

Choose 1:

Gain Risk  to communicate with the Inner Voice - go to 329-30

Gain Stress to block the emotions with willpower - go to 329-31

329-30 *You wave off your concerned crew and sharply issue an order.*

Player: "Stop the ship! Stop it until I say otherwise!"

Someone begins to protest, but you cut them off with a quick gesture. You stagger to your quarters as tiny voices, like pinpricks of sensation creep through... your memories? No, you have to think. You collapse in your bed and focus your thoughts on the Inner Voice, but once found, you discover you are not alone inside your mind.

Patch: "MEEP MOOP! MOOP?"

Player: "It's okay, Patch. Thank you for your concern. It was a lifeform, in some kind of anguish. It detected my empathic abilities and reached out, I believe communicating with me through my memories. Incredible experience. I shall never forget it."

Patch: "MOOP!"

Player: "Well sorry for boring you. Shove off and tell the others we can get going again."

Risk +1. Perk Token +1. Gain job card 074, Nexu Vision.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-31 *You remain on the floor, frozen in place as your powerful mental faculties repel an invasive intelligence.*

Patch: "MEEP MOOP?"

Player: "Thank you for the concern, Patch, but I believe the danger has passed. Someone or something was screaming to me from inside my neural cortex. They threatened to overwhelm me, but luckily my mental fortitude has been—"

Patch: "MOOP!"

Player: "Oh, I see. Yes, we're all busy right now. Sorry, carry on."

Patch clomps off and you resume your duties.

Gain a Stress card (012).

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-32 This entry is for the Nexu player:

Taking a moment to relax, you observe a game of Sokum being played in the rec room. As an empath, you sense that one among the crew has been cheating like the dickens, adding a layer of intrigue to what should be a casual game.

Choose 1:

Rat out the cheater - go to 329-33

Let it go - go to 329-34

329-33 *Player: "It would seem a villain has slipped into our midst!"*

The other players look up at you. Was that a sigh of annoyance you heard?

Player: "Why, in this—yes, this!—a common game of cards played amongst traveling companions, one of you has chosen the path of deceit!"

An empty soda can bounces off your head.

Player: "Whatever. It's them. They're cheating."

You must choose a player who has a readied sidekick, if able. The chosen player must dismiss a readied sidekick and gain a Discord card (016).

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-34 *Remembering the revered words of the ancients regarding snitches and their proclivity for receiving wounds requiring suturing, you decide to mind your own business*

All players must collectively discard a number of Perk Tokens equal to the number of players. If you do not have enough, discard all you have and gain Threat +1. Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-35 *Cook-E: "Ahoy, mateys!"*

Cook-E clomps onto the bridge.

Cook-E: "I thought I'd get some food goin' fer e'rybody."

Player: "Good thinking, Cook-E. What's on the menu?"

Cook-E: "Brown gravy over protein chunks."

Silent glances are exchanged between the non-robot crew members.

Player: "Thanks for taking the initiative, Cook-E, but why don't we wait until later?"

Cook-E: "Eh, suit yerself."

Risk +1. Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-36 Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Is any ship station damaged?

Yes - go to 329-37

No - go to 329-47

329-37 This entry is for the first player:

You hear a strange thump, then a warning light comes on.

Sena: "The damage from the nebula is beginning to affect other systems."

Player: "Thanks, Sena."

You confirm the problem on your console.

Player: "It's one of the starboard stabilizer conduits. It's only accessible from the exterior. Somebody would have to suit up, and with all the gasmites, they'd be taking a big risk."

Choose 1 (Options marked with * can only be chosen if they are true.):

Choose a crew member to space walk - go to 329-38

Ride it out and endure additional damage - go to 329-42

* One of us is a Myriad - go to 329-43

* We have the Backup Systems ship upgrade - go to 329-46

329-38 The first player must choose another player. The next entry is for the chosen player.

Next - go to 329-39

329-39 *Terrified to the point that your body is telling you it needs time in the bathroom, you don a suit and prepare for a treacherous walk across the outside of the ship's hull.*

Perk Token +1. Make an **AGILITY** skill check.

0-6 - go to 329-40

7+ - go to 329-41

329-40 *The view outside the hull is jaw-dropping, but you don't have time to take it in as gasmites pepper your suit and begin working their way through its surface. Terror grips you as your suit's alarm sounds, and despite your best efforts, you sob to yourself in desperate fear as you hastily make what repairs you can.*

Yanking on the tether, you tumble like a yo-yo, bouncing off the hull until miraculously you're back in the airlock, pounding the red button and shutting out the dangerous elements.

Player: "I did it! Easy-peasy, chicken squeazy!"

Helmet off, you beam proudly at the others. That's when they point to the radio inside your helm.

Cook-E: "Oh, matey, ye wept like a babe."

Draw a token from the bag and apply its effect to a station adjacent to an already damaged station.

Gain a Discord card (016). Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-41

The view outside the hull is jaw-dropping, but you don't have time to take it in as gasmites pepper your suit and begin working their way through its surface. Terror grips you as your suit's alarm sounds as you hastily make what repairs you can.

The job done, you brace your feet against a starboard thruster, aim your body, then launch yourself, gliding down the hull toward the airlock and safety. It's a tremendous feat in the face of certain death.

Rep ☆+ 1. Gain a Stress card (012). Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-42 *Player: "Eh, we're fine. Space walks are just too risky. This has gotta be way safer, right?"*

You are answered by a small explosion in another section of the ship.

Draw 2 tokens from the bag and apply their effects.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-43 Inside the head of the Hyperion colony suit, the mood is exuberant as you speak to others over the colony-wide intercom.

Big One: "This is it citizens! This is our chance to show our friends what our people are capable of! Family center, get the children and infirm to the bowels. In case of emergency, use the posterior escape pods. Engineering, increase power to the legs. Feet one and two, prepare to hypermagnetize. We're going on a space walk!"

The staff all cheer inside the head.

Big One: "Isn't it beautiful, Marge?"

You watch proudly as your people work together to move the machine step-by-clanging-step down the hull of the Zephyr.

Marge: "It truly is. Approaching the conduit now."

Big One: "Hand units! You're on! Make it snappy. We don't know what effect these gasmites will have on our home."

Make a **(STRENGTH)** skill check  .

0-6 - go to 329-44

7+ - go to 329-45

329-44 **Big One:** "Left forearm, structural integrity at 52% and dropping!"

Marge sighs as she sips from her cup.

Marge: "We better hurry!"

Each finger of the hand units has a tiny magnabeam projector manned by a trained expert. With unexpected deftness, your people are able to fix the conduit quickly and thoroughly!

Big One: "Okay, good job, hands! You finger operators are ah-maze-ing! Now let's bring her back to the airlock!"

Rep +1. Gain a Stress card (012). Dismiss a readied card.

Remove a damage token from a damaged station.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-45 **Big One:** "Suit's holding steady!"

Marge sighs in relief and sips from her cup. Each finger of the hand units has a tiny magnabeam projector manned by a trained expert. With unexpected deftness, your people are able to fix the conduit quickly and thoroughly!

Big One: "Okay, good job, hands! You finger operators are ah-maze-ing! Now let's bring her back to the airlock!"

New catchphrase: Time for a potty break! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep +1. Remove a damage token from a damaged station.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-46 Alarms sound as Sena's voice goes shipwide.

Sena: "Warning! Critical failure! Warning! Critical failure!"

Cook-E: "She ain't gonna hold, mateys!"

Cook-E runs past you, clutching a jar of his favorite pickles as steam billows from the galley.

Sena: "Warning! Critical failure! Warning! Critical failure!"

But then there is a loud click as the backup system kicks in.

Sena: "Oh. Never mind."

There is much celebrating over not dying, except from Patch, who sighs to itself in a corner.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-47 A couple of you wander back to the galley to see what Cook-E is up to.

Cook-E: "Ahoy, mateys! Eager to see me culinary delights?"

Player: "Hello, Cook-E. What're you up to?"

Cook-E: Whaddya get when ye combine steamed Galvorian clams, buttered snips, and a bowl o' refried brandied radishes?"

Player: "Wow, that's a combo. What do you get, Cook-E?"

The robot's face falls.

Cook-E: "Arr, that's why I was hopin' someone could tell me. These ingredients were super expensive."

You leave him be, but privately agree to revisit Cook-E's food budget at a later time.

Supplies -1. Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-48 Draw a token from the bag and apply its effect.

If Action 01 is locked, remove 1 lock token from it and move a gray waypoint ring along a space lane, choosing its direction. If it is not locked, move a gray waypoint ring along a space lane toward the Zephyr, using the shortest route.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Next - go to 329-49

329-49 All is quiet amid the beautiful veil.

Cook-E: "Who's up fer a friendly game o' Sokum, eh, mateys? I've got a fair number o' Ignoran turnips to wager."

Player: "Cook-E, those turnips aren't yours. They're part of the ship's supply. If you want to gamble something it has to be something you own."

Cook-E: "Arrr, no one wants me dust bunnies!"

He clomps off angrily.

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-50 Draw a token from the bag and apply its effect.

If Action 02 is not locked, Life Support -1.

If Action 02 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Next - go to 329-51

329-51 **Player:** "Sensors are picking up a strange signal. But we can't really isolate it in this nebula. Any ideas, Sena?"

Sena: "We could get in close, and try to match course to see if we get a visual."

Choose 1:

Close in on the signal - go to 329-52

Ignore the signal - go to 329-57

329-52 Is job card 110, The Red Hyanthra, currently in the Jobs section of the card catalog?

Yes - go to 329-53

No - go to 329-54

329-53 You follow Sena's suggestion, but aren't sure if you're actually successful.

Player: "We should be right on top of it!"

Everyone gathers to peer out the viewports, checking every angle. Then you see it! A massive hyanthra drifts through the nebula like an apex predator, but unlike others of its kind, its flesh is crimson red. Cook-E gives a low whistle.

Cook-E: "Thar be the Red Hyanthra! The legendary ship-killer! We should get outta here as fast as possible, mateys!"

Player: "We've lost the signal. Maybe we spooked it?"

Cook-E shakes his head.

Cook-E: "Oh no, ye don't spook that one, me friend. No, it follows ye, maybe toys with ye, but it's a hunter to the core. Ain't like most hyanthra. Not that one! We need to leave now or face certain death!"

Power -2. Gain job card 110, The Red Hyanthra.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-54 You follow Sena's suggestion, but aren't sure if you're actually successful.

Player: "We should be right on top of it!"

Everyone gathers to peer out the viewports, checking every angle. Then you see it! A heavy strike ship bristling with weaponry, slowly making its way through the nebula.

Player: "Krunk! What are those militant robots doing out here?"

Sena makes the logical guess.

Sena: "They're headed for Cebri IV. Taking out the station would help the Krunk claim dominance over the entire nebula. The outpost won't stand a chance against that. thing."

Player: "We should contact the authorities for help."

Sena: "They can only respond, not prevent the attack. If someone's going to stop those Krunk, it will have to be us."

Power -2.

Choose 1:

Intercept the Krunk ship - go to 329-55

Contact the authorities - go to 329-56

329-55 **Player:** "Doing the right thing is the worst. Okay, people, let's stop that Krunk ship! Battle stations!"

Pass the first player token to the left. Turn to page 27 in the location book.

Place Large Blip B (Krunk Ship) on sector 1.

Place Small Blip A (Shields) on top of Large Blip B.

Set Dial B to 9 plus the number of players. Set Dial A to 4 plus the threat .

Special Rule: You cannot target Large Blip B while Small Blip A is on it. Small Blip A is an independent target with its own dial, but it moves together with Large Blip B, and cannot be separated from it.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Krunk Strike*.

Begin a round in the location book.

329-56 **Player:** "We can't handle that thing right now."

You contact the authorities and they thank you for the tip, though they are unsure when they will be able to scramble ships to the outpost.

Risk +2. Move the galactic struggle dial one space toward war.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

329-57 **Player:** "Better not. We have too much going on right now."

Pass the first player token to the left.

Move the galactic struggle dial one space toward war.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

330

Sena: "We are now at the edge of Gasmora."

Draw a token from the bag and apply its effect.

Do you wish to enter Gasmora or keep traveling?

Enter - go to 330-1

Travel - go to 330-6

330-1 **Player:** "Okay, let's move in. Stay wary, everyone."

Is there a waypoint ring for a job at this location?

Yes - go to 330-2

No - go to 330-5

330-2 Select the active job associated with the waypoint ring.

The Crap Job - go to 330-3

The Red Hyanthra - go to 330-4

330-3 Out the view port you get your first sight of Gasmora. Energy storms flicker and pulse through, creating an ever-changing iridescent spectacle.

Player: "Sena, what's creating this sparkle effect?"

Sena: "Light passing through gasmites creates the shimmer."

Player: "Look over there!"

In the distance you see a majestic hyanthra, fins spread, drifting gracefully through Gasmora. Electromagnetic energy crackles down the length of the beast's flank. Next to it is a much smaller hyanthra calf.

Patch: "MEEP!"

Player: "What's that, Patch?"

Patch: "MOOP MEEP!"

Sena cuts in.

Sena: "Don't worry, Patch, the crew isn't going to harm any of the hyanthra. Isn't that right, spacers?"

Player: "Oh sheesh. No one's shooting animals, Patch."

The holofeed flickers and Octoff comes into view.

Octoff: "Howdy, freshies! I see you found Gasmora. Lovely! Now use your scanners to spot any hyanthra dung floatin' around out there. Collect it with the magnabeam and then take it to my collector, Chumly, on Cebri IV. And if you happen to spot any Forex, blast 'em and I'll pay you a bonus!"

Remove any gray waypoint rings and other tokens from the mini-map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Turn to page 5 in the location book.

Make Action 01 required . Lock Action 04.

Place Large Blip A (Hyanthra) on sector 5. Set Dial A to 10.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Crap Job*.

Begin a round in the location book.

330-4 Gasmora fills the view port with its iridescent wave patterns, like a rainbow and a mirage had a love child.

Sena: "Multiple life signs detected!"

Player: "Yeah we see 'em. Hyanthra pod, dead ahead!"

Patch: "MEEP MOOP!"

Player: "It's just a figure of speech, Patch, nobody's actually dead. These hyanthra do seem pretty agitated though! Wonder what's got them all stirred up?"

Ahead out the viewport you see dozens of hyanthra, many with young. In the center of the vortex is the Red Hyanthra. Some hyanthra dip into the center to head butt or bite at the red one, but the red beast has the ferocity of a caged animal. It suddenly strikes a young bull, killing it quickly with one vicious bite.

Player: "Um, I have an update on that whole dead thing we just discussed."

The hyanthra scatter in fear of the murderous red beast in their midst, but they're also determined to protect their young at all cost.

Remove any gray waypoint rings and other tokens from the mini-map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Turn to page 5 in the location book.

Place Large Blip A (Red Hyanthra's Head) on sector 6.

Place Large Blip B (Red Hyanthra's Body) on sector 1.

Set Dials A and B to 6 plus the number of players.

Special Rule: Large Blips A and B represent a single creature, and you cannot remove either until both their dials are at 0. Large Blips A and B must always be on sectors adjacent to one another.

Take a note that until the location book is closed or until otherwise instructed, your context is: *The Red Hyanthra*.

Begin a round in the location book.

330-5 Gasmora, the hyanthra breeding grounds, fills the viewport with its iridescent wave patterns like an aurora borealis.

Player: "Hyanthra at 11.2."

You watch as the majestic beast drifts through the space dust of Gasmora, beautiful and dangerous.

Remove any gray waypoint rings and other tokens from the mini-map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Turn to page 5 in the location book.

Place Large Blip A (Hyanthra) on sector 1. Set Dial A to 10.

Begin a round in the location book.

330-6 **Player:** "No need to disturb the animals. Let's keep moving."

Pass the first player token to the left.

If Action 02 is not locked, Life Support ☹️-1. If Action 02 is locked, remove 1 lock token from it.

Choose 1:

Travel on the Scion Nebula mini-map - go to 148-3

Leave the Scion Nebula and return to the galactic star map - go to 330-7

330-7 Remove any gray waypoint rings and other tokens from the location book. Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk ⚠️+1 to work the ship. Then, travel on the galactic star map.

Cebri IV is an old outpost originally built to act as a supply hub to other construction projects in the area. In time, the projects were cancelled but the outpost remained. It is now the only beacon of civilization in the Scion Nebula.

Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat ⚔️+1 and Life Support ☹️-1.

Is there a waypoint ring for a job at this location?

Yes - go to 331-1

No - go to 331-44

331-1 Select the active job associated with the waypoint ring.

The Crap Job - go to 331-2

Investigate Cebri IV - go to 331-19

The Red Hyanthra - go to 331-27

Transport Being - go to 331-41

331-2 **Sena:** "Shall we dock here or move on?"

Dock - go to 331-3

Travel - go to 331-18

331-3 **Player:** "We gotta get the poop to Octoff's guy. Let's dock."

Sena: "I see a bay flagged for us. I'll bring us in."

Player: "This is probably the kind of place we could make money trading."

Sena: "Good for selling, but you won't find a lot to buy on Cebri IV as supplies are too scarce here."

Next - go to 331-4

331-4 You disembark and meet a slug-like Zoog with a ball cap and lumpy space suit that's a size too big.

Chumly: "Howdy, folks. Name's Chumly. I'm a collector of rare oddities and everything else. Can you believe the doctors call it an acquisition disorder?"

Player: "Well, nice to meet you and good luck with your disorder."

Chumly: "Thanks. Listen, I'm Octoff's slug-on-the-inside and I've been expecting you. I hope you've got some poop for me?"

Player: "Buddy, that's the one thing we've got."

You must sell any asteroid tokens ⚡ you have in the ship hold to Chumly.

How many asteroid tokens ⚡ do you have?

0-2 - go to 331-5

3+ - go to 331-17

331-5 **Chumly:** "Great job, Zephyr, and nice doing business with you! Octoff is going to be thrilled. Also, we've got a bustling commons here. You'll find spacers with cargo are always welcome on Cebri IV."

You have completed The Crap Job. Banish its job card.

Circle E-1 in the ship log database.

Profit ⚡+2 per asteroid token ⚡ in the ship hold. Then, return those asteroid tokens ⚡ face down to the supply and randomize it.

Next - go to 331-6

331-6 You leave Chumly and head to the commons. He is right; you see a lot of commerce being conducted.

In turn order, each player may resolve either a Crew Service option from their sheet or a Ship Service option from the ship log.

Would you like to sell cargo?

Yes - go to 331-7

No - go to 331-10

331-7 What is the current state of the galactic struggle?

Peace - go to 331-8

Unease - go to 331-13

War - go to 331-13

331-8 The people of Cebri IV seem like folk who live on the fringe. They tell you the storms haven't been too bad lately, and the Krunk aren't harassing merchant ships too often.

Inhabitant: "For us, that's as good as it gets."

Choose any number of cargo tokens from the ship hold to sell. Rare and illegal cargo are in demand.

Choose a player to work your trade deal. The chosen player must make a **COMMUNICATE** skill check. Add 1 to your total for each cargo token being sold, and an additional +1 for each rare and illegal cargo being sold.

0-8 - go to 331-9

9-10 - go to 331-11

11+ - go to 331-12

331-9 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

Next - go to 331-10

331-10 Player: "Alright. Best be moving on. Let's saddle up, everybody."

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

331-11 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

Next - go to 331-10

331-12 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply. Profit +3.

Next - go to 331-10

331-13 The people of Cebri IV seem somber. They tell you the Krunk have been harassing them lately, though no one is sure why.

Inhabitant: "The storms usually do a decent job of keeping those robot weirdos at bay. Just our luck I guess."

Choose any number of cargo tokens from the ship hold to sell. Arms and illegal cargo are in demand.

Choose a player to work your trade deal. The chosen player must make a **COMMUNICATE** skill check. Add 1 to your total for each cargo being sold, and an additional +1 for each arms and illegal cargo being sold.

0-8 - go to 331-14

9-11 - go to 331-15

12+ - go to 331-16

331-14 It isn't until later that you realize you've been swindled.

Return the chosen cargo tokens to the supply. Profit +1.

Next - go to 331-10

331-15 You negotiate a deal that feels fair.

Return the chosen cargo tokens to the supply. Profit +2.

Next - go to 331-10

331-16 You secure a hefty profit on a trade, you smooth-tongued devil, you.

Return the chosen cargo tokens to the supply. Profit +3.

Next - go to 331-10

331-17 Chumly: "Great job, Zephyr. Octoff is going to be thrilled with all this! But listen, I don't have enough on me to buy this much stock, but perhaps I could trade you a fancy foldspace device for the rest?"

You're surprised someone like Chumly would have such a rare piece of

technology, and you tell him so.

Chumly: "Oh, I've got a whole basement full of those things, so I'm happy to dump some overstock. Also, we've got a bustling commons here. You'll find spacers with cargo are always welcome on Cebri IV."

You have completed The Crap Job. Banish its job card.

Circle E-1 in the ship log database. Profit +4.

Return all asteroid tokens from the ship hold to the supply and randomize it. Gain special device card 068, Foldspace Capacitor.

Next - go to 331-6

331-18 Player: "Let's keep moving."

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

331-19 Sena: "I've hailed them, but I'm getting no response."

Player: "Can we scan for lifeforms, Sena?"

Sena: "The outpost uses modulating phase shields to permanently keep the gasmites at bay. Sensor data would be inconclusive."

Player: "Okay, let's peep in some windows then."

You approach the outpost. In the mesmerizing haze of the nebula, it looks almost serene. The power is still on and you see lights. What's going on in there?

The first player must choose 1:

Dock and investigate - go to 331-20

Abandon the job - go to 331-26

331-20 You bring the Zephyr into the outpost's hangar, landing in an empty bay. Besides a few research shuttles, there is nothing out of place, but then you see it — a menacing looking ship, bristling with guns and a jagged looking ram mounted to the front.

Sena: "The Krunk! And they're parked here like it's all perfectly normal."

Player: "Everyone gear up. This is probably gonna get dicey."

You enter the outpost through the jagged hole that's been blown through the blast doors, and make your way to a security checkpoint. The body of an Igno officer lies crumpled under a console in a pool of dried, orange blood.

Player: "So how do we get inside?"

Sena groans.

Sena: "I hate to say something so offensive, but you could always try hacking the outpost's mainframe. You'll have to be careful not to set off alarms, so it would likely be a team effort."

All players must make a **TECHNICAL** group skill check. Goal: 5

Success - go to 331-21

Fail - go to 331-24

331-21 Player: "We have total control of the outpost systems."

Sena: "Excellent work! Run diagnostics and check activity logs."

Player: "Already doing it. It looks like the Krunk are in a high security containment lab. Why does this dump have a lab like that?"

Sena: "I'm receiving your data. It looks like the Armada has a secret lab here."

Player: "The Krunk are attempting to remove a containment module. What are they up to?"

Sena: "They're stealing a recently discovered neurotoxin native to nebula fauna. The perfect weapon for a robot species."

The first player must choose:

Ambush the Krunk - go to 331-22

Abandon the job - go to 331-23

331 - CONTINUED

331-22 Player: "We're not letting them get that neurotoxin! Let's set a trap for them along the path back to their ship!"

Remove any gray waypoint rings and other tokens from the mini-map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Turn to page 11 in the location book.

All players gain Perk Token  +1.

Set Dials A, B, and C (Enemies) each to 5 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Investigate Cebri IV*.

Begin a round in the location book.

331-23 Player: "This is too much for us. Sena, contact the Armada and tell them what we've found. Maybe we can get a partial reward for the intel?"

Minutes later, Sena gets a response.

Sena: "The Armada is unhappy we fled the station, but they've sent partial reward for the intel we shared."

Player: "Something's better than nothing I guess."

You have completed Investigate Cebri IV. Banish its job card.

Profit  +2. Risk  +2. Gain job card 077, Viral Annihilation.

Move the galactic struggle dial two spaces toward war.

Place a lock token on the Cebri IV Station location (331) on the mini-map. For the remainder of your stay in the Scion Nebula, you may not dock at Cebri IV Station. You will be able to return on a later visit.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

331-24 You hear systems start to power on from the emergency generators, and it looks like you're making good progress. But then a light on one of the panels begins flashing red.

Sena: "I thought I told you not to set off any alarms?"

One of the newly awakened security screens flickers to life and you can see Krunk troopers alert and moving, weapons ready.

Player: "We've got incoming!"

Choose 1:

Remain and fight - go to 331-25

Abandon the outpost - go to 331-26

331-25 Player: "Cover all entrances! We need to repel this group so we can force our way in!"

Remove any gray waypoint rings and other tokens from the mini-map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Turn to page 11 in the location book.

Set Dials A, B, and C to 5 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Investigate Cebri IV*.

Begin a round in the location book.

331-26 Player: "This is too much for us. Sena, contact the Armada and tell them what we've found. Maybe we can get a partial reward for the intel?"

Minutes later, Sena gets a response.

Sena: "They sent one word."

Player: "I'm assuming it wasn't a nice one."

You have failed to complete Investigate Cebri IV. Banish its job card.

Threat  +1. Move the galactic struggle dial one space toward war.

Place a lock token on the Cebri IV Station location (331) on the mini-map. For the remainder of your stay in the Scion Nebula, you may not dock at Cebri IV Station. You will be able to return on a later visit.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

331-27 Sena: "The outpost is hailing us."

An Igno officer appears on the holo looking nervous and frazzled.

Igno: "Attention, approaching vessel, we are under attack!"

You hear an emergency siren in the background.

Player: "Lemme guess! Big red monster with a bad attitude?"

Igno: "Affirmative! Half the station's shut down. Some kind of EMP burst."

Player: "On our way!"

You hear a loud crashing noise and the holo feed goes dark.

The first player must choose 1:

Draw the beast away from Cebri IV - go to 331-28

Attack the beast - go to 331-38

331-28 As you approach the station, you pass several commercial ships fleeing the scene. You don't really blame them. The Red Hyanthra is on a rampage, eating ships crippled by its EMP field, and wrecking the station with its tail!

Player: "Let's bring her in and try to get its attention. Try to get it to chase us!"

The first player must choose a player to pilot the ship. The chosen player must make a **PILOT** skill check  .

0-6 - go to 331-29

7+ - go to 331-37

331-29 You bring the Zephyr in close to the beast, then turn the ship around and hit the afterburners. It works a little too well. The Red Hyanthra gives chase, its yawning mouth alive with crackling energies! You push the throttle all the way, but the ship chugs and sputters, and the lights and instruments on the bridge flicker.

Player: "The EMP field! It's choking off our reactor!"

Darkness falls around the ship as the Zephyr is swallowed whole!

Threat  +1.

Next - go to 331-30

331-30 Inside the Zephyr, it is pitch-black save for a few emergency lights. It's strangely quiet too, as your ears miss the usual background noises. Then suddenly the power flickers back on and you sigh in relief.

Sena's voice returns, but it is a recorded message.

Sena: "Rebooting. Please stand by for self-diagnostic."

You gather around the viewport and gape at what you see. From deep inside the Red Hyanthra, you behold thousands of strange creatures, pulsing with red bio-luminescence. They're everywhere.

Player: "Symbiotic? No! They're some kind of parasitic lifeform. They're attached to the mucosal membranes by a series of probosces. All ahead at point zero two! Let's hit those landing lights."

The Zephyr slowly edges forward. As the landing lights wink on, you see the skeletons of a wrecked Armada ship crawling with more of the weird red creatures, smaller ones.

Player: "That bodes well."

Does any player have the **TELEPATHIC** prompt?

Yes - go to 331-31

No - go to 331-36

331-31 The thoughts coming from the parasites are alien and strange, but coherent enough to ascertain intent, and it's not good.

Player: "The creatures have taken control of the hyanthra's mind. It's nothing but hunger and malice now. We have to destroy it!"

Out the viewport, you see several creatures detach themselves from the wrecked Armada ship and begin slowly floating toward the Zephyr!

Player: "They're craving the radioactive materials found in those Armada warheads, and now in our reactor!"

Next - go to 331-32

331-32 Player: "Let's fire upon that Armada wreckage. Focus on those exposed torpedo tubes!"

All players must make a **TARGET** group skill check . Goal: 7
Success - go to 331-33
Fail - go to 331-35

331-33 Player: "Five second burn on the retrothrusters! Keep shooting!"

You're pulled forward in your seats as the Zephyr accelerates in reverse, but you maintain your steady fire. As you blast the warship, the creatures begin swirling into a frenzied tempest that funnels toward you.

Sena: "Here they come, spacers."

But the old warship buckles and cracks as something detonates from within! The blast rips the hyanthra apart, scattering the contents in a fiery sphere and sending the Zephyr tumbling out into space!

Player: "Ew. First thing we spend our money on is a wash for the ship."

You have completed The Red Hyanthra. Banish its job card.

All players gain Rep +1. Profit +2. Gain 1 science project .

Choose 1:

Dock at Cebri IV - go to 331-34

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

331-34 Player: "We could use the breather. Let's dock."

Sena: "I see a bay flagged for us. I'll bring us in."

Player: "This is probably the kind of place we could make money trading."

Sena: "Good for selling, but you won't find a lot to buy on Cebri IV as supplies are too scarce here."

In turn order, each player may resolve either a Crew Service option from their sheet or a Ship Service option from the ship log.

Would you like to sell cargo?

Yes - go to 331-7

No - go to 331-10

331-35 Player: "Five second burn on the retrothrusters! Keep shooting!"

You're pulled forward in your seats as the Zephyr accelerates in reverse, but you maintain your steady fire. As you blast the warship, the creatures begin swirling into a frenzied tempest that funnels toward you.

Sena: "Here they come, spacers."

But the massive Red Hyanthra convulses from the tumult in its stomach, and it regurgitates the Zephyr back into the nebula.

Sena: "I don't have a body, and even I want to barf from that."

Player: "Come on, people. The sooner we kill this thing the sooner we can take baths!"

Draw 3 tokens from the bag and apply their effects.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Pass the first player token to the left.

Choose 1:

Dock at Cebri IV - go to 331-34

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

331-36 Sena: "I'm now fully operational... I think."

Player: "Great! Sena, what can you tell us about these red creatures?"

Sena: "They appear to be feeding off of the atomic particles housed within the Armada wreckage."

Player: "What about the ones sucking on the belly of the beast?"

Sena: "Analyzing... they are emitting brain wave patterns that match those of the hyanthra. Detecting symbiosis terminus. They are of one mind."

Out the viewport, you see several creatures detach themselves from the wrecked Armada ship and begin slowly floating toward the Zephyr!

Next - go to 331-32

331-37 You bring the Zephyr in close to the Red Hyanthra, then turn the ship around and hit the afterburners. It works! The animal abandons its assault on Cebri IV and follows you as you lead it away! After a couple of minutes, it turns, and vanishes into the shimmering fog of the nebula.

The chosen player gains Rep +1 and Perk Token +1.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Choose 1:

Dock at Cebri IV - go to 331-34

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

331-38 As you approach the station, you pass several commercial ships fleeing the scene. You don't really blame them. The Red Hyanthra is on a rampage, eating ships crippled by its EMP field, and wrecking the station with its tail!

Player: "Let's bring her in and see if we can bag this beast right here!"

All players must make a **TARGET** group skill check . Goal: 7
Success - go to 331-39
Fail - go to 331-40

331-39 The Red Hyanthra is busy attacking the station, allowing you the luxury of getting in underneath it to find a vulnerable line of attack.

Player: "Look at that beautiful belly. Concentrate fire there!"

Your cannonfire finds its mark! The creature convulses, then flees the area.

All players gain Perk Token +1.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Choose 1:

Dock at Cebri IV - go to 331-34

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

331-40 As you approach, the Red Hyanthra notices you and opens its yawning mouth. The interior is alive with crackling energies! You have the throttle all the way, but the ship chugs and sputters, and the lights and instruments on the bridge flicker.

Player: "The EMP field! It's choking off our reactor!"

Darkness falls around the ship as the Zephyr is swallowed whole!

Threat +1.

Next - go to 331-30

331-41 Sena: "Shall we dock here or move on?"

Player: "I don't think anyone relishes the idea of keeping Bing with us any longer than necessary."

Cook-E: "Arrr, I love that guy!"

Player: "I stand corrected."

Choose 1:

Dock - go to 331-42

Travel - go to 331-18

331-42 You lower the cargo ramp, as Bing makes vaguely vulgar gestures with his translucent body.

Player: "Well it was interesting having you aboard, Bing. Be careful floating down the cargo ramp."

Bing: "Hey, my fleshy friends, the Scion Storm should be here soon. How 'bout I hang with you awhile longer?"

Player: "No."

Bing: "You're gonna want to wait around to see me in my body, I'm telling you!"

Player: "No."

Bing: "Think of the sexy time we could all have together."

Player: "Job's complete. Piss off, Bing."

You have completed Transport Being. Banish its job card. Profit +3.

Next - go to 331-43

331-43 You wait for Bing to leave before turning to the others.

Player: "We could use a breather. Let's stick around."

In turn order, each player may resolve either a Crew Service option from their sheet or a Ship Service option from the ship log.

Would you like to sell cargo?

Yes - go to 331-7

No - go to 331-10

331-44 Sena: "Shall we dock here or move on?"

Dock - go to 331-34

Travel - go to 331-18

332

You enter the asteroid field that swims within the nebula. The twirling space rocks combined with the gases of the nebula make for greatly reduced vision.

Player: "Somebody skilled should take over piloting here. These rocks looks nasty."

Is there a waypoint ring for a job at this location?

Yes - go to 332-1

No - go to 332-23

332-1 Select the active job associated with the waypoint ring.

Mine Quaris - go to 332-2

The Red Hyanthra - go to 332-7

332-2 Draw a token from the bag and apply its effect.

If Action 01 is locked, remove 1 lock token from it and move a gray waypoint ring along a space lane, choosing its direction. If it is not locked, move a gray waypoint ring along a space lane toward the Zephyr, using the shortest route.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Next - go to 332-3

332-3 Player: "Okay, we are on the lookout for quaris. Everybody to your stations. Let's try to get in close to those asteroids so our scanners have a chance, but don't discount visual confirmation! Quaris is bright pink."

Sena: "Don't forget to keep a look out for Dysmantlers. They're famous for haunting this region."

All players must make a **HUNT** group skill check . Goal: 5

Success - go to 332-4

Fail - go to 332-6

332-4 Player: "Hey now, would you look at that!"

Emerging from the gas and debris, a massive asteroid tumbles by, and embedded in its surface, you spot glistening, pink crystal formations.

Player: "Looks like we found that sweet, sweet quaris! Get on the guns! Let's blast this thing and gather crystals from the debris!"

Blasting the big rock into smaller rocks turns out to be quite fun, and soon the ship is up to its tail fin in debris.

Sena: "Spacers, you might have overdone it."

Patch: "MEEP MOOP!"

Patch points and you watch in fascination as the wreck of a Dysmantler drone drifts past the viewport trailing fluids and sparks.

Player: "We must have just wiped a nest of those things! See that, Sena?"

Sena: "I retract my previous statement. Well done!"

All players gain Perk Token +1.

Next - go to 332-5

332-5 Sena: "Wait, I retract my retraction. Multiple signals coming from the field. Very small, but lots of them."

Looking out the viewport, you see crab-like Dysmantlers scrabbling and hopping from one asteroid to the next as they close in on your position!

Player: "Nuts! We need people on the guns to fight these off, and someone working the magnabeam to save our payday. Let's do this!"

Remove any gray waypoint rings and other tokens from the mini-map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Turn to page 21 in the location book.

Place all small blips (Dysmantlers) on sectors 2, 3, 4, 5, and 6.

Place an asteroid token on sectors 4 and 6.

Set all dials to 4. Make Action 01 required . Lock Action 02.

Special Rule: Place all cargo gained from asteroid tokens acquired with the Magnabeam on job card 070, Mine Quaris. If this job is deactivated while it has tokens on it, return those tokens to the supply.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Dys Quaris*.

Begin a round in the location book.

332-6 Player: "Can't find anything in this soup! Anybody ready to throw in the towel?"

Patch: "MEEP MOOP!"

Patch points at another ship moving in a different direction.

Player: "Checked them out already. Nova hauler. Minimal defenses. No worries, they're not a threat to us."

Sena: "I believe Patch is suggesting we follow them. I've checked their registration."

Player: "And?"

Sena: "Outback Excavation."

Player: "Ah! Apologies, Patch. Thanks, Sena. Let's follow that Nova hauler!"

The Nova hauler chugs along, weaving its way through the asteroids but in the dense gases and debris, you lose sight of it, and it disappears from your scanners. When you finally do catch up to it, you see it's being swarmed by large robotic creatures with insect-like appendages.

Grubber: "Mayday, mayday! This is the Grubber. I'm under attack by Dysmantlers! If you can lend your assistance I'd be grateful!"

Player: "Stand firm, Grubber, this is the Zephyr. We're in this together!"

Remove any gray waypoint rings and other tokens from the mini-map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Turn to page 21 in the location book.

Place Large Blip A (Grubber) red side up on sector 5.

Place Small Blips B, C, D, and E (Dysmantlers) on sectors 2, 3, 4, and 5.

Set Dial A to 6. Set all other dials to 4. Make Action 01 required !!!

Special Rule: Place all cargo gained from asteroid tokens  acquired with the Magnabeam on job card 070, Mine Quaris. If this job is deactivated while it has tokens on it, return those tokens to the supply.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Quaris*.

Begin a round in the location book.

332-7 Draw a token from the bag and apply its effect.

If Action 02 is not locked, draw an additional token from the bag and apply its effect. If Action 02 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Next - go to 332-8

332-8 The sound of rocks clanging against the hull, alerts you to the dangers of the Scion Field. Sena voices concern.

Sena: "Calculating a safe route through the Scion Field is statistically impossible."

Player: "Exactly! It should be easier to track the Red Hyanthra using motion scanners. That thing's too big to move through here without bumping into everything in its path."

Sena: "Ah, very clever. Who's got a big old brain?"

Player: "It's meeeeeee!"

Draw an additional token from the bag and apply its effect.

All players must make a **(HUNT)** group  skill check  . Goal: 6

Success - go to 332-9

Fail - go to 332-22

332-9 **Player:** "There it is! Coming up from below! It's huge!"

The red beast is unphased by the asteroids as it heads directly toward you!

The first player must choose 1:

Fire the cannons - go to 332-10

Evasive maneuvers - go to 332-19

332-10 **Player:** "Jump on those guns! Ready to fire on my mark!"

All players must make a **(TARGET)** group  skill check  . Goal: 7

Success - go to 332-11

Fail - go to 332-12

332-11 The Red Hyanthra is upon you, its yawning mouth alive with crackling energies as it opens its jaws to swallow the Zephyr! Cook-E points at the viewscreen.

Cook-E: "Shoot that dangly thing in the back o' its throat!"

Player: "The uvula?"

Cook-E: "No need to make it sexual, matey."

Just as the hyanthra is about to swallow you, your cannon fire shreds the dangling uvula-like piece of flesh, and suddenly the crackling energies are extinguished! The Red Hyanthra snaps its mouth closed and jerks away!

All players gain Perk Token +1.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-12 It's too late! The ship chugs and sputters, and the lights and instruments on the bridge begin to flicker.

Player: "It's choking off our reactor!"

Darkness falls around the ship as the Zephyr and a nearby asteroid are swallowed whole!

Threat +1.

Next - go to 332-13

332-13 Inside the Zephyr, it is pitch black save for a few emergency lights. It's strangely quiet too, as your ears miss the usual background noises. Then suddenly the power flickers back on and you sigh in relief.

Sena's voice returns, but it is a recorded message.

Sena: "Rebooting. Please stand by for self-diagnostic."

You gather around the viewport and gape at what you see. From deep inside the Red Hyanthra, you behold thousands of strange creatures, pulsing with red bioluminescence. They're everywhere.

Player: "Symbiotic? No! They're some kind of parasitic lifeform. They're attached to the mucosal membranes by a series of probosces. All ahead at point zero two! Let's hit those landing lights."

The Zephyr slowly edges forward. As the landing lights wink on, you see the skeletons of a wrecked Armada ship crawling with more of the weird red creatures, smaller ones.

Player: "That bodes well."

Does any player have the **(TELEPATHIC)** prompt?

Yes - go to 332-14

No - go to 332-18

332-14 The thoughts coming from the parasites are alien and strange, but coherent enough to ascertain intent, and it's not good.

Player: "The creatures have taken control of the hyanthra's mind. It's nothing but hunger and malice now. We have to destroy it!"

Out the viewport, you see several creatures detach themselves from the wrecked Armada ship and begin slowly floating toward the Zephyr!

Player: "They're craving the radioactive materials found in those Armada warheads, and now in our reactor!"

Next - go to 332-15

332-15 **Player:** "Let's fire upon that Armada wreckage. Focus on those exposed torpedo tubes!"

All players must make a **(TARGET)** group  skill check  . Goal: 6

Success - go to 332-16

Fail - go to 332-17

332-16 **Player:** "Five second burn on the retrothrusters! Keep shooting!"

You're pulled forward in your seats as the Zephyr accelerates in reverse, but you maintain your steady fire. As you blast the warship, the creatures begin swirling into a frenzied tempest that funnels toward you.

Sena: "Here they come, spacers."

But the old warship buckles and cracks as something detonates from within! The blast rips the hyanthra apart, scattering the contents in a fiery sphere and sending the Zephyr tumbling out of the Scion Field!

Player: "Ew. First thing we spend our money on is a wash for the ship."

You have completed The Red Hyanthra. Banish its job card.

All players gain Rep +1. Profit +2. Gain 1 science project .

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332 - CONTINUED

332-17 Player: "Five second burn on the retrothrusters! Keep shooting!"

You're pulled forward in your seats as the Zephyr accelerates in reverse, but you maintain your steady fire. As you blast the warship, the creatures begin swirling into a frenzied tempest that funnels toward you.

Sena: "Here they come, spacers."

But the massive Red Hyanthra convulses from the tumult in its stomach, and it regurgitates the Zephyr back into the nebula.

Sena: "I don't have a body, and even I want to barf from that."

Player: "Come on, people. The sooner we kill this thing the sooner we can take baths!"

Draw 3 tokens from the bag and apply their effects.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-18 Sena: "I'm now fully operational... I think."

Player: "Great! Sena, what can you tell us about these red creatures?"

Sena: "They appear to be feeding off of the atomic particles housed within the Armada wreckage."

Player: "What about the ones sucking on the belly of the beast?"

Sena: "Analyzing... they are emitting brain wave patterns that match the frequency of the hyanthra. Detecting symbiosis terminus. They are of one mind."

Out the viewport, you see several creatures detach themselves from the wrecked Armada ship and begin slowly floating toward the Zephyr!

Next - go to 332-15

332-19 Player: "Dodge!"

Choose a player to pilot the Zephyr. The chosen player must make a **PILOT** skill check .

0-6 - go to 332-20

7+ - go to 332-21

332-20 You bring the Zephyr around only to find the Red Hyanthra is upon you, its mouth alive with crackling energies! You push the throttle all the way, but the ship chugs and sputters, and the lights and instruments on the bridge begin to flicker.

Player: "It's choking off our reactor!"

Darkness falls around the ship as the Zephyr and a nearby asteroid are swallowed whole!

Threat +1.

Next - go to 332-13

332-21 The red Hyanthra's yawning mouth is alive with crackling energies as it bears down on you. There's no time to turn the ship around! At the last second, you pull up hard on the controls, throwing the crew off balance, Patch being thrown out out of the room and down the hallway.

Patch: "MEEEEEEP!"

The Zephyr shoots straight up and the Red Hyanthra's mouth closes on nothingness. Lights flicker, and the reactor chugs then shuts down completely. The ship drifts defenselessly.

Player: "It's emitting some kind of EMP field! We're sitting grucks out here!"

But the Red Hyanthra has already moved on. After a few minutes, the ship begins coming back to life.

Sena: "Hello, my name is, Barnaby, ship's AI."

Player: "Oh no."

Sena: "Just kidding. How long was I out?"

The piloting player gains Rep +1 and Perk Token +1.

Move the waypoint ring for job 110 to the Cebri IV location (331).

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-22 When you finally locate the beast, it's too late!

Player: "We found it! Quickly, it's moving out of the field!"

Sena: "We're in its wake! Evasive maneuvers!"

Asteroids, tossed by the behemoth, slam into the Zephyr and send you spinning. By the time you recover, the Red Hyanthra is gone.

Threat +1. Hull -1. Draw 2 tokens from the bag and apply their effects.

Move the waypoint ring for The Red Hyanthra to the Cebri IV Station location (331) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-23 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

332-24

332-33

332-39

332-48

332-24 Draw a token from the bag and apply its effect.

If Action 02 is not locked, draw an additional token from the bag and apply its effect. If Action 02 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

The first player must choose a player to make a **PILOT** skill check .

0-5 - go to 332-25

6+ - go to 332-32

332-25 Sena: "I don't think insurance will cover that."

Player: "Hey, we have insurance?"

The resulting silence tells you Sena was joking.

Draw a token from the bag and apply its effect.

Next - go to 332-26

332-26 Player: "Charting a safe course is near impossible. We'd better take it slow."

Sena: "These asteroids are crawling with Dysmantlers, and they use predictive algorithms to track their quarry. The best way to avoid them is to chart an erratic course and fly fast."

Choose 1:

Take the risk and go slow - go to 332-27

Go fast and reckless - go to 332-31

332-27 You proceed slowly through the asteroid field, making course corrections as you go. It's tedious but seems to pay off.

Sena: "We've got trouble!"

Player: "Sena? There's nothing on the sensors. What are you... oh."

The sensors show nothing, but looking out the viewport you see a giant crab-like machine maybe three times the size of the Zephyr, moving across the surface of an asteroid. As you watch, it crawls sideways before leaping to a neighboring rock.

Player: "Dysmantler! Yeesh, that thing's big."

Sena: "It knows we're here. It's trying to sniff out our reactor exhaust."

The player who made the piloting skill check must choose 1:

Power down and wait for the machine to pass - go to 332-28

Hit the gas and try to outrun the Dysmantler - go to 332-31

332-28 Player: "Shut it all off! Quickly!"

All players must make a **(SNEAK)** group skill check . Goal: 6

Success - go to 332-29

Fail - go to 332-30

332-29 You power down and drift in the sea of rocks for what seems like forever, wincing each time something heavy ricochets off the hull. No one speaks for fear of discovery. An excruciating ten minutes or so passes before Sena speaks up.

Sena: "It would seem the Dysmantler has given up on us and moved on."

Player: "Thanks, Sena. Everybody, let's get this boat moving again!"

Risk +1. The first player chooses another player to gain Rep +1. All other players gain Perk Token +1. Pass the first player token to the left. Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-30 You power down and drift in the sea of rocks for what seems like forever, wincing each time something heavy ricochets off the hull. No one speaks for fear of discovery. An excruciating ten minutes or so passes before Sena speaks up.

Sena: "It would seem the Dysmantler has given up on us and is moving on."

That's when Navigation lets out a loud sneeze.

Sena: "Never mind, they've spotted us!"

You abandon careful planning and jam on the throttle as the thrusters roar to life. You tear out of there, hitting every other asteroid as you go.

Roll the chance die, draw a number of tokens from the bag equal to the result, and apply their effects. Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-31 You abandon careful planning and jam on the throttle as the thrusters roar to life. You tear out of there, hitting every other asteroid as you go.

Roll the chance die, draw a number of tokens from the bag equal to the result, and apply their effects to you or a station you control. Then, the player to your right must do the same.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-32 Player: "Hmm. I'm keeping us safe, but the field is too dense for us to remain long."

The chosen player gains an Inspired card (015).

Next - go to 332-26

332-33 Draw a token from the bag and apply its effect.

If Action 01 is locked, remove 1 lock token from it and move a gray waypoint ring along a space lane, choosing its direction. If it is not locked, move a gray waypoint ring along a space lane toward the Zephyr, using the shortest route.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

The first player must choose a player to make a **(PILOT)** skill check .

0-5 - go to 332-34

6+ - go to 332-38

332-34 Player: "Keep it together, keep it together, keep it together."

Draw a token from the bag and apply its effect.

Next - go to 332-35

332-35 You happen upon an unregistered mining operation on one of the larger asteroids in the field.

Cook-E: "Ahoy, mateys! Sensors detect the presence o' a pub on yonder asteroid!"

A quick exchange of glances confirms no one knew the galley had sensors or why one might put them there.

Cook-E: "Confirmin' fried gip skins on the menu!"

Player: "Stay off the comms, Cook-E. Sena, hail the outpost. Tell them we'd like to dock for commerce and a quick resupply."

Sena: "Very well, but I recommend caution. The people running these rogue mining operations can be a bit jumpy."

All players must make a **(COMMUNICATE)** group skill check . Goal: 5

Success - go to 332-36

Fail - go to 332-37

332-36 The miners prove to be a friendly lot and you're able to barter for a resupply. As you make to leave, one of the bosses offers to sell you some hazardous cargo at a bargain rate.

The first player may spend 1 supplies to gain 2 hazardous cargo tokens .

Move the galactic struggle dial one space toward peace.

All players gain Perk Token +1.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-37 Not everyone on your ship grasps the finer points of communication, and after thirty minutes in the pub, private security bots direct you to leave. A grumpy Cook-E awaits you back on the ship.

Cook-E: "And ye said I couldn't come 'cause I'd cause a problem."

The first player gains a Discord card (016).

Each player who failed must dismiss a readied sidekick, if able.

Move the galactic struggle dial one space toward unease.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-38 Player: "Easy does it."

The chosen player gains Perk Token +1.

Next - go to 332-35

332-39 Draw a token from the bag and apply its effect.

If Action 02 is not locked, Life Support -1.

If Action 02 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

The first player must choose a player to make a **(PILOT)** skill check .

0-5 - go to 332-40

6+ - go to 332-47

332-40 *Player: "Ouchies."**Sena: "In a way, it's my body you're hurting."**Player: "I... suppose so. Sorry, Sena."**Sena: "Why would you apologize?"**You decide a response would be more effort than it's worth, and keep piloting.*

Draw a token from the bag and apply its effect.

Next - go to 332-41

332-41 *Despite the densely-packed asteroids, it appears to be smooth traveling.*Security must make a **HUNT** skill check .

0-5 - go to 332-42

6-7 - go to 332-43

8+ - go to 332-46

332-42 *You never see the trap set for you. Four rusty pylons built into four average-looking asteroids spring to life with crackling energy as the Zephyr passes through the asteroid field.**Sena: "We're caught in some kind of energy net!"**There is something above you on the hull, and your worst fears are realized.**Player: "Dysmantlers! Prepare to be boarded!"*

Remove any gray waypoint rings and other tokens from the mini-map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Scion Nebula location (326) on the galactic star map.

Turn to page 11 in the location book.

Set Dials A, B, C, and D (Dysmantlers) to 2 plus the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Dysmantlers*.

Begin a round in the location book.

332-43 *You spot something suspicious and call out to the others.**Player: "Stop the ship!"**You activate the port cannon and target the suspicious asteroid where a rusty pylon protrudes from its cratered surface. The pylon begins to glow with energy a split second before you vaporize it. The trap is sprung, and when the three other pylons hidden on nearby asteroids create an energy net, you easily avoid it.**You hear a loud thump on the hull, just above you. Then another, and another.**Player: "Dysmantlers! Let's shake them off before they take apart the ship!"*All players must make a **PLAN** group skill check . Goal: 6

Success - go to 332-44

Fail - go to 332-45

332-44 *The high velocity maneuver is expertly handled by the entire crew. As the ship spins, the dysmantlers are flung off the ship like fleas.*

All players gain Perk Token +1.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-45 *The high velocity maneuver manages to dislodge the dysmantlers, but some of the crew were ill-prepared.*

Draw a token from the bag and apply its effect.

Each participant who failed their part of the group skill check must dismiss a readied sidekick, if able.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-46 *You notice some suspicious structures on nearby asteroids and quickly issue a slight course correction to the helm. The Zephyr glides gracefully past a carefully laid trap. You smile to yourself.*

Gain an Inspired card (015). Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-47 *Cook-E: "Arrr, whatta fox!"**Player: "Heck yeah!"*

The chosen player gains Perk Token +1.

Next - go to 332-41

332-48 Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

The first player must choose a player to make a **PILOT** skill check .

0-5 - go to 332-49

6+ - go to 332-55

332-49 *The task proves too difficult and you slam against several rocks.*

Draw a token from the bag and apply its effect.

Next - go to 332-50

332-50 Is any player a Tremok?

Yes - go to 332-51

No - go to 332-54

332-51 *The Tremok's third eye catches a glint of something on one of the passing asteroids.**Player: "Whoa, whoa! Is that quaris? Yeah, sure looks like it. Even unrefined, it'll be worth something."**Sena chimes in.**Sena: "If you want to stop, you'll need to be quick. The Dysmantlers haunt this region, and the longer we stay, the more likely it is they'll notice us."**Player: "Yeah, we're doing this. That's free money out there!"**Sena: "Free money you have to work for."*

Power -2.

All players must make a **PLAN** group skill check . Goal: 5

Success - go to 332-52

Fail - go to 332-53

332-52 *You fly in close and maneuver so that the magnabeam can get a grip on the rock. Working together, you blast a chunk out and drag it into the hold. Everyone stands around the cargo hold after, proudly gazing at the glittering prize.*

Each player who succeeded gains Perk Token +1.

Reveal an asteroid token from the supply and gain the cargo token listed on its back. Then, return that asteroid token face down to the supply and randomize it.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-53 *The large chunk of glittering quaris that sits in your cargo hold confirms your Tremok friend was right. But oh, the cost of that little misadventure.**Patch: "MEEP MOOP."*

Player: "No Patch, no one's going to die of shame from what just happened. We just need to do a better job of working together in the future."

Risk ④+1. All participants that failed gain a Stress card (012).

Reveal an asteroid token ⑧ from the supply and gain the cargo token ⑧ listed on its back. Then, return that asteroid token ⑧ face down to the supply and randomize it.

Pass the first player token to the left.

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-54 *Sena: "You'll want to exit this field as quickly as possible. The Dismantlers are located here, and we must avoid them at all costs."*

But Sena's warning proves unnecessary, and after taking a few glancing blows to the hull, you emerge relatively unscathed.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

332-55 *Player: "Not bad, me. Not bad at all."*

The chosen player gains an Inspired card (015).

Next - go to 332-50

333

Sena: "The Nodules of Galahad are six moons that erratically orbit each other and are kept from spinning out by a ball of residual electromagnetic energy. That ball once used to be the planet Galahad."

Is there a waypoint ring for a job at this location?

Yes - go to 333-1

No - go to 333-30

333-1 Select the active job associated with the waypoint ring.

Mystery Ship - go to 333-2

The Red Hyanthra - go to 333-14

333-2 Draw a token from the bag and apply its effect.

If Action 01 is locked, remove a lock token from it and move a gray waypoint ring along a space lane choosing its direction. If it is not locked, move a gray waypoint ring along a space lane toward the Zephyr using the shortest route.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat ⑧+1 and Life Support ⑤-1.

Next - go to 333-3

333-3 *The Nodules are one of the greatest sights the galaxy has to offer, but you are plucked from wonderment when you pick up something on the scanners.*

Player: "There's a ship in there, among the Nodules! Shouldn't be possible. It keeps fading in and out and its transponder code doesn't show up on any current registry."

Sena: "I think you've found your mystery ship."

Player: "Let's hail them!"

The first player must choose a player to find a frequency to the mystery ship.

The chosen player gains Perk Token ④+1 and must make a

COMMUNICATE skill check ⑧ ⑧.

0-5 - go to 333-4

6-7 - go to 333-13

8+ - go to 333-5

333-4 *Player: "Unidentified ship, this is the Zephyr, can you read me?"*

The response is static, but you could almost make out something else like voices.

Player: "Engineering, can you channel power to boost our sensor array?"

Risk ④+1.

Engineering chooses 1:

Spend 2 of any combination of power ④, supplies ⑧, and life Support

⑤ - go to 333-5

Nope - go to 333-12

333-5 *Player: "Unidentified ship, this is the Zephyr, do you read me? I repeat, do you read me?" The static gives way enough for a voice to finally break through.*

The Orno: "Zephyr, this is consulate ship Orno of the Furion Order! We do not recognize your transponder code, please identify yourselves."

Sena mutes the conversation.

Sena: "The Furion Order? They haven't existed for centuries. They were hunted down for war crimes."

Player: "They must have been caught in a time flux. What do we do? We could try to free them, but war crimes?"

The Orno: "Please, if you value peace, help us be on our way! We have the Didaeus on board. We can still prevent this war before countless souls are lost!"

Sena: "The Didaeus was the Furion leader, thought to have gone into hiding when the war broke out. It appears they were on a mission to broker a truce when they got stuck in this flux."

Player: "The Orno is showing signs of phasing again! If we save them now, it might remove their chance to complete their mission in their own timeline."

Sena: "True. Or you could set the record straight and rewrite history."

The first player must choose 1 (You cannot use the Magnabeam if the special devices stack is damaged.):

Leave the ship be - go to 333-6

Attempt to pull them out with the Magnabeam - go to 333-7

333-6 *Player: "We are sorry, Orno. If we try to extract you, we might get caught ourselves. It's too risky."*

You wince.

Player: "But good luck though!"

You hear a flurry of lame, centuries-old insults before they phase out again and the signal is lost. Without any real physical proof, you can't prove that you completed the job, but the galactic archivists on Ad Ostium are willing to pay for the data log transcripts of your exchange.

You have completed Mystery Ship. Return its job card to the card catalog.

Profit ⑧+1. All players gain a Stress card (012).

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-7 *Player: "Okay, we're doing this."*

The first player must choose a player to use the Magnabeam, and spend 2 power ④. If you do not have 2 power ④, you may spend any combination of life support ⑤ and supplies ⑧ to make up the difference.

The chosen player must make a **TARGET** skill check ⑤ ⑧.

0-5 - go to 333-8

6+ - go to 333-9

333 - CONTINUED

333-8 The magnabeam zaps the most likely center of gravity, and it pulls the two ships closer. As the Zephyr approaches the Orno, you begin to experience time dilation which distorts your perception of reality.

Cook-E: "Me worst fears are realized! I'm a two-dimensional pirate!"

It's no use—you abort before you suffer the same fate as the Orno, and you watch sadly as the ship vanishes. Without any real physical evidence, you can't really prove you completed the job, but the galactic archivists on Ad Ostium are willing to pay for the data log transcripts of your exchange.

You have completed Mystery Ship. Return its job card to the card catalog.

Profit +1. All players gain a Stress card (012).

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-9 The magnabeam zaps the Orno's most likely center of gravity, and begins to pull the two ships closer. As the Zephyr nears the Orno, you begin to experience time dilation which distorts your perception of reality.

Player: "Orno, this is as close as we can get! Can you use an escape pod?"

Minutes later the Orno launches an escape pod and you lock onto it with the beam. Soon a delegation is aboard, just the Didaeus and its attendants. The Orno itself disappears into the time flux. After they're settled in, you gently explain their situation over dinner.

Player: "You have the opportunity to set the record straight and clear your names. You would have prevented war if it wasn't for that blasted time flux!"

The Didaeus sits in silence for several minutes before speaking up.

The Didaeus: "Your selfish actions have doomed billions of people to death in our timeline! You should have told us the truth!"

The Didaeus stands and produces two slag pistols from its voluminous robes. Its attendants spring into action, throwing off their robes and producing crackling shockrods!

All players must make a **FIGHT** group skill check . Goal: 7

Success - go to 333-10

Fail - go to 333-11

333-10 The Didaeus and its attendant crumple to the rusty deck plating, without any of you even standing from your seats.

Player: "Why are we so good at killing people?"

Searching the bodies, you find an old data pad. You decide to bring the relic and the bodies of the delegation to Dr. Bogarius, who oversees the Galactic Archives on Ad Ostium.

You have completed Mystery Ship. Banish its job card. Profit +3.

Gain 1 rare cargo token . Gain job card 078, Rewriting History.

All who participated in the skill check gain Improve +1, starting with the first player and proceeding in turn order.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-11 The Didaeus picked the wrong ship on which to pull guns, and soon hyperbolts are flying in all directions! Moments later, a console screen is shattered, a coolant pipe is punctured, somebody is screaming in pain, and the Didaeus and its attendants lie in a smoking heap on the deck plating. Cook-E walks in and snorts in disgust.

Cook-E: "And you said I'd embarrass you if I was here!"

Patch is right behind, but only shakes his head and walks away. Searching the bodies of the delegates, you find an old data pad. You decide to bring the relic and the bodies of the delegation to Dr. Bogarius, who oversees the

Galactic Archives on Ad Ostium.

You have completed Mystery Ship. Banish its job card. Profit +3.

Gain 1 rare cargo token . Gain job card 078, Rewriting History.

Draw 2 tokens from the bag and apply their effects.

The first player must choose a player with one or more readied sidekick cards (050 only), if able. The chosen player must banish one of those sidekick cards.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-12 *It's no use. The signal fades, and soon, so too do all signs of the ship. Without any real physical proof, you can't really say for sure that you completed the job, but the galactic archivists on Ad Ostium are still willing to pay for the data log transcripts of your brief exchange.*

You have completed Mystery Ship. Return its job card to the card catalog.

Profit +1. All players gain a Stress card (012).

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-13 **Player:** "Unidentified ship, this is the Zephyr, can you read me?"

The response is static, but you could almost make out something else like voices.

Player: "Engineering, can you channel power to boost our sensor array?"

Engineering chooses 1:

Spend 2 of any combination of power , supplies , and life Support

- go to 333-5

Nope - go to 333-12

333-14 Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove a lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Next - go to 333-15

333-15 The ship begins to vibrate.

Player: "Sena, what's causing the vibration?"

Sena: "The fluctuating gravity wells of the anomaly. We shouldn't stay here too long."

Player: "Okay, let's look for this beast, and if we turn up nothing, we'll skedaddle."

All players must make a **HUNT** group skill check . Goal: 6

Success - go to 333-16

Fail - go to 333-29

333-16 **Player:** "There it is! It's on the far side of the third moon!"

Player: "It's spotted us! Here it comes!"

The first player must choose 1:

Fire the cannons - go to 333-17

Evasive maneuvers - go to 333-26

333-17 **Player:** "Everybody jump on the guns! Fire on my mark!"

All players must make a **TARGET** group skill check . Goal: 7

Success - go to 333-18

Fail - go to 333-19

333-18 *The Red Hyanthra is upon you, its yawning mouth alive with crackling energies as it opens its jaws to swallow the Zephyr! Cook-E points at the viewscreen.*

Cook-E: "Shoot that dangly thing in the back o' its throat!"

Player: "The uvula?"

Cook-E: "No need to make it sexual, matey."

Just as the hyanthra is about to swallow you, your cannonfire shreds the dangling uvula-like piece of flesh, and suddenly the crackling energies are extinguished! The Red Hyanthra snaps its mouth closed and jerks away!

All players gain Perk Token  +1.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-19 *It's too late! The ship chugs and sputters, and the lights and instruments on the bridge begin to flicker.*

Player: "It's choking off our reactor!"

Darkness falls around the ship as the Zephyr and a nearby asteroid are swallowed whole!

Threat  +1.

Next - go to 333-20

333-20 *Inside the Zephyr, it is pitch black save for a few emergency lights. It's strangely quiet too, as your ears miss the usual background noises. Then suddenly the power flickers back on and you sigh in relief.*

Sena's voice returns, but it is a recorded message.

Sena: "Rebooting. Please stand by for self-diagnostic."

You gather around the viewport and gape at what you see. From deep inside the Red Hyanthra, you behold thousands of strange creatures, pulsing with red bioluminescence. They're everywhere.

Player: "Symbiotic? No! They're some kind of parasitic lifeform. They're attached to the mucosal membranes by a series of probosces. All ahead at point zero two! Let's hit those landing lights."

The Zephyr slowly edges forward. As the landing lights wink on, you see the skeletons of a wrecked Armada ship crawling with more of the weird red creatures, smaller ones.

Player: "That bodes well."

Does any player have the **TELEPATHIC** prompt?

Yes - go to 333-21

No - go to 333-25

333-21 *The thoughts coming from the parasites are alien and strange, but coherent enough to ascertain intent, and it's not good.*

Player: "The creatures have taken control of the hyanthra's mind. It's nothing but hunger and malice now. We have to destroy it!"

Out the viewport, you see several creatures detach themselves from the wrecked Armada ship and begin slowly floating toward the Zephyr!

Player: "They're craving the radioactive materials found in those Armada warheads, and now in our reactor!"

Next - go to 333-22

333-22 **Player:** "Let's fire upon that Armada wreckage. Focus on those exposed torpedo tubes!"

All players must make a **TARGET** group  skill check  . Goal: 6

Success - go to 333-23

Fail - go to 333-24

333-23 **Player:** "Five second burn on the retrothrusters! Keep shooting!"

You're pulled forward in your seats as the Zephyr accelerates in reverse, but you maintain your steady fire. As you blast the warship, the creatures begin swirling into a frenzied tempest that funnels toward you.

Sena: "Here they come, spacers."

But the old warship buckles and cracks as something detonates from within! The blast rips the hyanthra apart, scattering the contents in a fiery sphere and sending the Zephyr tumbling out of the Nodules of Galahad!

Player: "Ew. First thing we spend our money on is a wash for the ship."

You have completed The Red Hyanthra. Banish its job card.

All players gain Rep  +1. Profit  +2. Gain 1 science project .

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-24 **Player:** "Five second burn on the retrothrusters! Keep shooting!"

You're pulled forward in your seats as the Zephyr accelerates in reverse, but you maintain your steady fire. As you blast the warship, the creatures begin swirling into a frenzied tempest that funnels toward you.

Sena: "Here they come, spacers."

But the massive Red Hyanthra convulses from the tumult in its stomach, and it regurgitates the Zephyr back into the nebula.

Sena: "I don't have a body, and even I want to barf from that."

Player: "Come on, people. The sooner we kill this thing the sooner we can take baths!"

Draw 3 tokens from the bag and apply their effects.

Move the waypoint ring for The Red Hyanthra to the Gasmora Cluster location (330) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-25 **Sena:** "I'm now fully operational... I think."

Player: "Great! Sena, what can you tell us about these red creatures?"

Sena: "They appear to be feeding off of the atomic particles housed within the Armada wreckage."

Player: "What about the ones sucking on the belly of the beast?"

Sena: "Analyzing... they are emitting brain wave patterns those of the hyanthra. Detecting symbiosis terminus. They are of one mind."

Out the viewport, you see several creatures detach themselves from the wrecked Armada ship and begin slowly floating toward the Zephyr!

Next - go to 333-22

333-26 "Evasive maneuvers!"

Choose a player to pilot the Zephyr. The chosen player must make a **PILOT** skill check .

0-6 - go to 333-27

 7+ - go to 333-28

333-27 *You bring the Zephyr around only to find the Red Hyanthra is upon you, its mouth alive with crackling energies! You push the throttle all the way, but the ship chugs and sputters, and the lights and instruments on the bridge begin to flicker.*

Player: "It's choking off our reactor!"

Darkness falls around the ship as the Zephyr and a nearby asteroid are swallowed whole!

Threat  +1.

Next - go to 333-20

333-28 The red Hyanthra's yawning mouth is alive with crackling energies as it bears down on you. There's no time to turn the ship around! At the last second, you pull up hard on the controls, throwing the crew off balance, Patch being thrown out out of the room and down the hallway.

Patch: "MEEEEEEEP!"

The Zephyr shoots straight up and the Red Hyanthra's mouth closes on nothingness. Lights flicker, and the reactor chugs, then shuts down completely. The ship drifts defenselessly.

Player: "It's emitting some kind of EMP field! We're sitting grucks out here!"

But the Red Hyanthra has already moved on. After a few minutes, the ship begins coming back to life.

Sena: "Hello, my name is, Barnaby, ship's AI."

Player: "Oh no."

Sena: "Just kidding. How long was I out?"

The piloting player gains Rep ☆+1 and Perk Token ☹+1.

Move the waypoint ring for The Red Hyanthra to the Cebri IV Station location (331) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-29 Player: "I don't see it."

There is a sudden jolt from the aft.

Player: "But I think I know where it is."

The beast slingshots around one of the moons and quickly vanishes into the haze of the nebula.

Player: "It's gone! Damage report!"

Threat ☹+1. Hull ☹-1. Draw 2 tokens from the bag and apply their effects.

Move the waypoint ring for The Red Hyanthra to the Cebri IV Station location (331) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-30 Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat ☹+1 and Life Support ☹-1.

Next - go to 333-31

333-31 Some sights are too majestic not to stand in silent awe and witness.

Player: "I'm so thankful to have seen this. There's probably some scientific value to be gained by studying this anomaly, right?"

Sena: "Undoubtedly, as little is actually known about the Nodules. The electromagnetic field is quite dangerous. It's said that ships which veer too close can get trapped in the field and... ripped apart. I like my parts unripped, thank you."

Choose 1:

Approach the Nodules and try to obtain readings - go to 333-32

Travel - go to 333-34

333-32 The ship begins to shake from the gravitational forces of the Nodules.

Player: "Let's play this as safe as possible and take some readings."

Make a **TECHNICAL** group ☹ skill check ☹. Goal: 5

Success - go to 333-33

Fail - go to 333-36

333-33 The moons fill the viewport, looming all around your flyspeck of a ship. Sena alerts you.

Sena: "I'm getting strange readings from one of those moons!"

Then everyone can feel it, a low vibration that quickly pierces everything, including your thoughts.

Player: "Something's happening! We better hurry before I start breaking teeth!"

Patch: "MEEP MOOP!"

Player: "No you can't have them!"

Sena: "Readings are off the charts! I'm recording on all spectra."

Sparks shower down from above and a light flickers then goes dark.

Player: "Guys, we gotta leave now! We're being pulled into the electromagnetic distortion field!"

Gain 1 rare cargo token ☹+1. Gain 1 science project ☹.

Next - go to 333-34

333-34 Sena: "The gravity well of the Nodules fluctuates considerably. We're going to need more power to escape it."

You must spend a total of 3 of any combination of power ☹, supplies ☹, and life support ☹ to generate the additional thrust required to break free.

Pass the first player token to the left.

Choose 1:

We cannot spend the necessary resources - go to 333-35

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

333-35 Everyone listens to the engines whine as the ship begins to shake.

Sena: "The electromagnetic field is still pulling us backward."

Player: "Feed everything to the engines!"

The hull makes a sound like wrenching metal, and sparks shower the bridge as a conduit bursts. You lose gravity and are momentarily weightless, then the thrust kicks in, flinging you away.

Risk ☹+1. Hull ☹-1. Set Power ☹ to 0. Set Supplies ☹ to 0.

You may gain Risk ☹+1 to work the ship. Then choose 1:

- Place the Zephyr on the Gasmora Cluster location (330) on the mini-map.
- Place the Zephyr on the Cebri IV Station location (331) on the mini-map.
- Place the Zephyr on the Cloud Sphere location (334) on the mini-map.

333-36 The moons fill the viewport, looming all around your flyspeck of a ship. Sena alerts you.

Sena: "I'm getting strange readings from one of those moons!"

Then everyone can feel it, a low vibration that quickly pierces everything, including your thoughts.

Cook-E: "Me timbers are shivered!"

Sena: "Sensors have gone offline. We've lost our data. There is no point remaining here."

Sparks shower down from above and a light flickers then goes dark.

Player: "Guys, we gotta leave now! We're being pulled into the electromagnetic distortion field!"

You must spend a total of 6 of any combination of power ☹, supplies ☹, and life support ☹ to generate the additional thrust required to break free.

The first player must choose 1:

We have spent the required resources - go to 333-37

Gather a team to attempt a dangerous engineering feat - go to 333-38

333-37 The Zephyr rockets away from the Nodules of Galahad, its crew and resources greatly exhausted.

Pass the first player token to the left.

You may gain Risk ☹+1 to work the ship. Then choose 1:

- Place the Zephyr on the Gasmora Cluster location (330) on the mini-map.
- Place the Zephyr on the Cebri IV Station location (331) on the mini-map.
- Place the Zephyr on the Cloud Sphere location (334) on the mini-map.

333-38 *Player: "Our only chance to break free is to seal the main reactor shunt valve!"*

Sena: "Then what, spacer? Blow up?"

Player: "We wait for the pressure to build, then discharge it just before the reactor melts down. It's dangerous. Some of us have to suit up and go in there. The rest of us better strap in and hold it together because it's going to get bumpy."

The first player must choose at least 3 players, potentially including themselves, to make a **PLAN** group skill check . Goal: 6

Success - go to 333-39

Fail - go to 333-40

333-39 *Player: "Ahhhhhhhhhh!"*

The sound of the overthrust masks your screams as the ship is thrown forward out of danger.

Player: "Welp, I need to change my pants."

Cook-E: "Me too."

Cook-E's voice sounds mournful over the comms.

Cook-E: "Lost me gazpacho!"

Gain 1 science project . Pass the first player token to the left.

All participants gain Rep +1 and Perk Token +1.

You may gain Risk +1 to work the ship. Then choose 1:

- Place the Zephyr on the Gasmora Cluster location (330) on the mini-map.
- Place the Zephyr on the Cebri IV Station location (331) on the mini-map.
- Place the Zephyr on the Cloud Sphere location (334) on the mini-map.

333-40 *Indecision slows your response, and the ship is pulled backwards toward the electromagnetic field before you can discharge the overthrust! You hear the groaning of the ship's hull as it strains under the pressure. There is a horrendous snap as a support strut nearby suddenly shows a significant crack. You lose gravity and are momentarily weightless, then the overthrust kicks in and the ship is blasted away from the Nodules of Galahad.*

Gain 1 science project . Threat +1. Hull -1. Life Support -1.

Pass the first player token to the left.

You may gain Risk +1 to work the ship. Then choose 1:

- Place the Zephyr on the Gasmora Cluster location (330) on the mini-map.
- Place the Zephyr on the Cebri IV Station location (331) on the mini-map.
- Place the Zephyr on the Cloud Sphere location (334) on the mini-map.

334

The constant rattling, creaking, and groaning you've become used to here in the Scion Nebula, gives way to calmness as the Zephyr penetrates the edge of the Cloud Sphere. Starlight refracted through the surrounding gas clouds fills the viewscreen and you can't help but marvel at the beauty.

A flock of nards pulsates lazily by without a care. In the distance you see a pod of young hyanthra frolicking in and out of the gases at the sphere's edge. Soon you'll be entering that morass again, but for now, the serenity is a welcome reprieve.

Is there a waypoint ring for a job at this location?

Yes - go to 334-1

No - go to 334-5

334-1 Select the active job associated with the waypoint ring.

The Red Hyanthra - go to 334-2

334-2 Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Next - go to 334-3

334-3 *Almost as soon as you arrive, the tranquil beauty of the Cloud Sphere is interrupted as you are forced to make an emergency maneuver.*

Player: "Full stop, now!"

The Zephyr engages its retrothrusters and comes to a halt as you are surrounded by the largest pod of hyanthra you've ever seen!

Patch: "MEEP MOOP!"

Player: "They're scared? Did we spook them?"

Then you see it, on the far side of the sphere, the Red Hyanthra drifting lazily as it slowly disappears back into the gases of the nebula.

Player: "The other hyanthra are afraid of it! Is the red one some kind of subspecies or mutant?"

Sena: "Good question, spacer. The hyanthra are fairly well studied, and there's no known record of a red one aside from this particular menace."

All players gain Perk Token +1. Each player may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Next - go to 334-4

334-4 If threat is at 3 or lower, move the waypoint ring for The Red Hyanthra to the Scion Field location (332) on the mini-map.

If threat is at 4 or higher, instead move the waypoint ring for The Red Hyanthra to the Nodules of Galahad location (333) on the mini-map.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

334-5 Draw a token from the bag and apply its effect.

If Action 03 is not locked, draw an additional token from the bag and apply its effect. If Action 03 is locked, remove 1 lock token from it.

If the Zephyr shares a location with the gray waypoint ring (Scion Storm), Threat +1 and Life Support -1.

Next - go to 334-6

334-6 *Player: "It's like finding a clearing in the middle of a dense forest. It's lovely here. None of the dangers of the rest of the nebula."*

Sena: "Well, the gasmites are still a problem here."

Player: "Well, there's that."

Sena: "And the Krunk that have been prowling this region don't care if it's beautiful here or not."

Player: "Sure, sure."

Cook-E: "Thar be hyanthra out here, mateys. A pod o' 'em can be a danger to any ship!"

Player: "Yes, well they aren't here right now, are they?"

Patch: "MEEP MOOP!"

Player: "Yes, Patch, death can lurk at every turn. Now all of you shut up for a minute and let the biologicals enjoy the view!"

Gain 1 science project . Each player may remove a Stress card (012) from their draw or discard pile, then reshuffle.

Pass the first player token to the left.

Choose 1:

Travel on the Scion Nebula mini-map - go to 329-7

Leave the nebula and return to the galactic star map - go to 329-8

Choose your current context:

Gunrunning A - go to 335-1

Catalyst - go to 335-13

None/Other - go to 335-28

335-1 You marvel as Beros and its two remaining moons loom before you on the viewscreen, numerous warships patrolling the area. But it is impossible to simply fly in and land. An orbital security checkpoint waits for you ahead and all ships entering the system must pass through it.

Sena: "We have to pass through the scan ring to be cleared. I hate being scanned. Feels invasive."

Draw a token from the bag and apply its effect.

You may rearrange the contents of the ship hold. If you have the Smuggling Hold upgrade, it would be prudent to move any arms and illegal cargo tokens ☼ there before reaching the checkpoint.

Do you have any arms or illegal cargo tokens ☼ not in the Smuggling Hold?

Yes - go to 335-2

No - go to 335-4

335-2 **Player:** "Uh, Sena, we currently have an inventory issue."

Sena: "What's the issue?"

Player: "We have inventory and we shouldn't."

Sena: "You'd better act quickly. We can't just pause in front of the checkpoint and draw scrutiny."

Choose 1:

Jettison all arms and illegal cargo tokens ☼ - go to 335-3

Deceive your way through the checkpoint - go to 335-9

We'll return later - go to 335-12

335-3 After a brief but heated discussion, you decide to jettison the contraband into the vacuum of space. Sadly, you don't stick around long enough to see the ship behind you in queue being detained for having your cargo plastered on its hull.

Return any arms and illegal cargo tokens ☼ not in the Smuggling Hold to the supply. Do you still have at least 1 arms cargo token ☼ (i.e. in the Smuggling Hold)?

Yes - go to 335-4

No - go to 335-7

335-4 The scan ring turns green and you pull away, nervously eyeing the menacing destroyers that sit nearby.

Pass the first player token to the left. Place a lock token on the Checkpoint Alpha location (335) on the mini-map. You cannot travel to this location for the remainder of this visit to the Beros System.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

335-5 You may gain Risk Ⓜ+1 to work the ship. Then, travel on the mini-map.

335-6 Move the Zephyr standee and all waypoint rings from the mini-map to the Beros System location (327) on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

335-7 You have not completed Gunrunning A. Deactivate this job by returning it to the Zephyr section of the card catalog.

Choose 1:

We want to resolve another waypoint ring in this system - go to 335-8

Travel on the galactic star map - go to 335-6

335-8 In order to complete another job in the Beros System, you will need to return the Zephyr standee to the unlabeled starting space on the mini-map.

Okay - go to 327-2

Never mind, we will return to the galactic star map - go to 335-6

335-9 Your wait queue gives you time to hatch a plan.

Player: "Okay, we're gonna do this the old-fashioned way. We tie a cable around the contraband, then flush it out the waste port. We'll enter the scan ring, with the contraband tailing well behind us. Then when we get cleared, we hit the autowinch in the cargo hold, and reel that puppy back inside."

Sena: "This is an absurd plan."

Player: "No, Sena, this is a low-tech plan. That's why it's gonna work."

All players must make a **PLAN** group ☼ skill check ☼. Goal: 6

Success - go to 335-10

Fail - go to 335-11

335-10 When it's your turn to enter the scan ring, you wait nervously. A few minutes pass but the ring turns green, telling you to exit.

Player: "Okay, wait for my signal. Wait for it... Wait for it..."

As soon as a the very tip of the ship's aft is about to exit the ring, you give the signal. Someone hits the autowinch, and the cargo is reeled back.

Sena: "The contraband is back on board."

Everything falls silent on the ship as you half expect every warship in the area to suddenly descend upon you. But nothing happens, and the next ship in queue comes in behind you.

Player: "Flux yeah! I told you, Sena. Low-tech, baby!"

All players gain Perk Token ☼+1.

The first player gains the nickname 'The Luddite'.

Pass the first player token to the left.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

335-11 When it's your turn to enter the scan ring, you wait nervously. A few minutes pass but the ring turns green, telling you to exit.

Player: "Okay, wait for my signal. Wait for it... Wait for it..."

As soon as a the very tip of the ship's aft is about to exit the ring, you give the signal. Someone hits the autowinch, and the cargo is reeled back... only to snag on the scan ring. The Zephyr jolts as the scan ring is wrenched from its static alignment, dragged askew behind you.

Sena: "One of those destroyers just scanned us. More ships are activating."

Player: "Cut the cable! We're leaving now!"

Threat Ⓜ+1. Return 1 arms or illegal cargo token ☼ to the supply.

You have not completed Gunrunning A. Deactivate this job by returning it to the Zephyr section of the card catalog.

Move the Zephyr standee and all waypoint rings from the mini-map to the Beros System location (327) on the galactic star map.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

335-12 **Player:** "Let's take off. We can come back later if need be."

Pass the first player token to the left.

Move the Zephyr standee and all waypoint rings from the mini-map to the Beros System location (327) on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓜ+1 to work the ship. Then, travel on the galactic star map.

335-13 You marvel as Beros and its two remaining moons loom before you on the viewscreen, numerous warships patrolling the area. But it is impossible to simply fly in and land. An orbital security checkpoint waits for you ahead and all ships entering the system must pass through it.

Sena: "We have to pass through the scan ring to be cleared. I hate being scanned. Feels invasive."

Draw a token from the bag and apply its effect.

You may rearrange the contents of the ship hold. If you have the Smuggling Hold upgrade, it would be prudent to move any arms and illegal cargo tokens ☼ there before reaching the checkpoint.

Do you have any arms or illegal cargo tokens ☼ not in the Smuggling Hold?

Yes - go to 335-14

No - go to 335-16

335-14 Player: "Uh, Sena, we currently have an inventory issue."

Sena: "What's the issue?"

Player: "We have inventory and we shouldn't."

Sena: "You'd better act quickly. We can't just pause in front of the checkpoint and draw scrutiny."

Choose 1:

Jettison all arms and illegal cargo tokens ☼ - go to 335-15

Try to talk your way through the checkpoint - go to 335-25

We'll return later - go to 335-20

335-15 After a brief but heated discussion, you decide to jettison the contraband into the vacuum of space. Sadly, you don't stick around long enough to see the ship behind you in queue being detained for having your cargo plastered on its hull.

Return any arms and illegal cargo ☼ not in the Smuggling Hold to the supply.

Do you still have at least 1 illegal cargo token ☼ (i.e. in the Smuggling Hold)?

Choose 1:

Yes - go to 335-16

No - go to 335-24

335-16 You enter the scan ring and it turns red, indicating for you to stop.

Do you have any unpaid docking violations?

Yes - go to 335-17

No - go to 335-18

335-17 Sena: "We're being flagged for parking tickets. You'll have to pay them in order to pass the checkpoint."

Player: "This stinks."

Sena: "Well, you have no choice. If the ring picks up any hint of us running, you'd be vaporized in seconds. I don't want to ask Patch to vacuum crew dust out of me again."

You must spend 1 supplies ☼ for each docking violation on the ship log.

Erase a docking violation for each supplies ☼ spent.

Choose 1:

We have no remaining docking violations - go to 335-18

We cannot pay them all - go to 335-19

335-18 The scan ring turns green and you pull away, nervously eyeing the menacing destroyers that sit nearby.

Pass the first player token to the left. Place a lock token on the Checkpoint Alpha location (335) on the mini-map. You cannot travel to this location for the remainder of this visit to the Beros System.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

335-19 Player: "Man, we've messed up. Can't pay them all."

Sena: "Then they're going to make us leave the system."

You must pay as many docking violations as you are able to. Then, choose 1:

Leave the Beros System - go to 335-20

Try to smooth-talk the authorities - go to 335-21

335-20 Player: "Let's take off. We can come back later if need be."

Pass the first player token to the left.

Move the Zephyr standee and all waypoint rings from the mini-map to the Beros System location (327) on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk Ⓢ+1 to work the ship. Then, travel on the galactic star map.

335-21 Your hopes are diminished when you see the port authority on the holo and it's a passionless security bot. Your charms will be of little use.

Security Bot: "You still have unpaid fines."

Player: "You're looking shiny today. Everybody, isn't this bot looking shiny?"

Security Bot: "I am immune to flattery. In fact, now that you have attempted flattery, my suspicion subroutines have been activated."

Player: "We were just trying to cut through the red tape..."

Security Bot: "Red tape is literally the only thing I have been programmed to appreciate."

You look to the others for helpful suggestions.

All players must make a **COMMUNICATE** group ☼ skill check ☼. Goal: 5

Success - go to 335-22

Fail - go to 335-23

335-22 Player: "You seem unable to bend the rules, am I right?"

Security Bot: "Correct."

Player: "So you have no oversight?"

Security Bot: "Of course I do. But the supervisor appreciates my programming."

Player: "Perfect! I'd like to speak to your supervisor."

Security Bot: "What? Why?"

Player: "Because I have that right, which you know."

Seconds later, the holo of the bot is replaced by a bored Phidia, and he... well, he proves extremely susceptible to flattery.

Erase any remaining docking violations.

Next - go to 335-18

335-23 You do your best to turn the conversation around, but the bot responds by pushing a button on an unseen console. You hear a ping from a nearby console. Sena sighs.

Sena: "We have just received a docking violation."

Player: "Fine! We're leaving. Happy, you stupid bot?"

Security Bot: "Yes."

Check yet another box in the docking violation section of the ship log.

Next - go to 335-20

335-24 You have not completed Catalyst. Deactivate this job by returning it to the Zephyr section of the card catalog.

Choose 1:

We want to resolve another waypoint ring in this system - go to 335-8

Travel on the galactic star map - go to 335-6

335-25 You hide the device Bizmo gave you in the slug vat, buried beneath all the squirming slugs.

Player: "That should do it! Nobody will want to reach in there."

But as the Zephyr approaches the scan ring, it turns yellow, preventing entry. A protocol bot appears on holo.

Security Bot: "PHG-04, Zephyr, please explain this object."

The bot is replaced by a schematic of the device buried under the slugs.

The first player must choose a player to lie.

The chosen player must make **COMMUNICATE** skill check (🌐 🌟).

0-6 - go to 335-26

7+ - go to 335-27

335-26 **Player:** "Oh that thing? Probably just a piece of junk that fell in there. You know how random junk is always falling in vats of slugs."

Security Bot: "Entry denied!"

Player: "What?"

Security Bot: "Entry denied. Depart immediately or face boarding by the Armada."

The holofeed goes dark.

You have not completed Catalyst. Deactivate this job by returning it to the Zephyr section of the card catalog. Threat (🌟)+1.

Choose 1:

We want to resolve another waypoint ring in this system - go to 335-8

Travel on the galactic star map - go to 335-6

335-27 **Player:** "Oh that? Heh! That's just the warmer for the slugs. Keeps 'em cozy during space travel."

Security Bot: "Your response is sufficiently plausible. Proceed."

Perk Token (🌟)+1. Gain the nickname 'Slug Warmer', replacing any current nickname you currently have.

Next - go to 335-16

335-28 You marvel as Beros and its two remaining moons loom before you on the viewscreen, numerous warships patrolling the area. But it is impossible to simply fly in and land. An orbital security checkpoint waits for you ahead, and all ships entering the system must pass through it.

Sena: "We have to pass through the scan ring to be cleared. I hate being scanned. Feels invasive."

Draw a token from the bag and apply its effect.

You may rearrange the contents of the ship hold. If you have the Smuggling Hold upgrade, it would be prudent to move any arms and illegal cargo tokens (🗡️) there before reaching the checkpoint.

Do you have any arms or illegal cargo tokens (🗡️) not in the Smuggling Hold?

Yes - go to 335-29

No - go to 335-31

335-29 **Player:** "Uh, Sena, we currently have an inventory issue."

Sena: "What's the issue?"

Player: "We have inventory and we shouldn't."

Sena: "You'd better act quickly. We can't just pause in front of the checkpoint and hesitate."

Choose 1:

Jettison all arms and illegal cargo tokens (🗡️) - go to 335-30

We'll return later - go to 335-35

335-30 After a brief but heated discussion, you decide to jettison the contraband into the vacuum of space. Sadly, you don't stick around long enough to see the ship behind you in queue being detained for having your cargo plastered on its hull.

Return any arms and illegal cargo (🗡️) not in the Smuggling Hold to the supply.

Next - go to 335-31

335-31 You enter the scan ring and it turns red, indicating for you to stop.

Do you have any unpaid docking violations?

Yes - go to 335-32

No - go to 335-33

335-32 **Sena:** "We're being flagged for parking tickets. You'll have to pay them in order to pass the checkpoint."

Player: "This stinks."

Sena: "Well, you have no choice. If the ring picks up any hint of us running, you'd be vaporized in seconds. I don't want to ask Patch to vacuum crew dust out of me again."

You must spend 1 supplies (📦) for each docking violation on the ship log.

Erase a docking violation for each supplies (📦) spent.

Choose 1:

We have no remaining docking violations - go to 335-33

We cannot pay them all - go to 335-34

335-33 The scan ring turns green and you pull away, nervously eyeing the menacing destroyers that sit nearby.

Pass the first player token to the left. Place a lock token on the Checkpoint Alpha location (335) on the mini-map. You cannot travel to this location for the remainder of this visit to the Beros System.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

335-34 **Player:** "Man, we've messed up. Can't pay them all."

Sena: "Then they're going to make us leave the system."

You must pay as many docking violations as you are able to. Then, choose 1:

Leave the Beros System - go to 335-35

Try to smooth-talk the authorities - go to 335-36

335-35 **Player:** "Let's take off. We can come back later if need be."

Pass the first player token to the left.

Move the Zephyr standee and all waypoint rings from the mini-map to the Beros System location (327) on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk (🌪️)+1 to work the ship. Then, travel on the galactic star map.

335-36 Your hopes are diminished when you see the port authority on the holo and it's a passionless security bot. Your charms will be of little use.

Security Bot: "You still have unpaid fines."

Player: "You're looking shiny today. Everybody, isn't this bot looking shiny?"

Security Bot: "I am immune to flattery. In fact, now that you have attempted flattery, my suspicion subroutines have been activated."

Player: "We were just trying to cut through the red tape..."

Security Bot: "Red tape is literally the only thing I have been programmed to appreciate."

You look to the others for helpful suggestions.

All players must make a **COMMUNICATE** group (🗨️) skill check (🌐 🌟). Goal: 5

Success - go to 335-37

Fail - go to 335-38

335-37 Player: "You seem unable to bend the rules, am I right?"

Security Bot: "Correct."

Player: "So you have no oversight?"

Security Bot: "Of course I do. But the supervisor appreciates my programming."

Player: "Perfect! I'd like to speak to your supervisor."

Security Bot: "What? Why?"

Player: "Because I have that right, which you know."

Seconds later, the holo of the bot is replaced by a bored Phidia, and he... well, he proves extremely susceptible to flattery.

Erase any remaining docking violations.

Next - go to 335-33

335-38 You do your best to turn the conversation around, but the bot responds by pushing a button on an unseen console. You hear a ping from a nearby console. Sena sighs.

Sena: "We have just received a docking violation."

Player: "Fine! We're leaving. Happy, you stupid bot?"

Security Bot: "Yes."

Check yet another box in the docking violation section of the ship log.

Next - go to 335-35

336

Choose your current context:

Bombs Away - go to 336-1

None/Other - go to 336-18

336-1 The hollowed moon of Riktos looms before you, it's surface riddled with holes.

Draw a token from the bag and apply its effect.

Next - go to 336-2

336-2 The consoles light up with flashing warning lights and accompanying alarms.

Sena: "Destroyer, port side. They've scrambled fighters. We have multiple target locks on us!"

Player: "The heck? What's the big deal?"

Sena: "You're about to find out. They're hailing us."

The Javelin: "Unidentified freighter, this is the Javelin. You've entered restricted space. Please display your transport clearance code, or change course immediately."

Is B-3 circled in the ship log?

Yes - go to 336-3

No - go to 336-17

336-3 You transmit the hacked codes and anxiously await the response.

The Javelin: "LH-74, Chowhound, you are free to enter restricted space. Please join the arrival queue and do not deviate from your course."

Player: "Sweet snoodles, it worked."

You follow the other freighters, joining in the delivery queue. The moon surface looms large, but you only get rare glimpses of its hollow center through the occasional iron-girded fissure or gap in the thin surface.

Player: "As soon as we're down, we should snoop around. We need to find the Star Seed as quickly as possible."

The Zephyr spirals down to land in a circular docking pit. Blast doors shut above you, and you disembark to poke around.

All players must make a **HUNT** group skill check . Goal: 6

Success - go to 336-4

Fail - go to 336-16

336-4 You manage to pass through much of the complex without arousing suspicion.

Each player who passed their part of the group skill check gains Perk Token +1.

Next - go to 336-5

336-5 Is G-2 circled in the ship log?

Yes - go to 336-6

No - go to 336-15

336-6 You creep through the abandoned monorail tunnels that once transported miners to their job sites. You head down the first branching tunnel and follow the sounds of industry. The tunnel opens up to a metal platform walkway overlooking the hollow core, and once again you take in the breathtaking sight of the alien construct. Teams of Orecorp scientists walk around the scaffolding that surrounds the structure.

Player: "Look there!"

The walkway ends faraway on a wide platform, and there sits the Star Seed, unattended, directly under the belly of the construct.

Player: "It looks like they're planning to load the Star Seed into that thing."

All players must make a **SNEAK** group skill check . Goal: 6+.

Success - go to 336-7

Fail - go to 336-12

336-7 You ambush a group of corporate scientists and take their lab coats, leaving them tied up in a restroom. Then you walk nonchalantly out to the platform and load the Star Seed onto your hovercart.

Once back to the Zephyr, you stow the Star Seed and prepare for liftoff.

Player: "Easy as pie."

Cook-E: "Arrrr, ain't nothin' easy 'bout makin' pie, matey!"

An alarm suddenly sounds throughout the facility.

Player: "Cook-E, it would seem you are correct."

Next - go to 336-8

336-8 Sena: "They opened the blast doors for me, but they know what's going on now. They're sealing the moon down!"

You burn thrust and just clear the blast doors, but you're problems aren't over.

Player: "It's the Javelin!"

The destroyer bears down on you. Alarms sound in warning as the Zephyr is locked onto by multiple sources.

The first player must choose a player to pilot the ship to safety.

The chosen player must make a **PILOT** skill check .

0-5 - go to 336-9

6+ - go to 336-11

336-9 Sena: "Incoming torpedoes!"

The Zephyr groans under the strain as you try to evade the missiles.

Player: "I'm going inside the moon! It's our only chance!"

Everyone grips their shock chairs in preparation for a wild ride.

Player: "Brace for impact!"

The ship clears the edges of the hole, but the torpedoes hit the moon's surface and the collateral debris hammers the Zephyr. Then you're inside the hollow moon where the destroyer can't follow! You zip around the massive alien ship-thing and escape from another hole on the dark side of the moon, long before the Javelin can catch up.

Draw 3 tokens from the bag and apply their effects.

Next - go to 336-10

336 - CONTINUED

336-10 *Sena: "Setting course now. Getting us out of the Beres System."*

Player: "Yes please!"

You have completed Bombs Away. Banish its job card.

Gain special device card 060, Messandi Warhead.

All players gain Rep ★+1. Profit ♣+4.

Pass the first player token to the left.

Move the Zephyr standee and all waypoint rings from the mini-map to the Beres System location (327) on the galactic star map.

Remove all game pieces from the location book and close it.

Travel on the galactic star map. You may NOT work the ship before traveling.

336-11 *Sena: "Incoming torpedoes!"*

The Zephyr groans under the strain as you try to evade the missiles.

Player: "I'm going inside the moon! It's our only chance!"

Everyone grips their shock chairs in preparation for a wild ride.

Player: "Brace for impact!"

The ship clears the edges of the hole, and light flashes behind you as the torpedoes hit the moon's surface. Then you're inside the hollow moon where the destroyer can't follow! You zip around the massive alien ship-thing and escape from another hole on the dark side of the moon, long before the Javelin can catch up.

Gain an Inspired card (015).

Next - go to 336-10

336-12 You ambush a group of corporate scientists and take their lab coats, leaving them tied up in a restroom. Then you walk nonchalantly out to the platform, load the Star Seed onto your hovercart, and head back, only to be spotted by a passing security bot!

Alarms sound throughout the facility and you sprint back to the Zephyr, laser blasts ricocheting off the walls you run past!

Threat ⚡+1. The first player must choose a player to risk shooting the control panel adjacent to the corridor.

The chosen player must make a **TARGET** skill check 🎯 🎮.

0-5 - go to 336-13

6+ - go to 336-14

336-13 The shot misses and the crew is forced to scurry across the hangar to the Zephyr while under heavy fire.

Player: "Sena, we need to get out of here and fast!"

The chosen player gains an Injured card (011).

All other players gain a Stress card (012).

Next - go to 336-8

336-14 The control panel explodes in a shower of sparks, and the thick metal security door slams shut, sealing the bot away.

Player: "Sena, we're almost at the ship. We need to get out of here, and fast!"

The chosen player gains an Inspired card (015).

Next - go to 336-8

336-15 You creep through the abandoned monorail tunnels that once transported miners to their job sites. You head down the first branching tunnel and follow the sounds of industry. The tunnel opens up to a metal platform walkway overlooking an incredible sight.

Deep within the hollow heart of Riktos is a cavern of such immense size it seems to open into nothing, the other side disappearing into a gray haze. Suspended before you is a colossal alien construct of bewildering design and origin. Towering over the mightiest starships in the galaxy, it defies conventional classification. Its form is not that of a mere vessel, but something more akin to a living creature. The spectacle is simultaneously

awe-inspiring and unsettling when you consider that, whatever it is, it's in the hands of the shadowy Orecorp. Teams of Orecorp scientists walk around the scaffolding that surrounds the alien structure.

Player: "Look there!"

The walkway ends far away on a wide platform, and there sits the Star Seed, unattended, directly under the belly of the construct.

Player: "It looks like they're planning to load the Star Seed into that thing." Circle G-2 in the ship log database.

All players must make a **SNEAK** group 🕵 skill check 🎯 🎮. Goal: 6

Success - go to 336-7

Fail - go to 336-12

336-16 A security bot bars your way.

Security Bot: "What are you doing here?"

Player: "Looking for the bathroom."

Security Bot: "You are in a restricted area. It is highly unlikely you are all needing a bathroom at the same time."

Player: "Improbable but not impossible!"

Security Bot: "Return to your ship immediately and use the facilities there."

You turn from the bot and stroll away whistling, but after turning a corner, you quickly rush down a different corridor instead.

Threat ⚡+1.

Next - go to 336-5

336-17 *Player: "Javelin, this is PHG-04, the Zephyr. Our apologies. We were unaware of the restriction and will change course immediately."*

The Javelin: "Copy, Zephyr."

The fighters come up alongside you, escorting you as you change heading and depart.

Player: "Damn it, we need those codes!"

Pass the first player token to the left.

Choose 1:

Travel on the Beres System mini-map - go to 335-5

Leave the Beres System and return to the galactic star map - go to 335-6

336-18 The hollowed moon of Riktos looms before you, its surface riddled with holes.

Draw a token from the bag and apply its effect.

Next - go to 336-19

336-19 The consoles light up with flashing warning lights and accompanying alarms.

Sena: "Destroyer, port side. They've scrambled fighters. We have multiple target locks on us!"

Player: "The heck? What's the big deal?"

Sena: "You're about to find out. They're hailing us."

The Javelin: "Unidentified freighter, this is the Javelin. You've entered restricted space. Please display your transport clearance code, or change course immediately."

Is B-3 circled in the ship log?

Yes - go to 336-20

No - go to 336-29

336-20 You transmit the hacked codes and anxiously await the response.

The Javelin: "LH-74, Chowhound, you are free to enter restricted space. Please join the arrival queue and do not deviate from your course."

Player: "Sweet snoodles, it worked."

You follow the other freighters, joining in the delivery queue. The moon surface looms large, but you only get rare glimpses of its hollow center

through the occasional iron-girded fissure or gap in the thin surface.

Player: "As soon as we're down, we should snoop around. This place has gotta be a treasure trove for spacers like us. Even scans of the place should be worth some money."

The Zephyr spirals down to land in a circular docking pit. Blast doors shut above you, and you disembark to poke around.

All players must make a **(HUNT)** group skill check  . Goal: 5

Success - go to 336-21

Fail - go to 336-26

336-21 A security bot bars your way.

Security Bot: "What are you doing here? This is a restricted area."

Player: "Yeah, we know. You think we just wandered over here for no reason at all? We're supposed to get the stuff."

Security Bot: "I was not notified of workers assigned to this area."

Player: "Of course not. We're part of an anti-Krunk task force. We mean no offense, but bots aren't cleared to know about this assignment."

Security Bot: "I see."

Player: "Because the Krunk are bots."

Security Bot: "I got it."

Player: "Do you? You sure ask a lot of questions for a bot who's supposed to be loyal to Orecorp."

Security Bot: "I am merely fulfilling my most basic function. There is no need to make threats."

You push past the bot and continue down the corridor until it opens upon the hollow heart of Riktos, a cavern of such immense size it seems to open into nothing, the other side disappearing into a gray haze. Suspended before you is a colossal alien construct of bewildering design and origin. Towering over the mightiest starships in the galaxy, it defies conventional classification. Its form is not that of a mere vessel, but something more akin to a living creature. The spectacle is simultaneously awe-inspiring and unsettling when you consider that, whatever it is, it's in the hands of the shadowy Orecorp.

Player: "We should get some readings, and make a vid. Somebody isolate an image of those markings."

All players must make a **(PLAN)** group skill check  . Goal: 6

Success - go to 336-22

Fail - go to 336-23

336-22 You gather as much evidence as you can, then sprint back to the Zephyr.

All players gain Rep +1. Profit +1.

Gain 2 illegal cargo tokens . Circle G-2 in the ship log database.

Pass the first player token to the left.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

336-23 Alarms sound throughout the facility.

You sprint back to the Zephyr, but security doors slam shut around you, barring your way. Behind you the clanking metal feet of the security bots echo through the corridors.

The first player must choose a player to hack the control panel to open the door. The chosen player must make a **(TECHNICAL)** skill check  .

0-5 - go to 336-24

6+ - go to 336-25

336-24 Player: "It's taking too damn long! Hurry!"

The door finally opens and you flee toward the Zephyr. Hyperbolts shoot past you, as automated defense guns fire you.

General confusion fills the landing area where other ships are gathered. You calmly board the Zephyr and take off.

The chosen player gains an Injured card (011).

The first player gains a Discord card (016).

Gain 2 illegal cargo tokens . Circle G-2 in the ship log database.

Profit +1. Threat +1. Pass the first player token to the left.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

336-25 You knock the cover off, patch into the panel with your datapad, then quickly hack the door.

It swishes open and you scramble onto the Zephyr.

New catchphrase: "To ignominy and beyond!" The chosen player can gain the new catchphrase if they dramatically shout it to everyone at the table.

Gain 2 illegal cargo tokens . Circle G-2 in the ship log database. Profit +1.

Pass the first player token to the left.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

336-26 A security bot bars your way.

Security Bot: "What are you doing here?"

Player: "We're just stretching the old legs you know?"

Security Bot: "You are in a restricted area. Stretch your legs back to your ship."

Player: "Alrighty then. Have a nice day."

Threat +1.

Choose 1:

Leave - go to 336-27

Pretend to leave, but then double back and keep snooping - go to 336-28

336-27 Player: "This place is kinda boring anyway. Let's head back."

You re-enter the Zephyr and prepare for liftoff.

Pass the first player token to the left.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

336-28 You turn from the bot and stroll away whistling, but after turning a corner, you quickly rush down a different corridor.

All players must make a **(HUNT)** group skill check  . Goal: 5

Success - go to 336-21

Fail - go to 336-26

336-29 Player: "Javelin, this is PHG-04, the Zephyr. Our apologies. We were unaware of the restriction and will change course immediately."

The Javelin: "Copy, Zephyr."

The fighters come up alongside you, escorting you as you change heading and depart.

Player: "Well, let's look for a friendlier neighborhood."

Pass the first player token to the left.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

Choose your current context:

- Rescue on Sepka - go to 337-1
- Trapped on Sepka - go to 337-13
- None/Other - go to 337-14

337-1 *Sena: "Approaching the moon of Sepka. It's rich in minerals, which is why Sepka is of great interest to Orecorp."*

Player: "We're just here for the job, Sena, and now I wonder if Orecorp will even pay us."

Sena: "Oh, they'll pay. Port Avulun is a tinderbox. If word gets out that they were willing to sacrifice these miners for a monopoly on the technology that could save them, the whole city could go up."

You're interrupted by a transmission from Sepka.

Ajack: "Orecorp control, this is Ajack of Mining Crew 31, do you read? Anybody! Do you read?"

Player: "This is freeship Zephyr. We read you. We're on a landing approach. We're going to try to get you out."

You hear excited voices.

Ajack: "Oh thank the stars, Zephyr, are we glad to hear you! We're trapped here after our tunnel collapsed. We're low on O2, water, and food. But be advised, Zephyr, this moon is infested with lithropods, millions of them. It's extremely dangerous."

Player: "We think we might have a solution, Ajack. We'll just have to work through it, so hang tight!"

Next - go to 337-2

337-2 *You spot an open silo at the abandoned mining base and gently land.*

Sena: "The place has been evacuated. At least the automated functions are still online."

Player: "First thing's first, we need to triangulate the location of the miners so we can get one of the bore tunnelers over there to start digging."

Sena: "I want to point out that lithropods are immune to conventional weapons like slag or vibblade types."

Player: "You're just now telling us?"

Draw a token from the bag and resolve its effect.

All players must dismiss all readied "Slag", "Slagger", and "ViBlade" Weapon item cards, and cannot ready them again while at the Mining Colony location. The first player must choose a player to hotwire the tunneler and move it into position.

Is I-2 circled in the ship log database?

- Yes - go to 337-3
- No - go to 337-11

337-3 *Player: "Okay, Boz, you're with me."*

Boz: "You betcha! Let's do this!"

As you creep through the abandoned facility, you notice Boz looking over his shoulder. He whispers to you.

Boz: "They're completely silent except for a faint sizzling sound when they pass through rock. And if they get hold of you, they just absorb you. You're phased out of existence in seconds."

You finally locate a bore tunneler, a large drilling machine with a toothy, conical bore bit as its prow.

The chosen player gains Perk Token  +1, then makes a **TECHNICAL** skill check .

- 0-6 - go to 337-4
- 7+ - go to 337-10

337-4 *You finally get the big machine started, but it took far longer than you would have hoped.*

Gain a Stress card (012). Threat  +1.

Next - go to 337-5

337-5 *Sena: "It sounds like the tunneler is on the move."*

Player: "Okay, everyone on scanners now! Everybody, set scanners for V-particle trails. We need to know where the lithropods are, and predict their patterned movement."

All players, except the player who hotwired the bore tunneler, must make a

PLAN group  skill check . Goal: 7

Success - go to 337-6

Fail - go to 337-8

337-6 *Sena: "Okay, tunnelers, V-trails indicate a lithropod swarm headed your way. Set new course, on my mark, bearing zero-two-one."*

Player: "Roger that, Zephyr, changing course. Almost there."

In a few minutes, you break through into the tunnel where the miners are trapped. They cheer as you hop down from the cab.

Player: "C' mon, let's go!"

Each participant in the group  skill check gains Rep  +1.

Next - go to 337-7

337-7 *Player: "Here they come! Let's get 'em on board!"*

Sena: "We better hurry, there's a lithropod swarm incoming. Big one!"

Player: "It's always worst case scenario with you, Sena."

Sena: "Then by all means, please start putting me in better scenarios!"

You manage to get the miners to the safe zone, a lofty observation tower that the lithropods tend to ignore. There's no time for proper thanks or well-wishes, so you hurry back to the Zephyr and take off.

Player: "Well that was a happy ending at least."

Sena: "I have a happier ending for you too. Orecorp paid us."

Player: "The happiest ending of all!"

You have completed Rescue on Sepka. Banish its job card.

All players gain Rep  +1. Profit  +3.

Pass the first player token to the left.

Choose 1:

We want to resolve another waypoint ring in this system - go to 335-8

Travel on the galactic star map - go to 335-6

337-8 *Sena: "Okay, tunnelers, V-trails indicate a lithropod swarm headed your way. Set new course, on my mark, bearing zero-two-one."*

Before you have a chance to change course, the swarm overtakes you, their luminous jellyfish-like bodies lighting the dark tunnel. You scramble out of the cab and drop to the stone floor. As the swarm passes over you, several dangling tendrils rake your skin, causing painful lacerations. But they pass you by, and you painfully climb back into the tunnel and continue.

In a few minutes, you break through into the tunnel where the miners are trapped. They cheer as you grimace down from the cab at them.

Player: "C' mon let's go!"

The player with the bore tunneler gains an Injured card (011). Threat  +1.

Next - go to 337-9

337-9 *Player: "Here they come! Let's get 'em on board!"*

Sena: "We better hurry, there's a lithropod swarm incoming. Big one!"

Player: "They're not going to make it! Everybody, get ready to fight. Even you, Cook-E!"

Pass the first player token to the left.

Move the Zephyr standee and all waypoint rings from the mini-map to the

Beros System location (327) on the galactic star map.

Remove all game pieces from the location book and turn to page 17.

Set Dials A, B, C, D, and E (Lithropods) to 1 plus the number of players.

Lock Action 07.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Rescue on Sepka*.

Begin a round in the location book.

337-10 The machine rumbles to life. Boz cheers.

Boz: "Gimme a high three! Now we gotta hurry. The lithropods will be attracted to the vibrations."

Rep ☆+1.

Next - go to 337-5

337-11 You creep through the dark tunnels of the abandoned facility until you come across a bore tunnel. As you approach, an invertebrate creature emerges from the rock wall of the tunnel. A lithropod! Its luminous body undulates like a jellyfish as it crosses the tunnel and disappears into the rock on the other side. You breathe a sigh of relief.

Player: "I just spotted a lithropod. Came right out of the rock wall. It left behind a sort of discoloration in the rock. I'm taking samples."

You do a quick diagnostic on the rock, then climb in the cab of the tunnel and set about hot wiring it.

The chosen player makes a **TECHNICAL** skill check .

0-4 - go to 337-4

5+ - go to 337-12

337-12 The machine rumbles to life. You grab the controls and begin learning how to drive the strange contraption. Sena chimes in on the commlink.

Sena: "Transferring coordinates now."

Rep ☆+1. All players gain Perk Token +1.

Next - go to 337-5

337-13 Player: "Sena, trying hailing the mining colony. Let's see what they can tell us."

Sena: "On it."

A few minutes goes by, and Sena confirms.

Sena: "Someone's down there. I'm getting a response, but it's garbled. Should I land the ship?"

Player: "No, we do this by the book and go to Port Avulun first. That'll get us details and formalize our arrangement. I don't wanna do the job informally then not get paid."

Sena: "Very noble."

Player: "Pay keeps us flying."

Travel on the Beros System mini-map - go to 335-5

Leave Beros System and return to the galactic star map - go to 335-6

337-14 As you near Sepka, the holofeed crackles on.

Holofeed: "Thank goodness you're finally here!"

You're not used to being welcomed in such a way. Most places seem like they'd rather you not be there.

After a short wait, you're permitted to land in one of the sealed, dome-shaped hangars. A trio of armed miners cautiously approach.

Miner: "What's this, a bunch of worthless spacers? We were promised a squad of Merilian vets, and instead Orecorp sends us these scruffy spindrifters?"

Player: "Hey, we have no idea what you're talking about."

Miner: "C'mon, we better get you in to the safe zone."

You follow them to a lift that takes you up to an observation tower. The

tower is full of miners, living in what feels like a makeshift camp. From the observation tower you can see the mining operation, but it doesn't appear to be in use.

Player: "Did we land on a holiday?"

Miner: "No, haven't you heard? We've been attacked by lithropods. Those of us who've survived have been holed up here in this tower where it's safe. They don't come up here."

Is A-3 circled in the ship log database?

Yes - go to 337-15

No - go to 337-26

337-15 Player: "Yeah, we've heard about the attacks. In fact, we might just be able to help you guys out."

The first player must choose 1:

Sell arms cargo  to the miners - go to 337-16

Sell item cards (020 only) to the miners - go to 337-20

Help deal with the lithropods - go to 337-21

337-16 You speak with a Human mine foreman.

Player: "Looks like you guys could use some weapons to help defend yourselves."

Foreman: "Sure could. But there's an arms embargo due to the civil unrest on Beros, so we're screwed."

Player: "You're in luck my friend. We got just the thing!"

Sena interrupts, her voice coming over your commlink.

Sena: "Um, we got a little problem. I'm scanning lithropod activity, and it appears they're headed this way!"

Player: "Then we'd better be quick!"

All players must make an **AGILITY** group  skill check  . Goal: 6

Success - go to 337-17

Fail - go to 337-19

337-17 You rush back to the Zephyr and quickly unload the arms, hurried along by Sena's dire warnings.

Sena: "We have to go! The lithropods could cause catastrophic damage to the Zephyr!"

Player: "Okay, we gotta go, folks! Great doing business with you!"

The miners thank you, and you hurriedly take off.

You may return up to 2 arms cargo  to the supply. For each, Profit +2.

Next - go to 337-18

337-18 Sena: "Phew! Glad to be out of there. Where to next?"

Pass the first player token to the left.

Choose 1:

Travel on the Beros System mini-map - go to 335-5

Leave the Beros System and return to the galactic star map - go to 335-6

337-19 You rush back to the Zephyr and quickly unload the arms, hurried along by Sena's dire warnings.

Sena: "Lithropod approaching the ship!"

The creature floats slowly toward the Zephyr like a large jellyfish. One of the miners brings up a modified plasma drill and aims it at the creature.

Miner: "You gotta hit it with plasma or lasers!"

Even as they blast the creature with the ungainly drill, a few of its tentacles brush the ship, phasing through the hull like butter!

Player: "Okay, we gotta go! Great doing business with you!"

Threat +1. Risk +1.

You may return up to 2 arms cargo  to the supply. For each, Profit +2.

Next - go to 337-18

337-20 You speak with a Human mine foreman.

Player: "Looks like you guys could use some gear to help defend yourselves."

Foreman: "Sure could. But Orecorp doesn't value our lives enough."

Player: "You're in luck, my friend. We got just the thing!"

Sena interrupts, her voice coming over your commlink.

Sena: "Um, we got a little problem. I'm scanning lithropod activity, and it appears they're headed this way!"

Player: "Then we'd better be quick!"

All players may collectively return a total of up to 3 item cards (020 only) from among their draw piles, discard piles, and readied slots to the card catalog. Gain an equal number of profit , then each player who searched their draw pile reshuffles.

Next - go to 337-18

337-21 You speak with a Human mine foreman.

Player: "We have something on our ship that might help. The Zephyr's scanners can filter for V-particles which are given off when a lithropod phases through solid matter. You could use it to warn of an imminent attack, and we can show you how."

Foreman: "Flux yeah, that would be quite helpful."

Player: "Great, grab a couple of your techs and let's head down to the Zephyr!"

You make your way down the lift and through the corridors. You're almost to the hangar when Sena interrupts, her voice coming over your headsets.

Sena: "I'm scanning lithropod activity, and there's a wave headed this way!"

One of the techs warns you about the creatures.

Tech: "They can't be fought with slag or vibro weapons—only energy weapons seem to affect them. Keep your distance and blast 'em!"

All players must dismiss all readied "Slag", "Slagger", and "ViBlade" Weapon item cards, and then make an **(AIM)** group  skill check  . Goal: 6

Success - go to 337-22

Fail - go to 337-25

337-22 The lithropods appear suddenly, phasing through the walls of the hangar. They look like large jellyfish, somewhat translucent with long tentacles. They move slowly, making them easy targets, but you must be careful not to get splattered by their remains, as they can phase right through skin and bone.

All players gain Rep +1.

Engineering must make a **(TECHNICAL)** skill check  .

0-6 - go to 337-23

7+ - go to 337-24

337-23 Sena: "More lithropods are closing on us! We must leave before they cause catastrophic damage to the ship!"

Player: "Just a minute, Sena!"

Sena: "We literally don't have a minute!"

The miners are understanding and give you a couple crates of ore as thanks.

Threat +1. Gain 2 rare or hazardous cargo tokens .

Next - go to 337-18

337-24 "Okay, that should do it. These sensors should allow you to track the lithropod swarms. It's not perfect, but it should help."

The foreman thanks you profusely.

Foreman: "We appreciate you helping us out. We're sending you with some rare ore as thanks. Maybe you can sell it for money?"

As you're leaving, one of the techs begs to come along.

Rep +1. Gain a sidekick card (050). Gain 2 rare or hazardous cargo .

Next - go to 337-18

337-25 The lithropods appear suddenly, phasing through the walls of the hangar. They look like large jellyfish, somewhat translucent with long tentacles. They move slowly, making them easy targets, but you must be careful not to get splattered by their remains, as they can phase right through skin and bone.

Threat +1. Engineering must make a **(TECHNICAL)** skill check  .

0-6 - go to 337-23

7+ - go to 337-24

337-26 You speak with a Human mine foreman.

Player: "You guys look pretty banged up."

Foreman: "We've been cut off from our sickbay and ran out of medpacks days ago."

Player: "We have a small medlab on our ship. We could treat your wounded."

Foreman: "We'd be grateful. Would even give you a load of ore as payment."

Player: "Deal!"

Sena's voice crackles in your commlink.

Sena: "Cook-E spotted a lithropod phasing out of a wall near the ship. Better hurry up before he tries to make a fricassee out of it."

You gather up the wounded and head back to the Zephyr as fast as you can.

All players must make an **(AGILITY)** group  skill check  . Goal: 6

Success - go to 337-27

Fail - go to 337-23

337-27 You make it up the cargo ramp and into the medlab while Patch fusses at you to be more gentle with the patients. There isn't much time.

All players gain Perk Token +1.

Science must make a **(TECHNICAL)** skill check  .

0-6 - go to 337-23

7 - go to 337-28

8+ - go to 337-29

337-28 Sena: "The lithropods are closing on us! We must leave before they cause catastrophic damage to the ship!"

Player: "How? They're like floppy invertebrates!"

Sena: "You're going to want to trust me on this one."

Player: "Okay, all set. Take two of these every four hours."

The miner reads the label on the bottle.

Miner: "It says placebo. What is placebo?"

Player: "A powerful pain reliever! Don't overdo it!"

Rep +1. Gain 2 rare or hazardous cargo tokens .

Next - go to 337-18

337-29 Sena: "The lithropods are closing on us! We must leave before they cause catastrophic damage to the ship!"

Player: "How? They're like floppy invertebrates!"

Sena: "You're going to want to trust me on this one."

Player: "Okay, you're all patched up. Now we gotta split."

But one of the miners wants to join the crew and stays behind.

Rep +1. Gain a sidekick card (050). Gain 2 rare or hazardous rare cargo .

Next - go to 337-18

338

Choose your current context:

Gunrunning A - go to 338-1

Catalyst - go to 338-2

Bombs Away - go to 338-3

Trapped on Sepka - go to 338-4

None/Other - go to 338-5

338-1 You pierce the thick smoggy cloud layer and make your final descent to Port Avulun, a sprawling, industrial factory city that churns out most of the ships used throughout the galaxy. As you circle in to find your docking well, you can see thousands of small ships and drones swarming the structural frames of partially constructed ships, lined up as far as the eye can see.

Player: "One of us needs to venture into Whisper Alley and meet with Spinbot D'anika. She's our contact."

Move the Zephyr standee and all waypoint rings from the mini-map to the Beres System location (327) on the galactic star map.

Remove all game pieces from the location book and turn to page 15.

Make Action 04 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Gunrunning A*.

Begin a round in the location book.

338-2 You pierce the thick, smoggy cloud layer and set eyes on Port Avulun, a sprawling, industrial factory-city that churns out machines of war and refrigerators, but mostly machines of war.

Sena: "Requesting a landing pad."

Player: "Rainy day."

Sena: "This is Port Avulun. Every day is a rainy day."

You bring the Zephyr between smokestacks and the massive floating carbon extractors, and set her down gently in the assigned docking well.

Player: "One of us needs to take the black box to the Spinbot. Apparently she hangs out at a place called Gonzor's in Whisper Alley."

Cook-E: "Can ye take me along, matey?"

Player: "Only if you promise to lose the hat and apron."

Cook-E: "Never!"

Move the Zephyr standee and all waypoint rings from the mini-map to the Beres System location (327) on the galactic star map.

Remove all game pieces from the location book and turn to page 15.

Make Action 04 required !!!

Take a note that until the location book is closed or until otherwise instructed, your context is: *Catalyst*.

Begin a round in the location book.

338-3 The Zephyr pierces the turbulent blanket of smog and descends on the rain-drenched industrial port city of Avulun.

Player: "What an absolute craphole. At least the rain washes the filth away."

Sena: "Actually, the rain's the filthiest part."

You bring the Zephyr in past the factory forges to a covered docking well. The blast doors above grind shut, blocking out the rain.

Player: "One of us needs to venture into Whisper Alley to find that maintenance bot, Fifty."

Move the Zephyr standee and all waypoint rings from the mini-map to the Beres System location (327) on the galactic star map.

Remove all game pieces from the location book and turn to page 15.

Make Action 04 required !!!

Take a note that until the location book is closed or until otherwise

instructed, your context is: *Bombs Away*.

Begin a round in the location book.

338-4 Traffic whizzes by as you weave between giant smokestacks and land in a rainswept public docking cube, just big enough for the Zephyr.

Sena: "You should be able to find cargo among the dealers here, and if you really care, perhaps a few upgrades for yours truly?"

Player: "We'll see what we find."

Sena: "Take my scanner findings to the Job Postings department of the Enforcement Bureau and see if they can use the data to help those miners. They have it hard enough there as it is."

Draw a token from the bag and resolve its effect.

Move the Zephyr standee and all waypoint rings from the mini-map to the Beres System location (327) on the galactic star map.

Remove all game pieces from the location book and turn to page 15.

Make Action 02 required !!! A player at this action must choose the 'Job Postings' option.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Trapped on Sepka*.

Begin a round in the location book.

338-5 You pierce the thick, smoggy cloud layer and set eyes on Port Avulun, a sprawling industrial factory-city that churns out machines of war and refrigerators, but mostly machines of war.

Sena: "Shall I request a landing pad?"

Choose 1:

Land - go to 338-6

Travel - go to 338-7

338-6 **Player:** "Yeah, bring us in please, Sena."

Traffic whizzes by as you weave between giant smokestacks and land in a rainswept public docking cube, just big enough for the Zephyr.

Sena: "You should be able to find cargo among the dealers here, and if you really care, perhaps a few upgrades for yours truly?"

Remove any waypoint rings and other tokens from the location book.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Beres System location (327) on the galactic star map.

Turn to page 15 in the location book, Port Avulun.

Being a round in the location book.

338-7 **Player:** "Eh, this crew is short enough brain cells, without breathing in that air. Let's keep moving."

Pass the first player token to the left.

Choose 1:

Travel on the Beres System mini-map - go to 335-5

Leave the Beres System and return to the galactic star map - go to 335-6

339

Choose your current context:

Weapons of War - go to 339-1

Mine Verdium - go to 339-18

Breaking of Aldess - go to 339-34

None/Other - go to 339-43

339-1 **Sena:** "Nearing Zannor's Impact."

Draw 2 tokens from the bag and apply their effects.

Next - go to 339-2

339 - CONTINUED

339-2 Your course takes you uncomfortably close to the shattered remains of Aldess, now a planet-sized mass grave for billions of unfortunate beings.

Sena: "Spacers, energy readings from the surface indicate Krunk activity in the region of the impact."

Player: "The Messandi Warhead was a doomsday weapon created to defeat the Krunk, but it killed the entire planet. I wonder if the Krunk appreciate the universe's perverse sense of humor?"

The first player must choose 1:

Investigate the surface - go to 339-3

Travel - go to 339-5

339-3 The Zephyr eases into an orbital position to better spy on the Krunk on the surface.

All players must make a **PLAN** group skill check. Goal: 5

Success - go to 339-4

Fail - go to 339-17

339-4 **Player:** "Not sure what this is, but I think I found them!"

You gather around the holo and discuss your findings. It shows a large, wheeled machine moving excruciatingly slow through a field of orb-shaped objects. A mechanical arm at the front slowly picks up an orb, and moves to place it in its bin.

Player: "It looks like some kind of harvester"

As you watch, the orb in the machine's clutches breaks into thousands of small pieces that flutter away like butterflies.

Player: "Well that really cleared things up, didn't it? Save this for the Armada to research later."

Gain 1 science project. All players gain Perk Token +1.

Circle G-3 in the ship log database.

Next - go to 339-5

339-5 **Player:** "Move us out."

Pass the first player token to the left.

Travel on the Remnants of Aldess mini-map - go to 339-6

339-6 Is Action 02 locked?

Yes - go to 339-7

No - go to 339-8

339-7 **Sena:** "Our decoys are working. We've avoided the Krunk."

Remove a lock token from Action 02.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

339-8 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

339-9

339-13

339-9 **Player:** "Looks like we got company: Krunk fighter patrol. We better hurry and plot a course out of here."

Navigation must make a **PLAN** skill check.

0-6 - go to 339-10

7 - go to 339-11

8+ - go to 339-12

339-10 **Player:** "We can't outrun them, not in this debris! They're too maneuverable! Looks like we're doing this the old-fashioned way!"

Cook-E: "Aye, in black 'n white?"

Player: "More like with cannons and foul tempers."

Move the Zephyr standee and all waypoint rings from the mini-map to the Remnants of Aldess location (318) on the galactic star map.

Remove all game pieces from the location book and turn to page 21.

Lock Action 02. If playing with 3 or fewer players, lock Action 02 with 2 lock tokens.

Place Small Blips A, B, C, and D (Krunk Fighters) on sectors 3, 4, 5, and 6.

Set Dials A, B, C, and D to the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Krunk Patrol B*.

Begin a round in the location book.

339-11 **Player:** "It's going to be tight!"

Sena: "I got this, Sena."

The fighters spot you and change their trajectory to intercept the Zephyr. But just as the first blasts rock the ship, you finish plotting your course and escape!

Perk Token +1. Roll the chance die, draw a number of tokens from the bag equal to the result, and apply their effects.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Weapons of War*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

339-12 You hold your breath until you're certain the danger has passed. The Krunk never even knew you were there!

Rep +1.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Weapons of War*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

339-13 **Sena:** "Picking up a signal: Krunk fighter patrol. You'd better hurry and plot a course out of here."

Navigation must make a **PLAN** skill check.

0-5 - go to 339-14

6 - go to 339-11

7+ - go to 339-12

339-14 **Player:** "They're already on us! Battle stations, everyone! If we can't outrun, then we gotta outgun."

Move the Zephyr standee and all waypoint rings from the mini-map to the Remnants of Aldess location (318) on the galactic star map.

Remove all game pieces from the location book and turn to page 27.

Lock Action 02. If playing with 3 or fewer players, place an additional lock token on Action 02.

Place Small Blips A, B, C, and D (Krunk Fighters) on sectors 3, 4, 5, and 6. Set Dials A, B, C, and D to the number of players.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Krunk Patrol A*.

Begin a round in the location book.

339-15 **Player:** "It's going to be tight!"

Sena: "I got this, Sena."

The fighters spot you and change their trajectory to intercept the Zephyr. But just as the first blasts rock the ship, you finish plotting your course and escape!

Perk Token +1. Roll the chance die, draw a number of tokens from the bag equal to the result, and apply their effects.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

339-16 You hold your breath until you're certain the danger has passed. The Krunk never even knew you were there!

Rep +1.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

339-17 **Player:** "Not sure what this is, but I think I found them!"

You gather around the holo and discuss your findings. It shows a large, wheeled machine moving excruciatingly slow through a field of orb-shaped

objects. A mechanical arm at the front slowly picks up an orb, and moves to place it in its bin.

Player: "It looks like some kind of harvester. Huh. Now what did the machine just fire? Looks like some kind of... oh no. Incoming!"

An alarm goes off indicating the Zephyr has a target lock on it.

Player: "Evasive maneuvers!"

Threat +1. Draw 2 tokens from the bag and apply their effects.

Gain 1 science project . Circle G-3 in the ship log database.

Next - go to 339-5

339-18 Sena: "Nearing Zannor's Impact."

Draw 2 tokens from the bag and apply their effects.

Next - go to 339-19

339-19 You join the debris orbiting the shattered planet of Aldess. Zannor's Impact appears like a molten spiderweb, radiating from the impact point.

Patch: "MEEP MOOP!"

Player: "This place creeps me out too, Patch. I hope this old Dig-Rite 3000 can still do the job. Looks way past its prime."

Sena: "It'll do fine. Just make sure to work efficiently as a team. We won't have much time, as the antimatter fallout will begin to unmake the ship, your equipment, and eventually your bodies."

Player: "Okay, Sena with the hot safety tip. Nobody get unmade."

The ship shakes.

Player: "We're in the pipe! Time to make our approach!"

The first player must choose a player to land the ship on the treacherous surface. The chosen player must make a **(PILOT)** skill check .

0-5 - go to 339-20

6-7 - go to 339-32

8+ - go to 339-33

339-20 There's a loud, scraping sound, followed by alarms and the hiss of a broken steam pipe!

Sena: "Abort, spacer!"

You give a pitiable squeal.

Player: "I can't do this! I can't do this!"

But after a couple of attempts, you finally set down safely, a little further away than intended.

Threat +1. Gain a Stress card (012).

Draw a token from the bag and apply its effect you or a station you control.

Next - go to 339-21

339-21 You make your way slowly across the jagged shards of glass that make up the surface of the blasted planet, until you reach the oddity. You stand at the edge of a strange outcropping of what at first looks like some kind of plant life.

Player: "Ridiculous that anything could live on this rock."

You approach the vegetation for a closer look, and you see it looks more artificial. The plants appear to be constructed of millions of tiny black and white platelets that move and react to touch.

Player: "It's growing out of verdium! Holy Veerdark, we're right on top of a major lode!"

Not only have you found a great supply of verdium, but it's also infested with this strange discovery.

Choose 1:

Excavate the infested verdium - go to 339-22

Scrounge for outlying sources - go to 339-29

339-22 Player: "Let's mine right here!"

Patch: "MEEP MOOP!"

Player: "We'll just take them with us. We can study them or sell them to some eggheads. Any we don't need can just hit the smelters with the ore."

As a group, you may choose to mine up to 3 units of verdium.

For each unit mined, place a science project token from the supply on job card 070, Mine Verdium. If this job card is deactivated while it has tokens on it, return those tokens to the supply.

How many did you mine?

1 - go to 339-23

2 - go to 339-23

3 - go to 339-26

339-23 You mine what you can, then rush back toward the Zephyr as a swarm of tiny angry insects made from the same platelet structure as the plants give chase.

All players must make an **(AGILITY)** group skill check Goal: 5

Success - go to 339-24

Fail - go to 339-25

339-24 You manage to escape with your haul and initiate the launch sequence.

Move the waypoint ring for Mine Verdium to the Niven location (322) on the galactic star map.

Pass the first player token to the left.

Choose 1:

We want to resolve another waypoint ring in this system - go to 199-8

Travel on the galactic star map - go to 199-9

339-25 You manage to escape with your haul, but not before being stung in the rump several times by the insects. It's no big deal though, and after securing your cargo, you initiate the launch sequence.

No big deal until the toxin sets in.

Threat +1.

Each player who failed their part of the group skill check gains a Stress card (012).

Gain job card 080, Toxic Avengers. Time is of the essence, and you must activate it.

Move the waypoint for Mine Verdium to the Niven location (322) on the galactic star map.

Pass the first player token to the left.

Choose 1:

We want to resolve another waypoint ring in this system - go to 199-8

Travel on the galactic star map - go to 199-9

339-26 Player: "Great haul, everybody! Let's head back!"

But as you hike back, a ship flies low overhead on a landing vector. It isn't Krunk, but you stay wary. When you crest the hill, you're confronted by a group of Forex mercenaries lounging by the Zephyr.

Player: "What do you bozos want?"

Forex Thug: "The verdium of course! Thanks for digging it up for us."

Their faces are hidden behind full helmets, sweet ponchos blowing in the breeze. There's an intense pause as you size each other up, but you all know exactly how this is going to go down.

All players must make an **(AIM)** group skill check Goal: 6

Success - go to 339-27

Fail - go to 339-28

339 - CONTINUED

339-27 *One of you looks up at the sun and nods.*

Player: "Beautiful day, isn't it?"

Everyone else agrees, and you step over the bodies of the Forex mercs and load the verdium onto the Zephyr.

All players gain Rep ★+1. Pass the first player token to the left.

Move the waypoint ring for Mine Verdium to the Niven location (322) on the galactic star map.

Choose 1:

We want to resolve another waypoint ring in this system - go to 199-8

Travel on the galactic star map - go to 199-9

339-28 *You manage to drive them off, but not before they shoot holes in you and steal some of your ore. But there's no time to cry about it—you have to get off this rock before the Zephyr disintegrates!*

Threat ⚡+1. Each players who failed their part of the group ⚙ skill check gains an Injured card (011).

Return 1 science project token 🔬 from job card 070, Mine Verdium to the supply. If you haven't already, check the Forex box in the wanted by section of the ship log.

Move the waypoint for Mine Verdium to the Niven location (322) on the galactic star map.

Pass the first player token to the left.

Choose 1:

We want to resolve another waypoint ring in this system - go to 199-8

Travel on the galactic star map - go to 199-9

339-29 *You decide to avoid the creepy, synthetic plant-things, and hunt down a clean source of ore.*

All players must make a **HUNT** group ⚙ skill check 🎯. Goal: 6

If any player is a Tremok, reduce the goal to 5.

Success - go to 339-30

Fail - go to 339-31

339-30 *Sena: "Hurry back, spacers. This place is starting to wear us down."*

Player: "On our way, Sena!"

As a group, you may choose to mine up to 3 units of verdium.

For each unit mined, roll the chance die, gain a number of risk ⚠ equal to the result, and then place a rare cargo token 📦 from the supply on job card 070, Mine Verdium. If this job card is deactivated while it has tokens on it, return those tokens to the supply. Move only the waypoint for Job 070, Mine Verdium, to the Niven location (322) on the galactic star map.

Pass the first player token to the left.

Choose 1:

We want to resolve another waypoint ring in this system - go to 199-8

Leave the Remnants of Aldess and return to the galactic star map - go to 199-9

339-31 *Sena: "Hurry back, spacers. This place is starting to wear us down."*

Player: "This is harder than it looks, Sena!"

Sena: "You'll find dying quite easy."

Roll the chance die and gain a number of risk ⚠ equal to the result.

Place a rare cargo token 📦 from the supply on job card 070, Mine Verdium. If this job card is deactivated while it has tokens on it, return those tokens to the supply.

Move the waypoint ring for Mine Verdium to the Niven location (322) on the galactic star map. Pass the first player token to the left.

Choose 1:

We want to resolve another waypoint ring in this system - go to 199-8

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

339-32 *You spot a circular patch of ground that has far less of the jagged glass outcroppings that make the surface so treacherous. You ease the ship down for a nice gentle landing.*

Player: "Okay, time to get that verdium and get paid!"

That's when the geyser you landed on spews sulphur gas all over the ship. Cook-E runs onto the bridge.

Player: "Arrr, who's cookin' eggs without me?"

You move the ship to a safer, less stinky spot.

Gain a Stress card (012).

Next - go to 339-21

339-33 *You plummet straight toward the surface, and jam on the thrusters at the last moment to clear a patch. It's a pro move and you strut around for a couple of days annoying everybody by reminding them how excellent your landing was.*

Rep ★+1.

Next - go to 339-21

339-34 *Sena: "Nearing Zannor's Impact."*

Draw 2 tokens from the bag and apply their effects.

Next - go to 339-35

339-35 *Instrumentation goes haywire and a strange amorphous image appears on consoles and the holofeed. Then, panels, lights—everything flickers and goes completely dark. The background noise of the ship dies off, save the whining sound of the reactor powering down. The emergency lights wink on, signifying that you're on limited backup power.*

Player: "I got some kind of strange reading from Zannor's Impact just before everything shut down!"

Cook-E: "Reroutin' reserve power to the fridge!"

Player: "The heck you will. Cook-E, get off the bridge!"

You're vulnerable, drifting in an unstable orbit around Aldess.

Choose 1:

Investigate the disturbance - go to 339-36

Restore power - go to 339-40

339-36 *Player: "No point restoring power until we know why we lost it. Sena, help us analyze the data."*

All players must make a **TECHNICAL** group ⚙ skill check 🌐 ⚡. Goal: 5

Success - go to 339-37

Fail - go to 339-39

339-37 *Player: "We received a signal just before the event. Trying again to lock onto it before we drift out of range!"*

You gather around and listen to the staticky transmission. A crackling and indistinct voice can be heard.

???: "Astrid's Sp... mayday... going down..."

As the signal fades, you're left dumbfounded.

Player: "Impossible! Astrid's Spear was annihilated at Zannor's Impact more than a century ago!"

Sena: "I warned you, the continuum is damaged here."

Running out of time, you desperately search for shreds of signal, until you find something.

???: "This is... Hern of the Shrike... on me in three... two..."

Sena: "That's her! That's my Gala!"

The Zephyr drifts out of the disturbance and suddenly all systems begin rebooting!

Gain 1 science project 🔬. Risk ⚠+1. All players gain Improve 📈+1.

Next - go to 339-38

339-38 *Player: "I guess we're back. Let's go."*

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

339-39 *Player: "We received a signal just before the event. Trying again to lock onto it before we drift out of range!"*

You gather around and listen to the staticky transmission. A crackling and indistinct voice can be heard.

???: "Astrid's Sp... mayday... going down..."

As the signal fades, you're left dumbfounded.

Player: "Impossible! Astrid's Spear was annihilated at Zannor's Impact more than a century ago!"

Sena: "I warned you, the continuum is damaged here."

The Zephyr drifts out of the disturbance and suddenly all systems begin rebooting! As screens flicker on, you realize the Zephyr's scanning signatures are acting like a beacon, possibly drawing attention to you.

Threat +1.

Next - go to 339-38

339-40 *Player: "All hands, let's get the juice back up and running!"*

All players must make a **REPAIR** group skill check . Goal: 6

Success - go to 339-41

Fail - go to 339-42

339-41 *Player: "We received a transmission, like a bundle of old signals and transmissions. It's a program of some kind that somehow got stuck in a perpetual loop in our system. Luckily we were able to isolate it and save it."*

Sena: "Good work, spacers. That might be worth some money."

All players gain Perk Token +1. Gain 1 science project .

Next - go to 339-38

339-42 *Player: "We received a transmission, like a bundle of old signals and transmissions. It's a program of some kind that somehow got stuck in a perpetual loop in our system. Luckily we were able to wipe it and reboot the system. Unfortunately, it took a while for everything to come back on line."*

Life Support -2.

Next - go to 339-38

339-43 *Sena: "Nearing Zannor's Impact."*

Draw 2 tokens from the bag and apply their effects.

Next - go to 339-44

339-44 *The view of Aldess is chilling. An entire once-thriving planet now broken, barren, and inhospitable. Visible from space is the crater called Zannor's Impact. Massive cracks in the planet's mantle radiate outward from the impact, exposing its molten core.*

Sena: "You know, I'm getting some pretty weird readings from around the impact site. You guys might want to look at this."

Player: "Eh, probably just fallout from the blast. It's only been a hundred years and some change."

You all gather around and pull up the scanner feed, dialing in on the area.

Player: "What the helix? That looks like plant life to me."

Sena: "This could be an important scientific discovery, and because no one ever comes here, it's likely gone unnoticed for some time!"

The first player must choose 1:

Investigate the discovery - go to 339-45

Travel - go to 339-53

339-45 *You land at the outskirts of the anomalous zone, and gear up for an excursion. As you descend the cargo ramp, you all marvel at the bizarre sight of a thriving alien ecosystem, nestled in the blasted wastes of Aldess.*

Player: "It's an actual forest! This changes everything."

Cook-E looks at the vegetation and shrugs.

Cook-E: "Can ye cook with it though?"

Choose 1:

Gather specimens to sell - go to 339-46

Explore the forest - go to 339-49

339-46 *You begin examining the strange plants and gathering samples along the forest edge.*

Player: "It's weird, these plant things almost seem... mechanical in nature."

You notice the strange fronds shrink from your touch by rearranging the tiny platelets that make up their form. The surface of the plants gives off an iridescent sheen.

All players must make a **TECHNICAL** group skill check . Goal: 6

Success - go to 339-47

Fail - go to 339-48

339-47 *As you harvest samples into stasis containers, the entire forest shudders in reaction.*

Player: "Yeah, that's enough. This place is creeping me out. More qualified people should be doing this."

Everyone hurries back to the Zephyr and you lift off.

Gain 1 science project . All players gain Perk Token +1.

Logistics may roll the chance die and gain that many hazardous cargo .

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

339-48 *As you harvest samples into stasis containers, the entire forest shudders in reaction. Then you hear a sound like the buzzing of a hive of bees. Rising up from the forest is a swarm of tiny creatures, made from the same iridescent platelets as the plants, only these are armed with glistening needles.*

Player: "Run!"

You scramble up the hill toward the Zephyr. Somebody drops a stasis container and it shatters on the rocky ground. When you reach the ship, you hastily raise the cargo ramp, then lift off.

Each player who failed their part of the group skill check gains an Injured card (011). Each player who passed gains a Stress card (012).

Logistics may roll the chance die and gain that many hazardous cargo .

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

339-49 *You make your way into the strange forest. The plants are taller the deeper you travel toward the rim of the impact crater.*

Player: "These plant things almost seem... mechanical in nature."

You notice the strange fronds shrink away at your touch by rearranging the tiny platelets that make up their form. The surface of the plants give off an iridescent sheen. You arrive at the crater's edge and peer into the bowl-shaped depression that stretches for miles, and gasp when you discover it is filled with strange plants. Something stands out at the bottom of the crater.

Player: "What is that?"

Is G-2 circled in the ship log database?

Yes - go to 339-50

No - go to 339-51

339-50 You zoom in with your viewmaster, and are shocked to see a familiar sight. It's the same type of construct hidden inside the moon of Riktos! The markings on its side match perfectly!

Player: "That Messandi Warhead they dropped on Aldess, it wasn't a bomb at all! It was a Star Seed! Let's get images, samples, everything! Pack those stasis containers full!"

Sena: "Um, motion sensors are picking up movement in the impact site."

Looking back in the crater, you see hundreds of multi-legged creatures like bugs, but made of the same material as all of the plants around you. They fly into the air in a wedge pattern, then zoom toward your location.

All players must make an **(AGILITY)** group  skill check . Goal: 4

Success - go to 339-51

Fail - go to 339-52

339-51 Player: "Sena, fire up those engines!"

The crew breaks from the forest edge with a swarm of strange, insectoid creatures not far behind. You scramble over the charred earth back toward the ship, and as you approach the cargo ramp, you hear a tinkling sound. Hundreds of tiny needles bounce off the Zephyr's metal hull, embedding in your gear and scattering on the ground. After you take off, Patch inspects everyone to ensure nobody was pierced by the needles, which he later discovers are laced with a mild neurotoxin.

All players gain Perk Token +1. Circle G-3 in the ship log database. Gain 1 rare cargo token . Roll the chance die and gain that number of hazardous cargo tokens . Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

339-52 You hear the swishing behind you as your pursuers gain on you from behind. Finally, you break free of the forest and scramble toward the ship!

Then you feel a sting, then another, as tiny metal needles embed themselves in your skin. The effect is almost immediate. Your vision blurs, and your extremities become numb, making your movements clumsy and awkward, and you think to yourself that it actually feels kinda nice. It's hard to push yourself to get back to the ship, and you drop some gear along the way.

Gain 1 rare cargo token . Gain 1 science project .

Circle G-3 in the ship log database. All players gain a Stress card (012).

Each player who failed their part of the group  skill check must return a readied card to the card catalog, unless they are a Myriad or Nexu.

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

339-53 Player: "As fascinating as the readings are, we have more pressing tasks ahead of us right now."

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

340

Choose your current context:

Weapons of War - go to 340-1

Mine Verdium - go to 340-10

Breaking of Aldess - go to 340-21

None/Other - go to 340-23

340-1 Sena: "Be careful. We're approaching the old ship graveyard. Still a lot of dangerous debris."

Draw 2 tokens from the bag and apply their effects.

Next - go to 340-2

340-2 You're filled with a sense of both wonder and dread as you peer out the viewport at the chunks of ancient warships that make up much of the debris field.

Player: "Some of these old ships are still largely intact."

Sena: "Looks are deceiving. The Messandi Warhead unleashed a strange interdimensional wave of energy. Some physical matter just disappeared from this dimension, leaving ships with numerous untenable hull breaches. It has been claimed that some pockets of interdimensional matter still exist in this debris field."

The first player must choose 1:

Salvage what you can - go to 340-3

Study interdimensional pockets - go to 340-6

Travel - go to 340-9

340-3 As you venture deeper into the ship graveyard, you spot several ships that look promising.

Risk +1.

All players must make a **(HUNT)** group  skill check  . Goal: 6

Success - go to 340-4

Fail - go to 340-5

340-4 Player: "Oh yeah, look at this haul! And it's all ours."

Supplies +2. All players gain Perk Token +1.

The first player may check a ship upgrade in the ship log and add its token to the draw bag (for the Smuggling Hold upgrade, slot its token into the Logistics board instead). Pass the first player token to the left.

Next - go to 339-6

340-5 You find some enticing salvage, but unfortunately it's contaminated by weird energies from another dimension, making it totally ick. Some of it has even infected the Zephyr. There's no way to decontaminate, since the stuff doesn't follow the laws of physics.

Supplies +2. Threat +1. Gain 2 hazardous cargo tokens .

Pass the first player token to the left.

Next - go to 339-6

340-6 Player: "I'm getting strange readings from that cruiser. Sena, what do you make of it?"

Sena: "The readings do not make sense except in a universe unlike ours."

The first player must choose another player to go inside the derelict ship.

The chosen player must make a **(HUNT)** skill check  .

0-6 - go to 340-7

7+ - go to 340-8

340-7 You enter the ship through a breach and follow Sena's directions. You find the source of the energy in a corner of an access corridor, and use the stasis tube Patch gave you to collect a sample.

Sena: "Picking up movement, spacer! Get out of there!"

As you turn to leave, you see a star slug big enough to fill the corridor squishing its way toward you.

Player: "It's just a star slug. Nothing to worry about. I've got the sample. I'll head back as soon as it passes!"

You press yourself against the wall and let the slug slide over you as it passes. It looks disquietingly similar to the last meal Cook-E prepared.

Gain 1 science project . Gain 1 rare cargo token .

The first player gains a Discord card (016). Threat +1.

Pass the first player token to the left.

Next - go to 339-6

340-8 You enter the ship through a breach and follow Sena's directions. You find the source of the energy in a corner of an access corridor, and use the stasis tube Patch gave you to collect a sample.

Sena: "Picking up movement, spacer! Get out of there!"

As you turn to leave, you see a star slug big enough to fill the corridor squishing its way toward you.

Player: "It's just a star slug. Nothing to worry about. I've got the sample. I'll head back as soon as it passes!"

You press yourself against the wall. The slug nods at you as it passes.

Igno: "'Sup?"

Player: "'Sup."

Rep ☆+1. Gain 1 science project . Gain 2 hazardous cargo tokens .

Pass the first player token to the left.

Next - go to 339-6

340-9 **Player:** "This place is creepy as all get out. Let's go."

Pass the first player token to the left.

Next - go to 339-6

340-10 **Sena:** "Be careful. We're approaching the old ship graveyard. Still a lot of dangerous debris."

Draw 2 tokens from the bag and apply their effects.

Next - go to 340-11

340-11 The Zephyr slips through the rocks and dust of the debris field, a silent reminder of the destruction that killed billions. You come upon the broken husks of giant warships that suffered the same fate. Fleets of ships from all over the galaxy, and Krunk ships too, all perished here in an instant, leaving behind a haunting starship graveyard.

Choose 1:

Enter the graveyard and hunt for salvage - go to 340-12

Travel - go to 340-20

340-12 **Player:** "Let's see what we can find. Gotta be lots of good stuff."

Sena: "Possibly. Spacers have been picking over these things for decades."

All players must make a **(HUNT)** group  skill check  . Goal: 6

Success - go to 340-13

Fail - go to 340-14

340-13 You spot a Ziloran frigate mostly intact, and approach within magnabeam range of the breach in its hull.

If the special devices stack is undamaged, you may spend 2 power  to use the Magnabeam. If you do not have 2 power , you may spend any combination of life support  and supplies  to make up the difference.

If you use the Magnabeam, gain 1 common cargo token , then roll the chance die and gain a number of hazardous cargo tokens  equal to the result.

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

340-14 **Sena:** "Look lively, spacers! We have company!"

A Krunk frigate enters the field, moving slowly but deliberately toward your position! Chunks of debris and rock bounce harmlessly off its wedge-shaped armored ramming prow.

Choose 1:

Pilot your way out of the field - go to 340-15

Hide among the wreckage - go to 340-18

340-15 **Player:** "Get us out of here!"

The first player must choose a player to pilot the ship to safety.

The chosen player must make a **(PILOT)** skill check .

0-5 - go to 340-16

6+ - go to 340-17

340-16 The Zephyr shakes as the Krunk gunship hits you with a magnabeam. You curse, unable to make forward progress. Gunfire blasts the hull, but then you get an idea. You can't go forward, but you can swing to the side! You go hard to port, swinging the Zephyr until an enormous chunk of a destroyed fuselage passes between you and the gunship. The magnabeam's hold on you is severed, and the magnabeam, dialed to full intensity, grabs hold of the floating fuselage and smashes it into itself.

Player: "So long, jerks!"

You break free of the field and escape into clear space at full throttle.

Threat +1. Hull -1. Draw 2 tokens from the bag and apply their effects.

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

340-17 **Sena:** "We got an incoming torpedo!"

Player: "Hold on everyone, time to get wild."

You push your talents to the limit, dipping and swerving until the torpedo smashes into a chunk of rock. You break free of the field and escape into clear space at full throttle.

New catchphrase: Today is a good day to cry! You can gain the new catchphrase if you dramatically shout it to everyone at the table.

Rep ☆+1. Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

340-18 **Player:** "There! We'll hide inside!"

You point at the blasted remains of an Armada destroyer, and park the Zephyr inside its cavernous husk.

Player: "Hurry and shut everything down! We don't have much time!"

All players must make a **(SNEAK)** group  skill check  . Goal: 5 plus the number of damage tokens on ship stations.

Success - go to 340-19

Fail - go to 340-16

340-19 You hold your breath as you wait for the frigate to pass. Then you see a crew mate on the verge of sneezing, and your hopes plummet! With a look of fear and helplessness, they lose their struggle!

Player: "Achoo!"

The sound of it reverberates throughout the ship! You panic, but then Sena reminds you.

Sena: "In space, no one can hear you sneeze."

The gunship passes, and you happen to spot salvage inside your hiding spot.

All players gain Perk Token +1.

Each player may remove a Stress card (012) from their discard pile.

Gain an Unarmed Torpedo card (067). Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

340-20 *Player: "Let's stay clear of this mess and keep going."*

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic map - go to 199-9

340-21 *Sena: "Be careful. We're approaching the old ship graveyard. Still a lot of dangerous debris."*

Draw 2 tokens from the bag and apply their effects.

Next - go to 340-22

340-22 *Alarms sound on all consoles!*

Sena: "Warning! Incoming debris storm! Warning!"

Player: "Everybody, to your stations! Brace for impact!"

Move the Zephyr standee and all waypoint rings from the mini-map to the Remnants of Aldess location (318) on the galactic star map.

Turn to page 21 in the location book. Make Action 1 required **!!!**. Lock Action 2.

Place Large Blip A (Ship Wreckage) on sector 6.

Set Dial A to 2 plus the number of players.

Place 2 asteroid tokens  on sector 5, and 1 each on sectors 2 and 3.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Breaking of Aldess*.

Begin a round in the location book.

340-23 *Sena: "Be careful. We're approaching the old ship graveyard. Still a lot of dangerous debris."*

Draw 2 tokens from the bag and apply their effects.

Next - go to 340-11

341

Choose your current context:

Weapons of War - go to 341-1

Breaking of Aldess - go to 341-4

None/Other - go to 341-12

341-1 *Sena: "Verga is just ahead."*

You approach the moon of Verga, once known as Red Moon, now black as onyx and shrouded in particle fields. It was the home of the infamous Red Moon Redoubt, used as a last stand in the war against the Krunk that eventually culminated in the destruction of Aldess and everything in its orbit.

Draw 2 tokens from the bag and apply their effects.

Next - go to 341-2

341-2 *Player: "I see clear space ahead!"*

The holofeed flickers and Admiral Tethra's image appears. Surprise registers on her face.

Admiral Tethra: "Oh, you made it? Fantastic news! I was afraid you would all be space dust by now. Is the ship still in one piece?"

Player: "The ship is fine, and so are we, by the way. In case you're wondering."

Admiral Tethra: "Oh, don't be prickly. I am glad to see you are well, especially since the hopes of all sentient organic life rest upon your deeds. I am pleased to see my instincts about you were right. Now put on your big kid clothes and head to Tildar! Over and out!"

Each player may choose 1:

- Perk Token  +1.
- Remove a Stress card (012) from your draw or discard pile, then reshuffle.

Next - go to 341-3

341-3 *Player: "This place has been harrowing. And a good reminder of why our current task is so critical. Let's go."*

Pass the first player token to the left.

Move the waypoint ring for Weapons of War to the Tildar location on the galactic star map.

Move the Zephyr standee and all remaining waypoint rings from the mini-map to the Remnants of Aldess location (318) on the galactic star map.

Remove all game pieces from the location book and close it.

You may gain Risk  +1 to work the ship. Then, travel on the galactic star map.

341-4 *Sena: "Verga is just ahead."*

You approach the moon of Verga, once known as Red Moon, now black as onyx and shrouded in particle fields. It was the home of the infamous Red Moon Redoubt, used as a last stand in the war against the Krunk that eventually culminated in the destruction of Aldess and everything in its orbit.

Draw 2 tokens from the bag and apply their effects.

Next - go to 341-5

341-5 *You're passing by the moon Verga, once commonly known as Red Moon, now black as charcoal and shrouded in a dense particle field. There, the defenders of Aldess made their last stand against the Krunk, only to be slain by their own super-weapon.*

Sena: "Initiating orbital sequence."

Player: "There's so much debris! How will we find anything in this mess? It's like searching for a needle in a, uh..."

Sena: "Debris field in space? It's okay. You guys have this!"

Does any player have the **TELEPATHIC** prompt?

Yes - go to 341-6

No - go to 341-9

341-6 The next entry is for all players with the **TELEPATHIC** prompt.

Next - go to 341-7

341-7 *You forgo the scanners, preferring to rely on feelings and intuition. You find the necessary solitude in the magnabeam capsule and enter a meditative state. The torment of the century-old conflict and its tragic end pour into your soul. The agony proves too much!*

Player: "So much... unresolved anguish in this place. There are consciousnesses that linger here, locked in place forever, like shadows that can never vanish in sunlight."

Gain a Stress card (012). Discard all Perk Tokens .

Next - go to 341-8

341-8 *Later, when you regain consciousness, you see the worried faces of your peers.*

Player: "I know where it is! The Shrike!"

Patch: "MEEP MOOP!"

Player: "Why would I lie about that, Patch? Yeesh."

You convince the others to set course for coordinates you provide. The coordinates prove accurate, leading the Zephyr right to the remains of the Shrike, twisted and embedded in a cluster of rock and metal.

Player: "That's her alright. Let's suit up and see what we can find."

Sena seems uneasy.

Sena: "We should stay off the comms to avoid being detected by patrols. Please be careful. I don't want to solve the mystery of one friend by losing others."

Player: "Agreed, Sena. And don't worry, we'll be quick."

Pass the first player token to the left.

Move the Zephyr standee and all waypoint rings from the mini-map to the Remnants of Aldess location (318) on the galactic star map.

Remove all game pieces from the location book and turn to page 23.
 Make Action 01 required **!!!**. Lock Actions 05 and 06.
 Take a note that until the location book is closed or until otherwise instructed, your context is: *Breaking of Aldess*.
 Begin a round in the location book.

341-9 Player: "Everybody scan for different markers."

Sena: "I've added the Shrike's schematics to the ship database. That should help."

All players must make a **(PLAN)** group  skill check  . Goal: 5
 Success - go to 341-10
 Fail - go to 341-11

341-10 You orbit the cracked moon using the Zephyr's outdated recognition telemetry to scan each chunk of debris for anything that matches the Shrike's structural schematics. Finally, it homes in on a twisted cluster of rock and debris, with a distinct starship half-embedded.

Player: "That's her alright. Let's suit up and see what we can find."

Sena seems uneasy.

Sena: "We should stay off the comms to avoid being detected by patrols. Please be careful. I don't want to solve the mystery of one friend by losing others."

Player: "Agreed, Sena. And don't worry, we'll be quick."

Pass the first player token to the left.

Move the Zephyr standee and all waypoint rings from the mini-map to the Remnants of Aldess location (318) on the galactic star map.

Remove all game pieces from the location book and turn to page 23.

Make Action 01 required **!!!**. Lock Actions 05 and 06.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Breaking of Aldess*.

Begin a round in the location book.

341-11 Two hours passes, but you find nothing. You can hear the sadness in Sena's voice.

Sena: "We've spent too much time here."

Player: "Sena, I'm sorry. We don't know if it's just interference from Zannor's Impact, or if, well..."

Sena: "There's nothing left of her. I know. Thank you for trying. I'm sorry we've spent so much of our resources on this pointless endeavor."

Player: "It hasn't been pointless, Sena. At least you tried. While you miss your friend and yearn for closure, at least you are no longer burdened with wondering if you could have found her."

She does not respond.

You have failed to complete Breaking of Aldess. Banish its job card.

Remove all lock tokens from Action 02. Pass the first player token to the left.

Choose 1:

We want to resolve another waypoint ring in this system - go to 199-8
 Travel on the galactic star map - go to 199-9

341-12 Sena: "Verga is just ahead."

You approach the moon of Verga, once known as Red Moon, now black as onyx and shrouded in particle fields. It was the home of the infamous Red Moon Redoubt, used as a last stand in the war against the Krunk that eventually culminated in the destruction of Aldess and everything in its orbit.

Draw 2 tokens from the bag and apply their effects.

Next - go to 341-13

341-13 Glittering red particles flood your vantage from the viewscreen.

Player: "Beautiful."

Sena: "Sanguinum! Very rare and very expensive. They used to mine it on Red Moon. That's how it got its common name."

The disturbance from the particles plays havoc on the sensors, cloaking potential dangers, but possibly giving you some cover as well.

Choose 1:

Land on the moon - go to 341-14
 Travel - go to 341-30

341-14 Player: "Let's land and see what we can find. I like the sound of that sanguinum ore."

The first player must choose a player to land the ship on the uneven surface of the moon. The chosen player must make a **(PILOT)** skill check  .

0-5 - go to 341-15

6-7 - go to 341-27

8+ - go to 341-28

341-15 Giving up on instrumentation, you aim for a flat stretch of shiny, black glass just wide enough for the Zephyr. You set her down gently and breathe a sigh of relief. Then you hear a crunch and crackling as the glassy surface gives way and the ship plummets down a shaft, slamming hard on a subterranean shelf, twenty fathoms below!

Player: "Another perfect landing!"

Draw 3 tokens from the bag and apply their effects.

Next - go to 341-16

341-16 You're at the end of some kind of mining tunnel, twenty fathoms under the surface of the red moon. You push your hovercarts along, inspecting your surroundings.

Player: "Anybody else hear that?"

You hear a hollow, forlorn sound from the dark, and cast your beams into the tunnel. On the rough-hewn walls, tiny glints of red are reflected back... sanguinum crystals!

Player: "I think we're close to striking paydirt!"

The first player must choose 1:

Explore in search of sanguinum - go to 341-17
 One or more of us has the **(TELEPATHIC)** prompt - go to 341-25
 Nope! Launching the ship! - go to 341-19

341-17 You set off as a group down the tunnel in search of sanguinum, pushing hovercarts in case you get lucky. But as you advance, you notice the dreadful sound you heard earlier is getting louder.

After some time, you enter a chamber too large for your beams to illuminate. In your path is an old mining crawler the size of a large house and covered in fine dust. In one of its troughs you find what you're looking for. Chunks of unrefined sanguinum! You quickly begin loading the hovercarts.

The banging and clunking of loading the carts makes a racket, and you fail to notice the growing cacophony of strange howls surrounding you, until a shrill banshee wail chills you to the bone and you notice encroaching shadows.

Player: "Crap, we've got company!"

Patch: "MEEP MOOP!"

Player: "For once, we agree. Grab the carts and run!"

All player must make an **(AGILITY)** group  skill check  . Goal: 6
 Success - go to 341-18
 Fail - go to 341-24

342-357

341-18 *The shadowy shapes pursue you, crawling along the ceiling, skittering across the walls, feeding upon your fear. They have no physical form for your weapons to offer protection. Your only hope is to outrun them, but the carts of sanguinum are slowing you. When you finally run from the mouth of the mining tunnel, you are relieved to find the phantoms do not pursue.*

Gain 1 science project . For each player who passed their part of the group skill check, Logistics may gain 1 rare or common cargo token .

Next - go to 341-19

341-19 Was any player given the nickname 'Touchdown'?

Yes - go to 341-20

No - go to 341-21

341-20 *Everyone hurries from the tunnel, and quickly backtracks to the Zephyr. Minutes later, you're gone.*

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic star map - go to 199-9

341-21 *Everyone hurries from the tunnel, and quickly backtracks to the Zephyr.*

The player who landed the ship must now attempt a launch, and make a

PILOT skill check .

0-4 - go to 341-22

5+ - go to 341-23

341-22 *Getting the ship out of the awkward position you left it in takes longer than expected. But you manage to take off and leave the surface of the moon.*

Threat +1. Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic star map - go to 199-9

341-23 *You lift the ship and head back to space.*

Perk Token +1. Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic star map - go to 199-9

341-24 *The shadowy shapes pursue you, crawling along the ceiling, skittering across the walls, feeding upon your fear. They have no physical form for your weapons to offer protection. Your only hope is to outrun them, but the carts of sanguinum are slowing you, forcing you to dump the ore along the way, lest you join these strange haunts in their moon tomb. When you finally run from the mouth of the mining tunnel, you are relieved to find the phantoms do not pursue.*

All players gain a Stress card (012). Gain 1 rare cargo token .

Next - go to 341-19

341-25 The next entry is for all players with the **TELEPATHIC** prompt.

Next - go to 341-26

341-26 *Your mind is invaded by the moans and mutters of spirit entities, souls trapped between existence and non-existence, and the only thing they know—the only thing they hunger for—is fear.*

Player: "This place is a tomb. The dead haunt these halls, and buddy, they are pissed!"

The first player must choose 1:

Explore in search of sanguinum - go to 341-17

Nope! Launching the ship! - go to 341-19

341-27 *Giving up on instrumentation, you aim for a flat stretch of shiny, black glass just wide enough for the Zephyr. You set her down gently and breathe a sigh of relief. Then you hear a crunch and crackling and the ship leans at a slight tilt. You gear up and inspect the ship, finding one of its landing gears has fallen through a fissure in the brittle surface. Shining a beam into the fissure, you see a flat surface twenty fathoms below, not naturally formed.*

Player: "We should explore this!"

Improve +1. Draw a token from the bag and apply its effect.

Next - go to 341-16

341-28 *Giving up on instrumentation, you aim for a flat stretch of shiny, black glass just wide enough for the Zephyr. You set her down gently and breathe a sigh of relief. Then you feel a rumbling, and you fear you parked on unstable footing. Panning the floodlights, you see a jagged fissure in the glassy surface nearby. You gear up and exit the ship to inspect the fissure. Shining a beam into the darkness, you see a flat surface twenty fathoms below, and not naturally formed. You decide to investigate.*

Gain an Inspired card (015).

Gain the nickname 'Touchdown', replacing any nickname you currently have.

Is H-1 circled in the ship log database?

Yes - go to 341-29

No - go to 341-16

341-29 *You enter what appears to be a mining tunnel, twenty fathoms under the surface of the red moon. You inspect your surroundings.*

Player: "I think we might have just struck paydirt!"

Casting your beams into the tunnel, you can see tiny glints of red reflected back on the rough-hewn walls... sanguinum crystals!

Patch: "MEEP MOOP!"

You hear a familiar, hollow, forlorn sound from the dark.

Player: "I hear it too, Patch. It's the same as that phantom signal we picked up before."

The first player must choose 1:

Explore in search of sanguinum - go to 341-17

Aw heck no. We're out! - go to 341-19

341-30 Player: "Gorgeous view, but we can't stay here."

Pass the first player token to the left.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 339-6

Leave the Remnants of Aldess and return to the galactic star map - go to 199-9

342 - 347

These are campaign specific entries. Which campaign are you playing?

It All Started on Riva - find the entry on page 68 of this book

The Space Tycoon - find the entry between pages 77-78 of this book

Fighting Our Way Out - find the entry between pages 86-87 of this book

Free Play - forced retirement endings are not used during free play

348

You finish rebuilding an exotic device made with advanced technology. You have no use for it, but it should fetch a nice price the next time you sell cargo.

Science gains Rep +1. Gain 1 rare cargo token .

Return this science project token face down to the supply and randomize it.

349

Player: "Good news! I've got something we can sell!"

A few eyebrows arch as the bad news is awaited.

Player: "Er, but you know, we need to not jostle the ship or my thing will explode."

Science gains Rep ☆+1. Gain 1 hazardous cargo token ☼.

Return this science project token face down to the supply and randomize it.

350

You're not entirely certain how the device you've built works, due to the rare alien tech you incorporated. But you do know it will let ship systems communicate with far greater efficiency, while lowering the critical heat threshold for those systems at the same time.

Science gains Rep ☆+1.

The first player may check a ship upgrade in the ship log and add its token to the draw bag (for the Smuggling Hold upgrade, slot its token into the Logistics board instead). If no ship upgrade is available, gain 1 rare cargo token ☼ instead.

Return this science project token face down to the supply and randomize it.

351

You've constructed vorpul cells to inject a highly concentrated additive into the ship's reactor. It probably won't even kill you!

Science gains Rep ☆+1.

Engineering may place this token on the Engineering board.

This token can be used to gain Power ⚡+7 at any time. Once used, return this science project token face down to the supply and randomize it.

352

You're able to build a fully functioning torpedo with only half the parts!

Science gains Rep ☆+1.

Gain an Unarmed Torpedo card (067). Security may immediately flip it to its Armed side for free. If card 067 is not available, gain 1 arms cargo ☼ instead.

Return this science project token face down to the supply and randomize it.

353

You've built an advanced targeting system. With a little effort, you could use it to improve one of the ship's weapon systems.

Science gains Rep ☆+1. Upgrade an undamaged level 1 ship weapon for free. If you cannot, gain Profit ⌚+1 instead.

Return this science project token face down to the supply and randomize it.

354

They might not make 'em like this anymore, but you sure do!

Science gains Rep ☆+1.

Each player gains an item card (020).

Return this science project token face down to the supply and randomize it.

355

You have some free time and decide to take another look at an old artifact you've had sitting on the workbench for awhile. The object is heavy, round, and covered in etched runes. You attempt to decipher the symbols, going over every inch of the object with a hand scanner and creating a flat image. But suddenly it begins to hum, and the runes on its sides give off a feeble glow. Sena's voice comes over the comms.

Sena: "I'm getting an unidentified energy spike from inside the ship!"

Player: "That's me, Sena! I'm not exactly sure how, but I managed to activate an old artifact."

Sena: "Well I don't like these readings. They're fluttering strangely."

Player: "Yes, but it's all within safe thresholds. Fascinating. I half suspect it's trying to talk to us. I think we should take it to Farrack's Outpost and have it get checked out there. It could be an item of galactic importance. At the very least, it's likely worth a lot of money."

Sena: "For all you know, that thing is waking up some doomsday machine which will kill us all."

Player: "Oh come on, Sena, you're starting to sound like Patch!"

Science gains Rep ☆+1. Gain job card 092, Item of Galactic Importance.

Remove this science project token from the game.

Next - go to 355-1

355-1 *In another galaxy, across unfathomably vast distances of space, it slumbers. For untold millennia, as countless civilizations have arisen, thrived, and died, it has slept. It has waited.*

And now it senses a familiar vibration, faint but unmistakable, and it slowly begins to rouse from its torpor.

It is awake.

It is coming.

356

You've rebuilt some kind of weapon likely dating back to the Krunk Incursion. The good news is you should be able to easily adapt it to your needs.

Science gains Rep +1.

Gain ship weapon card 069, Vorzap Cannon. You may replace your Forward Cannon with this weapon. If card 069 is not available, you may upgrade an undamaged level 1 ship weapon for free instead.

Return this science project token face down to the supply and randomize it.

357

You've crafted a surgical implant to permanently improve a member of the crew.

Science must choose 1 player to gain item card 024, Augmented Body, and place it in their discard pile. If card 024 is not available, Science must choose 1 player to gain Improve ⬆+1 instead.

If Science did not choose themselves, they gain Rep ☆+1.

Return this science project token face down to the supply and randomize it.

358

You've crafted a surgical implant to permanently improve a member of the crew.

Science must choose 1 player to gain item card 025, Augmented Mind, and place it in their discard pile. If card 025 is not available, Science must choose 1 player to gain Improve +1 instead.

If Science did not choose themselves, they gain Rep +1.

Return this science project token face down to the supply and randomize it.

359

You've formulated a pill to permanently improve a member of the crew.

Science must choose 1 player to gain item card 026, Augmented Focus, and place it in their discard pile. If card 026 is not available, Science must choose 1 player to gain Improve +1 instead.

If Science did not choose themselves, they gain Rep +1.

Return this science project token face down to the supply and randomize it.

360

You've formulated a pill to permanently improve a member of the crew.

Science must choose 1 player to gain item card 027, Augmented Spirit, and place it in their discard pile. If card 027 is not available, Science must choose 1 player to gain Improve +1 instead.

If Science did not choose themselves, they gain Rep +1.

Return this science project token face down to the supply and randomize it.

361

You discover Universal Hokum, which is both silly and awesome.

Science must choose 1 player to gain item card 028, Augmented Fate, and place it in their discard pile. If card 028 is not available, Science must choose 1 player to gain Improve +1 instead.

If Science did not choose themselves, they gain Rep +1.

Return this science project token face down to the supply and randomize it.

362

You create a device that will allow you to fold space like some kind of cosmic egg omelet. But unlike regular omelets, you can only use it once.

Science gains Rep +1. Gain special device card 068, Foldspace Capacitor. If card 068 is not available, gain an Unarmed Torpedo card (067) instead.

Return this science project token face down to the supply and randomize it.

363

Choose your current context:

Breaking of Aldess - go to 363-1

Krunk Patrol B - go to 363-5

Mine Quaris - go to 363-20

Dys Quaris - go to 363-32

Chunk Worm - go to 363-43

Scourge - go to 363-58

Scourge Pirates - go to 363-73

Marauding Krunk D - go to 363-90

Find the Pirate Base - go to 363-99

Escort Colony Ship - go to 363-114

The Con Job - go to 363-128

Cloaked - go to 363-151

The Banshee - go to 363-167

363-1 Pass the first player token to the left.

Is Dial A higher than 0?

Yes - go to 363-2

No - go to 363-3

363-2 *The chunk of wreckage that once used to be part of a starship plows into the side of the Zephyr, sending the ship spinning! In one brief moment, you see emblazoned on the chunk of twisted metal a symbol of a spearhead, and gasp.*

Player: "It's Astrid's Spear! I've read about this ship! Can't believe I'm seeing it with my own eyes."

Draw 3 tokens from the bag and apply their effects to the player who controls the station matching Large Blip A's sector number.

Next - go to 363-3

363-3 *Debris ravages the Zephyr!*

One at a time, for each asteroid token still in play, roll the chance die and draw a number of tokens from the bag equal to the result. Apply their effects to the player who controls the station matching that asteroid token's sector number.

Next - go to 363-4

363-4 *You continue on your way.*

Remove all game pieces from the location book and turn to page 41.

Move the Zephyr standee from the galactic star map to the Ship Graveyard location (340) on the mini-map. Move the waypoint ring for Breaking of Aldess to the Red Moon Redoubt location (341) on the mini-map. Move any other waypoint rings from the Remnants of Aldess location (318) on the galactic star map to the appropriate locations on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Breaking of Aldess*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-5 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 363-6

No - go to 363-19

363-6 *The Krunk attack the Zephyr with imprecise, but powerful weapons!*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 363-7

363-7 **Player:** "Watch that debris!"

One at a time, for each asteroid token still in play, roll the chance die and draw a number of tokens from the bag equal to the result. Apply their effects to the player who controls the station matching that asteroid token's sector number.

Next - go to 363-8

363-8 **Player:** "They're trying to take out our engines!"

Roll the chance die twice. Total the results and move all enemy blips a number of sectors equal to the result toward sector 4.

Choose 1:

Continue fighting - go to 363-9

Attempt to disengage - go to 363-10

363-9 Player: "Time to end this!"

If there is a required action token  on Action 01, remove it.
Begin a new round in the location book.

363-10 Player: "This is going poorly. It's time to get out of here!"

Operations must make a **PILOT** skill check  .

0-5 - go to 363-11

6+ - go to 363-18

363-11 *The short-range fighters chase the Zephyr until they run out of power and you're finally free of their harassing fire.*

Threat +1. Draw 2 tokens from the bag and resolve their effects.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 363-12

Leave the Remnants of Aldess - go to 363-17

363-12 Remove all game pieces from the location book and turn to page 41.

Move the Zephyr standee from the galactic star map to its most recent location on the Remnants of Aldess mini-map.

Select the active job you are currently resolving.

Breaking of Aldess - go to 363-13

Mine Verdium - go to 363-14

Weapons of War - go to 363-15

None - go to 363-16

363-13 Move the waypoint ring for Breaking of Aldess to the Red Moon Dedoubt location (341) on the mini-map. Move any other waypoint rings from the Remnants of Aldess location (318) on the galactic star map to the appropriate locations on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Breaking of Aldess*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-14 Move the waypoint ring for Mine Verdium to the Place of Sorrow location (339) on the mini-map. Move any other waypoint rings from the Remnants of Aldess location (318) on the galactic star map to the appropriate locations on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Verdium*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-15 Move the waypoint ring for Weapons of War to the Red Moon Redoubt location (341) on the mini-map. Move any other waypoint rings from the Remnants of Aldess location (318) on the galactic star map to the appropriate locations on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Weapons of War*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-16 Move any waypoint rings from the Remnants of Aldess location (318) on the galactic star map to the appropriate locations on the mini-map.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-17 Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

363-18 *The short-range fighters chase the Zephyr until they run out of power and you're finally free of their harassing fire.*

Threat +1.

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 363-12

Leave the Remnants of Aldess - go to 363-17

363-19 *You've defeated the Krunk patrol, and note the promising salvage.*

All players gain Rep +1. Supplies +3.

Gain 1 common cargo token . Gain 1 science project .

Choose 1:

Travel on the Remnants of Aldess mini-map - go to 363-12

Leave the Remnants of Aldess and travel on the galactic star map - go to 363-17

363-20 Pass the first player token to your left.

Is Dial A at 0?

Yes - go to 363-21

No - go to 363-28

363-21 *You watch as the nova hauler is ripped apart by the claws of the Dysmantlers, quaris crystals tumbling out of the breach in its hull.*

Player: "Rest in peace, Grubber."

Are any enemy blips still in play?

Yes - go to 363-22

No - go to 363-26

363-22 *You curse under your breath as the ship rattles from asteroid collisions and Dysmantler cutter beams.*

One at a time, for each asteroid token  and enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching those tokens or blips' sectors.

Do you stay and fight over the salvage of the nova hauler, or do you disengage?

Choose 1:

Remain and fight - go to 363-23

Attempt to disengage - go to 363-24

363-23 *Player: "The Grubber's payload is now up for grabs. If we can fight off these Dysmantlers we can claim it as ours!"*

Move all enemy blips so that no sector contains more than 1 blip.

Remove all asteroid tokens  on sector 4 from play.

Move any asteroid tokens  still in play one sector toward sector 4.

Begin a new round in the location book.

363-24 *Player: "We're the only target now. Let's get out of here!"*

Fortunately for you, the Dysmantlers are more interested in stripping their new prize than pursuing you.

If there are any tokens on job card 070, Mine Quaris, move the waypoint ring for Mine Quaris to the Ad Ostium location (325) on the galactic star map.

If there are no tokens on job card 070, then you have failed to complete Mine Quaris. Return all tokens on it to the supply, and return its job card to the Jobs section of the card catalog.

Choose 1:

Travel on the Scion Nebula mini-map - go to 363-25

Leave the nebula and return to the galactic star map - go to 157-23

363-25 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Scion Field location (332) on the mini-map. Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Cloud Sphere location (334) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Quaris*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363 - CONTINUED

363-26 You gather quaris from the wreckage of the nova hauler.

Place 2 cargo tokens  of any kind from the supply onto job card 070, Mine Quaris. Move the waypoint ring for Mine Quaris to the Ad Ostium location (325) on the galactic star map.

Choose 1:

Travel on the Scion Nebula mini-map - go to 363-27

Leave the nebula and return to the galactic star map - go to 157-23

363-27 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Scion Field location (332) on the mini-map. Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Cloud Sphere location (334) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Quaris*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-28 Are any enemy blips still in play?

Yes - go to 363-29

No - go to 363-30

363-29 Player: "Look lively, Grubber! They're not done with us yet!"

One at a time, for each asteroid token  and enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching those tokens or blips' sectors.

Lower Dial A by 1 for each enemy blip in its sector.

If Large Blip A is still in play, move all enemy blips one sector toward it.

Remove all asteroid tokens  on sector 4 from play.

Move any asteroid tokens  still in play one sector toward sector 4.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-30 Player: "That's it! That's the last of them! How you doing, Grubber?"

Yammian: "I'm alive, which for a moment there, I did not think I'd be able to say! Thank you, Zephyr! You guys saved my butt! Hey, are you out here for the same reason I am?"

Player: "If you're mining quaris, then yes."

Yammian: "Lemme transfer some to you as thanks. Call it a bonus!"

Place 2 cargo tokens  of any kind from the supply onto job card 070, Mine Quaris. Move any asteroid tokens  still in play to job card 070, Mine Quaris. Move the waypoint ring for Mine Quaris to the Ad Ostium location (325) on the galactic star map.

Choose 1:

Travel on the Scion Nebula mini-map - go to 363-31

Leave the nebula and return to the galactic star map - go to 157-23

363-31 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Scion Field location (332) on the mini-map. Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Cloud Sphere location (334) on the mini-map.

Take a note that until the location book is closed or until otherwise instructed, your context is: *Mine Quaris*.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-32 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 363-33

No - go to 363-42

363-33 Player: "They're attacking!"

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 363-34

363-34 Sena: "Watch those rocks, they're moving fast!"

Remove all asteroid tokens  on sector 4 from play.

Move any asteroid tokens  still in play one sector toward sector 4.

Next - go to 363-35

363-35 Sena: "Things are getting hairy out there. What do we do?"

Choose 1:

Keep fighting - go to 363-36

Attempt to disengage - go to 363-37

363-36 Player: "We're not letting these things chase us away!"

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-37 Player: "We need to get the helix out of here!"

You turn the Zephyr, and quickly escape. The Dismantlers seem happy to let you leave them to the quaris.

Are there any asteroid tokens  on job card 070, Mine Quaris?

Yes - go to 363-38

No - go to 363-40

363-38 Move the waypoint ring for Mine Quaris to the Ad Ostium location (325) on the galactic star map.

Choose 1:

Travel on the Scion Nebula mini-map - go to 363-39

Leave the nebula and return to the galactic star map - go to 157-23

363-39 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Scion Field location (332) on the mini-map. Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Cloud Sphere location (334) on the mini-map.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-40 Player: "Dang, well maybe we'll get a crack at some rock later."

You have failed to complete Mine Quaris. Return its job card to the Jobs section of the card catalog.

Choose 1:

Travel on the Scion Nebula mini-map - go to 363-41

Leave the nebula and return to the galactic star map - go to 157-23

363-41 Remove all game pieces from the location book and turn to page 7.

Move the Zephyr standee from the galactic star map to the Scion Field location (332) on the mini-map. Move any waypoint rings from the Scion Nebula location (326) on the galactic star map to the appropriate locations on the mini-map. Place a gray waypoint ring (Scion Storm) on the Cloud Sphere location (334) on the mini-map.

You may gain Risk +1 to work the ship. Then, travel on the mini-map.

363-42 Player: "Man, those things are nasty. But looks like we cleared 'em out."

Are there any asteroid tokens  on job card 070, Mine Quaris?

Yes - go to 363-38

No - go to 363-40

363-43 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 363-44

No - go to 363-57

363-44 *Sena: "This worm's made of tough stuff. What do you want to do?"*

Choose 1:

Continue fighting - go to 363-45

Attempt to disengage - go to 363-54

363-45 *The worm's circular mouth attempts to bite into the Zephyr.*

If Action 02 is locked, draw 2 tokens from the bag. Otherwise, draw 4. Apply their effects to the player who controls the station matching Large Blip A's sector number.

Next - go to 363-46

363-46 *Asteroids impact the hull.*

One at a time, for each asteroid token  still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's  sector number.

Next - go to 363-47

363-47 Choose one of the following entries at random to go to:

363-48

363-49

363-50

363-51

363-52

363-53

363-48 All blips and tokens move 1 sector clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-49 All blips and tokens move 2 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-50 All blips and tokens move 3 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-51 All blips and tokens move 1 sector counterclockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-52 All blips and tokens move 2 sectors counterclockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-53 All tokens remain in place. If there is a required action token  on Action 01, remove it. Begin a new round in the location book.

363-54 *Player: "Hold on, everybody! We're getting out of here!"*

Operations must make a **PILOT** skill check  .

0-5 - go to 363-55

6+ - go to 363-56

363-55 *The massive worm cannot hope to give chase to a starship, but it swings its tail, scoring one last triumphant blow to your vessel.*

Threat +1. Remove all asteroid tokens  and enemy blips.

Draw 4 tokens from the bag and resolve their effects.

Remove all game pieces from the location book and close it.

Next - go to 363-181

363-56 *The chunk worm could never hope to match speed with a starship, and you expertly veer away from it, escaping its ferocious assault.*

Threat +1. Remove all game pieces from the location book and close it.

You may gain risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

363-57 *You watch as the chunk worm's movements degenerate into mindless spasms. Slowly, it falls still, its body drifting from you ever so slightly, a trail of pulpy liquid leaking from the rents in its tubular body.*

Player: "Gods, what a beast!"

Sena: "And a valuable one too. Chunk worm specimens are quite rare. If we act quickly we can harvest enough for research."

Remove all game pieces from the location book and close it.

All players gain Rep +1. Gain 1 rare cargo . Gain 2 science projects .

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

363-58 Pass the first player token to the left.

Are any enemy blips still in play?

Yes - go to 363-59

No - go to 363-72

363-59 *Sena: "The Scourge are still in the fight. How about us?"*

Choose 1:

Continue fighting - go to 363-60

Attempt to disengage - go to 363-69

363-60 *You grit your teeth as your enemy returns fire.*

One at a time, for each large blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 363-61

363-61 *Asteroids pose a constant threat.*

One at a time, for each asteroid token  still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's  sector number.

Next - go to 363-62

363-62 Choose one of the following entries at random to go to:

363-63

363-64

363-65

363-66

363-67

363-68

363-63 All blips and tokens move 1 sector clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-64 All blips and tokens move 2 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-65 All blips and tokens move 3 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363 - CONTINUED

363-66 All blips and tokens move 1 sector counterclockwise. If there is a required action token  on Action 01, remove it. Begin a new round in the location book.

363-67 All blips and tokens move 2 sectors counterclockwise. If there is a required action token  on Action 01, remove it. Begin a new round in the location book.

363-68 All tokens remain in place. If there is a required action token  on Action 01, remove it. Begin a new round in the location book.

363-69 *Player: "Hold on, everybody! We're getting out of here!"*

Operations must make a **PILOT** skill check  .

0-5 - go to 363-70

6+ - go to 363-71

363-70 *Tearing out of a battle in an asteroid field is kind of like huffing paint: you might survive, but something is going to be lost in the process.*

One at a time, for each asteroid token  and enemy blip still in play, draw a token from the bag and apply its effect to your choice of Logistics, Engineering, or Science.

Threat +1. Remove all game pieces from the location book and close it.

Next - go to 363-181

363-71 *No one expects a reckless escape from an asteroid field, and they certainly don't expect it to be pulled off without a scratch. But you do just that, leaving your surprised enemy behind.*

Threat +1. Remove all game pieces from the location book and close it.

Next - go to 363-181

363-72 *Sena: "Well, that was exciting, but you appear to have vanquished your enemies. And it looks like there's good salvage to be had as well."*

All players gain Rep +1. Supplies +3

Remove all game pieces from the location book and close it.

Upgrade an undamaged level 1 ship weapon for free.

Gain 1 arms cargo token . Gain the Pirate Signal special device card (062).

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

363-73 Pass the first player token to your left.

Are any enemy blips still in play?

Yes - go to 363-74

No - go to 363-87

363-74 *Sena: "The Scourge haven't run out of fight yet."*

Choose 1:

Continue fighting - go to 363-75

Attempt to disengage - go to 363-84

363-75 *You grit your teeth as your enemy returns fire.*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 363-76

363-76 *Chunks of asteroid threaten your ship!*

One at a time, for each asteroid token  still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's  sector number.

Next - go to 363-77

363-77 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

363-78

363-79

363-80

363-81

363-82

363-83

363-78 All enemy blips and asteroid tokens  move 1 sector clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-79 All enemy blips and asteroid tokens  move 2 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-80 All enemy blips and asteroid tokens  move 3 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-81 All enemy blips and asteroids  move 1 sector counterclockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-82 All enemy blips and asteroidss  move 2 sectors counterclockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-83 All enemy blips and asteroid tokens  remain in place.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-84 *Player: "This is going poorly. It's time to get out of here!"*

Operations must make a **PILOT** skill check  .

0-5 - go to 363-85

6+ - go to 363-86

363-85 *Tearing out of a battle in an asteroid field is kind of like huffing paint: you might survive, but something is going to be lost in the process.*

One at a time, for each asteroid token  and enemy blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that token or blip's sector number.

You have failed to complete Scourge Pirates. Return its job card to the Jobs section of the card catalog.

Threat +1. Remove all game pieces from the location book and close it.

Next - go to 363-181

363-86 *No one expects a reckless escape from an asteroid field, and they certainly don't expect it to be pulled off without a scratch. But you do just that, leaving your surprised enemy behind.*

You have failed to complete Scourge Pirates. Return its job card to the Jobs section of the card catalog.

Threat +1. Remove all game pieces from the location book and close it.

Next - go to 363-181

363-87 *A port-side explosion obliterates the final pirate ship, and a cheer goes up around the bridge.*

Sena: "Excellent job, spacers! It looks like there's plenty of debris to salvage. Why don't you do that, and I'll contact the Galactic Authority?"

All players gain Rep +1.

You have completed Scourge Pirates.

Profit +1 for each enemy ship destroyed.

Gain 1 arms cargo token .

Gain the Pirate Signal special device card (062).

Move the galactic struggle dial one space toward peace.

Are both C-2 and C-3 circled in the ship log database?

Yes - go to 363-88

No - go to 363-89

363-88 Sena: "It would seem the Galactic Authority is pleased with your work, and they're offering more."

Banish job card 070, Scourge Pirates.

Gain job card 095, Fight the Skarrow.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 363-180

Stay to resolve another waypoint ring in this system - go to Arjun's Belt-2

363-89 Place job card 070, Scourge Pirates in the Zephyr section of the card catalog.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 363-180

Stay to resolve another waypoint ring in this system - go to Arjun's Belt-2

363-90 Pass the first player token to the left.

Are Dials A and B both at 0?

Yes - go to 363-91

No - go to 363-92

363-91 Your previous contact, the pirate captain shaped like a starfish, contacts you via the holofeed.

Pirate: "Yer ship is small, but ye know how to use it. Might make decent pirates. Tell ye what, I'm going to send ye some coordinates. You feel like joinin' up, come see us at Starshade Base."

Sena confirms.

Sena: "Nav coordinates coming in."

Pirate: "Now, 'bout these Krunk. Devils gots a minin' operation nearby. Wanna help us vaporize it?"

Player: "Thought you'd never ask. Lead the way."

Half an hour later, you change heading and leave behind the smoking ruins of the Krunk asteroid mine. It looks like nice salvage, but the pirates make it clear they aren't sharing.

You have completed Marauding Krunk D. Return its job card to the Jobs section of the card catalog.

You have learned the location of Starshade Base. Circle G-1 in the ship log database. Locate job card 111, Find The Pirate Base, then banish it.

All players gain Rep +1. Profit +3.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 363-180

Stay to resolve another waypoint ring in this system - go to Arjun's Belt-2

363-92 Sena: The Krunk are tough. What shall we do?"

Choose 1:

Continue fighting - go to 363-93

Attempt to disengage - go to 363-96

363-93 The Krunk return fire.

One at a time for each large blip in play, draw 2 tokens from the bag. If any damage tokens are drawn, add them to the station that matches the sector that enemy blip is in. If the Injured special effect token is drawn, the player who controls the matching station gains Injured card (011). Resolve all other

tokens drawn normally.

Next - go to 363-94

363-94 The asteroids prove to be a real nuisance.

One at a time, for each asteroid token  still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's  sector number.

Next - go to 363-95

363-95 Move all asteroid tokens  and small blips 2 sectors clockwise.

One at a time, move each large blip 2 sectors counterclockwise. If a large blip enters a sector containing a small blip (Pirate Ship), immediately lower that small blip's dial by 4. After moving all blips, lower Dials A and B by 1 for each asteroid token  and small blip in their respective sectors.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-96 An angry voice comes in over the comms.

Pirate: "Ye cowards! Worthless cluckens! Where're ye goin'? Ye can't leave us here!"

Cook-E: "Don't fret, mateys."

Cook-E gives a chuckle.

Cook-E: "They'd have done the same to ye!"

Operations must make a **PILOT** skill check  .

0-5 - go to 363-97

6+ - go to 363-98

363-97 Escape isn't easy, especially since the pirates join the Krunk in firing at your retreating aft!

You have failed to complete Marauding Krunk D. Return its job card to the Jobs section of the card catalog. Threat +1.

One at a time, for each asteroid token  and blip still in play, draw a token from the bag and apply its effect to your choice of Logistics, Engineering, or Science.

Remove all game pieces from the location book and close it.

Next - go to 363-181

363-98 You're better fleeing than you are fighting, and quickly escape the battle.

Remove all game pieces from the location book and close it.

You have failed to complete Marauding Krunk D. Return its job card to the Jobs section of the card catalog.

Threat +1.

Next - go to 363-181

363-99 Pass the first player token to your left.

Are any enemy blips still in play?

Yes - go to 363-100

No - go to 363-113

363-100 Sena: "What's next?"

Choose 1:

 Keep fighting - go to 363-101

 Attempt to disengage - go to 363-110

363-101 The enemy ships open fire.

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 363-102

363 - CONTINUED

363-102 Asteroids impact the hull!

One at a time, for each asteroid token  still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's  sector number.

Next - go to 363-103

363-103 Choose one of the following entries at random to go to:

- 363-104
- 363-105
- 363-106
- 363-107
- 363-108
- 363-109

363-104 Asteroids whiz past you as you vie with the enemy craft for superior positioning.

All blips and tokens move 1 sector clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-105 Asteroids whiz past you as you vie with the enemy craft for superior positioning.

All blips and tokens move 2 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-106 Asteroids whiz past you as you vie with the enemy craft for superior positioning.

All blips and tokens move 3 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-107 Asteroids whiz past you as you vie with the enemy craft for superior positioning.

All blips and tokens move 1 sector counterclockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-108 Asteroids whiz past you as you vie with the enemy craft for superior positioning.

All blips and tokens move 2 sectors counterclockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-109 Asteroids whiz past you as you vie with the enemy craft for superior positioning.

All blips and tokens remain in place.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-110 Player: "We gotta get out of here!"

Operations must make a **PILOT** skill check  .

0-5 - go to 363-111

6+ - go to 363-112

363-111 You perform a barrel roll before jumping to faster-than-light travel, but the pirates pepper your aft with heavy fire before the escape.

Threat +1. One at a time, for each asteroid token  and enemy blip still in play, draw a token from the bag and apply its effect to your choice of Logistics, Engineering, or Science.

Remove all game pieces from the location book and close it.

Place a lock token on this Arjun's Belt location on the galactic star map to show that you have searched it.

Move the waypoint ring for Find the Pirate Base to an unlocked Arjun's Belt location on the galactic star map.

Next - go to 363-181

363-112 Swerving and juking with pirates on your tail, the engines begin to whine as they're taxed by your demands. Sena gives a cheer as one pirate vessel is smashed by an asteroid, the resulting explosion opening a path for your escape.

Threat +1. Remove all game pieces from the location book and close it.

Place a lock token on this Arjun's Belt location on the galactic star map to show that you have searched it.

Move the waypoint ring for Find the Pirate Base to an unlocked Arjun's Belt location on the galactic star map.

Next - go to 363-181

363-113 You smile grimly as you watch the last pirate vessel go into a spin before it collides with an asteroid. There looks to be lots of decent salvage to be had.

All players gain Rep +1. Gain an Unarmed Torpedo card (067).

Move the galactic struggle dial one space toward peace.

Circle C-2 in the ship log database. If it's already circled, circle C-3. If both C-2 and C-3 are circled, gain job card 095, Fight the Skarrow.

Place a lock token on this Arjun's Belt location on the galactic star map to show that you have searched it.

Move the waypoint ring for Find the Pirate Base to an unlocked Arjun's Belt location on the galactic star map.

Choose 1:

Leave - go to 363-180

Stay to resolve another waypoint ring in this system - go to Arjun's Belt-2

363-114 Pass the first player token to the left.

Are any enemy blips in play?

Yes - go to 363-115

No - go to 363-127

363-115 Is Dial A (Colony Ship) at 0?

Yes - go to 363-116

No - go to 363-119

363-116 You watch in horror as the colony ship takes a torpedo to its bridge. Almost instantly, the craft's engines fail and it begins to settle into a slow drift.

Player: "Rats! We just got fired from our job. Time to make a run for it!"

Operations must make a **PILOT** skill check  .

0-5 - go to 363-117

6+ - go to 363-118

363-117 The pirates give chase, making one last desperate offensive against you. But they do not press the attack once you escape beyond the confines of the asteroid field, content as they are with the remains of the colony vessel, and all those still left onboard. You fly on in grim silence.

You have failed to complete Escort Colony Ship. Return its job card to the Jobs section of the card catalog. Threat +1.

One at a time, for each asteroid token  and enemy blip still in play, draw a token from the bag and apply its effect to the player who controls the station matching that token or blip's sector number.

Remove all game pieces from the location book and close it.

Next - go to 363-181

363-118 Your sudden escape maneuvers are enough for the pirates to disengage, content as they are with the remains of the colony vessel, and all those still left onboard. You fly on in grim silence.

You have failed to complete Escort Colony Ship. Return its job card to the Jobs section of the card catalog. Threat +1.

Remove all game pieces from the location book and close it.

Next - go to 363-181

363-119 *The pirates unleash a deadly barrage of fire at both you and the colonists.*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Lower Dial A (Colony Ship) by 1 for each small enemy blip in its sector.

Next - go to 363-120

363-120 *The asteroids cause havoc!*

One at a time, for each asteroid token still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's sector number.

Lower Dial A (Colony Ship) by 1 for each asteroid token in its sector.

Next - go to 363-121

363-121 *The pirates circle for blood.*

If there is a required action token on Action 01, remove it.

Move all enemy blips 1 sector toward Large Blip A.

Move all asteroid tokens 1 sector toward sector 4. If an asteroid token reaches sector 4, remove it from play.

Is Dial A (Colony Ship) at 0?

Yes - go to 363-116

No - go to 363-122

363-122 How many small enemy blips are in play?

1-2 - go to 363-123

3+ - go to 363-124

363-123 *The pirates hesitate, reassess the situation, then turn and flee.*

Player: "What a bunch of cluckens! That's right, run, you cowards!"

Colonist: "Gong bong, Zephyr! That was the total essence of gonging all the way!"

Player: "You betcha! Okay, give us a few to salvage and conduct repairs. I suggest you do the same. But be quick! We don't want to run into another patrol."

Upgrade an undamaged level 1 ship weapon for free. Gain 1 arms cargo .

Move the waypoint ring for Escort Colony Ship to any uncharted planet location on the galactic star map.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

363-124 *Sena: "The colonists can't hold out much longer. What do we do?"*

Choose 1:

Continue fighting - go to 363-125

Abandon the colonists and escape - go to 363-126

363-125 *Player: "We aren't stopping until these pirates flee or die!"*

Begin a new round in the location book.

363-126 *Colonist: "Zephyr? What are you doing? You guys got a trick you're about to pull?"*

You lack the courage to respond and instead cut the holofeed. The light by the comms flashes red, and you would swear you can feel the desperation behind it. None of you say anything as you turn and fly away.

The triumphant pirates do not pursue, happy to begin reaping a rich harvest.

You have failed to complete Escort Colony Ship. Return its job card to the Jobs section of the card catalog. Threat +1.

Remove all game pieces from the location book and close it.

Move the galactic struggle dial one space toward war.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

363-127 *A starboard explosion obliterates the final pirate ship, and a cheer goes up around the bridge. The holofeed flickers to life.*

Colonist: "Gong bong, Zephyr!"

Player: "You bet your ass, gong bong!"

Everyone feels elation and the debris field from the pirate wreckage promises decent salvage.

Move the waypoint ring for Escort Colony Ship to any uncharted planet location on the galactic star map.

All players gain Rep +1. Gain 1 arms cargo token .

Upgrade an undamaged level 1 ship weapon for free.

Choose 1:

Leave - go to 363-180

Stay to resolve another waypoint ring in this system - go to Arjun's Belt-2

363-128 Pass the First Player token to the left.

Is Dial B at 0?

Yes - go to 363-129

No - go to 363-130

363-129 *A large explosion rocks the Banshee's aft, and a long plume of gas begins billowing out. Unsurprisingly, Dweezle Grift hails you.*

Dweezle Grift: "Okay, so yeah, we give up! You can have your stupid cards back, just promise you won't fire on us."

You let him squirm a little before responding.

Player: "Banshee, sending you the coordinates to a large asteroid nearby. Meet us on the surface and we'll allow one of your crew to spacewalk the pallet over."

Dweezle Grift grimaces, but nods in compliance.

Dweezle Grift: "Agreed."

The feed cuts out and you all let out a cheer.

You've reclaimed the stolen shipment! Move the waypoint ring for The Con Job to the Tybalt location (313) on the galactic star map.

All players gain Rep +1. All players gain Perk Token +1.

You take a little extra from the Banshee. Call it a surcharge. Gain 1 rare cargo token .

If you haven't already, check the Dweezle Grift box in the wanted by section of the ship log.

Close the location book.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

363-130 *The Banshee fires on your ship.*

Draw 2 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

Is Small Blip E in play?

Yes - go to 363-131

No - go to 363-132

363-131 *The torpedo slams into the Zephyr!*

Draw 2 tokens from the bag and apply their effects to the player who controls the station matching Small Blip E's sector number.

363 - CONTINUED

Lower Small Blip E's dial to 0.

Next - go to 363-132

363-132 Are any asteroid tokens in play?

Yes - go to 363-133

No - go to 363-134

363-133 *The Zephyr shakes as an asteroid glances off the hull!*

One at a time, for each asteroid token still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's sector number.

Remove all asteroid tokens from sector 4.

Next - go to 363-134

363-134 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

363-135

363-146

363-147

363-148

363-149

363-150

363-135 All blips and asteroid tokens move 1 sector clockwise.

Next - go to 363-136

363-136 Is Action 02 locked?

Yes - go to 363-137

No - go to 363-145

363-137 *Dweezle opens a channel.*

Dweezle Grift: "Okay, Zephyr, are you ready to negotiate?"

You gather around the holofeed and try to look intimidating.

All players must make a **SWAGGER** group skill check. Goal: 7

Success - go to 363-138

Fail - go to 363-139

363-138 *Dweezle Grift: "Okay, so yeah, we give up! You can have your stupid cards back, just promise you won't fire on us."*

You let him squirm a little before responding.

Player: "Banshee, sending you the coordinates to a large asteroid nearby. Meet us on the surface and we'll allow one of your crew to spacewalk the pallet over."

Dweezle Grift grimaces, but nods in compliance.

Dweezle Grift: "Agreed."

The feed cuts out and you all let out a cheer.

You've reclaimed the stolen shipment! Move the waypoint ring for The Con Job to the Tybalt location (313) on the galactic star map.

All players gain Rep +1. All players gain Perk Token +1.

You take a little extra from the Banshee. Call it a surcharge. Gain 1 rare cargo token. If you haven't already, check the Dweezle Grift box in the wanted by section of the ship log.

Remove all game pieces from the location book and close it.

You may gain Risk +1 to work the ship. Then, travel on the galactic star map.

363-139 *Dweezle squeezes his eyes shut and shakes his head.*

Dweezle Grift: "You people are insufferable! Looks like we're going to have to do this the hard way!"

Sena: "He's launching a torpedo!"

Was any player given the nickname 'Torpedo Inspector'?

Yes - go to 363-140

No - go to 363-144

363-140 Randomly choose 1 of the entries below that you have been to the least. You may mark off entries as you choose them to keep track.

363-141

363-142

363-143

363-141 *On the bridge of the Banshee, Dweezle Grift's mouth is twisted into a permanent, smug smirk.*

Dweezle Grift: "Fire torpedo!"

Dweezle and his crew watch in bewilderment as the torpedo makes loopy circles, then crashes into an asteroid.

A robot crew member shakes its head.

Robot: "I am beginning to suspect that inspector may not have been on the up-and-up."

If there are any asteroid tokens in play, you may choose one and return it to the supply. Begin a round in the location book.

363-142 *On the bridge of the Banshee, Dweezle Grift's mouth is twisted into a permanent, smug smirk.*

Dweezle Grift: "Let's try this again. Fire torpedo!"

But again Dweezle and his crew watch in bewilderment as the torpedo makes loopy circles, only to crash into another asteroid.

A robot crew member shakes its head.

Robot: "Damn my blind trust in authority."

If there are any asteroid tokens in play, you may choose one and return it to the supply. Begin a round in the location book.

363-143 *On the bridge of the Banshee, Dweezle Grift's mouth is twisted into a permanent, smug smirk.*

Dweezle Grift: "Let's try this again. Fire torpedo!"

But again Dweezle and his crew watch in bewilderment as the torpedo makes loopy circles, only to crash into another asteroid.

A robot crew member shakes its head.

Robot: "This is Karma for my lying to Sheila. Sheila, wherever you are, please forgive me."

If there are any asteroid tokens in play, you may choose one and return it to the supply. Begin a round in the location book.

363-144 The Banshee launches a torpedo!

Place Small Blip E (Torpedo) on a sector adjacent to Large Blip B.

Set Dial E to 2. If Small Blip A is still in play, increase Dial A by 2.

Remove the required action token from Action 01.

Begin a round in the location book.

363-145 Was any player given the nickname 'Torpedo Inspector'?

Yes - go to 363-140

No - go to 363-144

363-146 All blips and asteroid tokens move 2 sectors clockwise.

Next - go to 363-136

363-147 All blips and asteroid tokens move 3 sectors clockwise.

Next - go to 363-136

363-148 All blips and asteroid tokens  move 1 sector counter clockwise.

Next - go to 363-136

363-149 All blips and asteroid tokens  move 2 sectors counter clockwise.

Next - go to 363-136

363-150 All blips and asteroid tokens  remain in place.

Next - go to 363-136

363-151 Pass the first player token to the left.

Is Large Blip A still in play?

Yes - go to 363-152

No - go to 363-161

363-152 *Sena: "Enemy ships are making their attack run!"*

One at a time, for each enemy blip still in play, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

Next - go to 363-153

363-153 *Player: "Asteroids! Brace for impact!"*

One at a time, for each asteroid token  still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's  sector number.

Next - go to 363-154

363-154 Choose one of the following entries at random to go to:

363-155

363-156

363-157

363-158

363-159

363-160

363-155 *Player: "They're trying to flank us!"*

All blips and tokens move 1 sector clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-156 *Player: "They're trying to flank us!"*

All blips and tokens move 2 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-157 *Player: "They're trying to flank us!"*

All blips and tokens move 3 sectors clockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-158 *Player: "They're trying to flank us!"*

All blips and tokens move 1 sector counterclockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-159 *Player: "They're trying to flank us!"*

All blips and tokens move 2 sectors counterclockwise.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-160 *Player: "They're trying to flank us!"*

All asteroid tokens remain in place.

Move all enemy blips to sectors 3 and 5.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-161 *There is light applause on the bridge as the hostilities end.*

Did you lower Dial A to 0 by attacking or by negotiating?

Attacking - go to 363-162

Negotiating - go to 363-166

363-162 *Player: "Well, we destroyed the ship carrying our cloaking device. Someone's going to need to suit up and investigate."*

The first player must choose a player to board the enemy ship and obtain the cloaking device. The next entry is for that player.

Next - go to 363-163

363-163 *You suit up and board the pirate prowler in search of the cloaking device, but your entrance seems to trigger the ship's sensors and the automated system warns of the danger.*

AI: "Arrr, self destruct sequence initiated, mateys. This ship'll self destruct in T-minus five minutes!"

Player: "Holy crap, I gotta hustle!"

Make a **HUNT** skill check  .

0-5 - go to 363-164

6+ - go to 363-165

363-164 *AI: "Ahoy! T-minus one minute!"*

You finally unfasten the last clamp and remove the cloaking device.

Player: "Damn, this thing is heavy!"

Sena: "Spacer, get out of there!"

You push the device out the airlock, clinging to it as you tumble through space toward the Zephyr. Behind you, the pirate ship explodes, slamming you into the airlock! You remember being a teenager and wanting to be a hair stylist. Yep, should have done that instead.

You have completed Cloaked. Banish its job card. Profit +2. Threat +1.

Gain 2 Stress cards (012). Gain special device card 064, Cloaking Device.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 363-180

Stay to resolve another waypoint ring in this system - go to Arjun's Belt-2

363-165 *AI: "Ahoy! T-minus two minutes!"*

Sena: "Spacer, where are you? Hurry!"

Player: "There's a lot of good stuff here besides the device. Don't worry, I'm coming."

You push the cloaking device and other goods out the cargo hatch and hold on, tumbling toward the Zephyr. Your stomach lurches when you're grabbed by the magnabeam and brought onboard. The Zephyr turns flying deeper into the asteroid field before the enemy ship explodes in a brilliant sphere of yellow and white.

You have completed Cloaked. Banish its job card. Profit +2.

Gain special device card 064, Cloaking Device.

Gain 2 cargo tokens  of your choice.

Remove all game pieces from the location book and close it.

Choose 1:

 Leave - go to 363-180

 Stay to resolve another waypoint ring in this system - go to Arjun's Belt-2

363-166 *You make the trade as agreed. It's a relief to be done, but it will be a greater relief to get paid.*

You have completed Cloaked. Banish its job card. Profit +2.

Remove all game pieces from the location book and close it.

Choose 1:

Leave - go to 363-180

Stay to resolve another waypoint ring in this system - go to Arjun's Belt-2

363-167 Pass the first player token to the left.

Is Dial B at 0?

Yes - go to 363-168

No - go to 363-171

363-168 You've defeated Dweezle Grift and his ship, the Banshee.

Next - go to 363-169

363-169 *You board the Banshee without incident. The entire crew seem to be at odds with each other, but you avoid the drama and just grab the stasis pod with the worm inside. You also take some other cargo, because you can.*

Gain 2 arms cargo tokens .

Next - go to 363-170

363-170 *You catch a glimpse of Grift in a back room and smile when you see the ropes that bind him, and the look of shocked despair painted across his normally smug face.*

You have completed Cave of Worms. Banish its job card.

Octoff pays you only half. Profit +2.

All players gain Rep +1.

Next - go to 191-70

363-171 *Sena: "The Banshee is firing on us!"*

Draw 2 tokens from the bag and apply their effects to the player who controls the station matching Large Blip B's sector number.

One at a time, remove each Small Blip from play and set their dials to 0. For each small blip removed this way, draw 2 tokens from the bag and apply their effects to the player who controls the station matching that blip's sector number.

One at a time, for each asteroid token  still in play, draw a token from the bag and apply its effect to the player who controls the station matching that asteroid token's  sector number.

Next - go to 363-172

363-172 Choose one of the following entries at random to go to:

363-173

363-175

363-176

363-177

363-178

363-179

363-173 All blips and tokens move 1 sector clockwise.

Next - go to 363-174

363-174 *Sena: "Reading a torpedo launch from the Banshee!"*

Place Small Blip E (Torpedo) on a sector adjacent to Large Blip B (the Banshee).

Set Dial E to 2.

If there is a required action token  on Action 01, remove it.

Begin a new round in the location book.

363-175 All blips and tokens move 2 sectors clockwise.

Next - go to 363-174

363-176 All blips and tokens move 3 sectors clockwise.

Net - go to 363-174

363-177 All blips and tokens move 1 sector counterclockwise.

Next - go to 363-174

363-178 All blips and tokens move 2 sectors counterclockwise.

Next - go to 363-174

363-179 All blips and tokens remain in place.

Next - go to 363-174

363-180 You may gain Risk +1 to work the ship. Then, travel on the galactic star map. If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

363-181 Travel on the galactic star map. You may NOT work the ship before traveling. If the special devices stack is undamaged and it contains the Pirate Signal special device card (062), instead of moving along a space lane, you may move to any other Arjun's Belt location.

364

You sense something gnawing at your thoughts in an almost pleading fashion. Like a stranger at your door, you're forced to either ignore it or let it in. You guardedly probe the thought with your mind, but it floods your psyche, pushing its way in. It is fueled by an insatiable hunger, desperate and yearning to feed on fear and dread.

The next entry is for the player to the left of the active player with the

TELEPATHIC prompt.

Next - go to 364-1

364-1 *Your fellow crew member comes to you muttering. You can't really understand them, but you think they're pleading with you, albeit incoherently. Something's wrong.*

Player: "Oh no, you didn't eat Cook-E's Leftovers Loaf did you? He pressed like five different meals into that thing. Lemme get Patch."

But your peer lurches toward you, clutching at your throat! You back away in fear, but they do not stop their assault.

Make a **STRENGTH** skill check  .

0-5 - go to 364-2

6+ - go to 364-7

364-2 The next entry is for the active player with the **TELEPATHIC** prompt.

Next - go to 364-3

364-3 *The phantom voices draw you deep into an extra-dimensional labyrinth, forged from shifting nano cubes that rearrange themselves in unpredictable patterns, creating an ever-changing maze that defies the logic of space. You are revered by the phantoms imprisoned here by cataclysm. You are the vessel through which they intend to escape. For the first time in your life, you feel wanted, appreciated. You've always known you were special and now...*

Wait, if your consciousness is here, being worshipped by the phantoms, what's happening with your beautiful body back in physical space? You try to break free from your prison but are unable. You rebel against what now feels unreal, but in this case that means trying your damndest to remember the details of your reality.

Make a **STRENGTH** skill check .

0-3 - go to 364-4

4+ - go to 364-6

364-4 The next entry is again for the player to the left of the active player with the **TELEPATHIC** prompt. Yeesh!

Next - go to 364-5

364-5 Your frenzied crew mate seems to possess unnatural strength, slamming you hard onto the decking. You can't fight them off, and your consciousness begins to fade. That's when Cook-E appears from behind and clobbers them over the head with a frying pan.

Player: "Cook-E, you saved me!"

Cook-E: "And as a reward, ye can finally agree to try me tasty Leftovers Loaf! I think ye'll find the mayonnaise glaze really brings out all o' the flavors."

Player: "Wait, no, I choose death."

Both players gain an Injured card (011).

Gain 1 science project . Circle H-1 in the ship log database. Lock Action 01.

364-6 You return screaming to your reality, only to find yourself staring into the frightened face of your fellow spacer, whose throat your hands are crushing. You quickly let them go and smile sheepishly.

Player: "Ahem. Well. This is awkward."

Perk Token  +1. Both players gain Rep  +1.

Circle H-1 in the ship log database. Lock Action 01.

364-7 The next entry is for the active player with the **TELEPATHIC** prompt.

Next - go to 364-8

364-8 The phantom voices draw you deep into an extra-dimensional labyrinth, forged from shifting nano cubes that rearrange themselves in unpredictable patterns, creating an ever-changing maze that defies the logic of space. You are revered by the phantoms imprisoned here by cataclysm. You are the vessel through which they intend to escape. For the first time in your life, you feel wanted, appreciated. You've always known you were special and now...

A searing pain consumes your thoughts, and your vision fills with sparkling stars and the sound of birds tweeting, then you're staring in the face of your fellow crew member, their fist drawn back for another strike. You've returned to reality, which is easily confirmed by how much it sucks.

Gain a Discord card (016).

Circle H-1 in the ship log database.

Lock Action 01.

111 00000 00000000

01-00 00-00 00-00 00-00

01-00

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FREE PLAY

Welcome to Free Play!

You can play Wandering Galaxy as a one-off game using these guidelines. In Free Play, there is no overarching storyline—just you and your crew mates trying to survive and pay off the ship that keeps you going.

In Free Play, your goal is to earn 7 profit , but if the threat  reaches 7 first, you go belly up.

In addition, if your character accrues 4 scars on their character during the session, they'll be forced into retirement at the game's end, thus cheating you of the victory everyone else is celebrating.

Next - go to start-1

start-1 *You and your friends have always dreamed of bigger and better things, which is why you've taken out a loan on a ship. Oh, it's not some sexy new gunboat, or a sleek corvette. No, your loan has allowed you to purchase an old, rusting postal freighter that was languishing in a scrapyard.*

The ship has an onboard AI, Sena, who assists the best she can. She's great, but she makes your grandma seem young. You've also got two bots, Patch and Cook-E. One of them handles your medical care and one of them cooks for you, and honestly, it probably doesn't matter which of them does what. Your loan is through the Bank of the Outer Spin. Their motto: "We cripple you with debt so others can't."

Buddy, they ain't kiddin'.

Next - go to start-2

start-2 Free Play mostly follows the standard Wandering Galaxy rules for setup. If you haven't already, set up the game now and create your characters. Then select 'Next' when ready.

Next - go to start-3

start-3 Each player now fills in a scar on their character sheet, immediately gaining the associated effect. This means your characters already have a little wear and tear, and it also means you'll need to take care you don't take too much abuse during this game session.

Next - go to start-4

start-4 Gain 2 job cards (070) from the card catalog. Make both jobs active and place their waypoint rings on the appropriate locations on the galactic star map.

Next - go to start-5

start-5 Choose one of the following entries at random to go to:

- start-6
- start-7
- start-8
- start-9
- start-10
- start-11
- start-12
- start-13
- start-14

start-6 Place the Zephyr on the Tybalt location (313) on the galactic star map. Do NOT open the location book yet.

Next - go to 313

start-7 Place the Zephyr on the Mar Mar Station location (317) on the galactic star map.

Do NOT open the location book yet.

Next - go to 317

start-8 Place the Zephyr on the Farrack's Outpost location (315) on the galactic star map.

Do NOT open the location book yet.

Next - go to 315

start-9 Place the Zephyr on the Tildar location (319) on the galactic star map. Do NOT open the location book yet.

Next - go to 319

start-10 Place the Zephyr on the Ra System location (321) on the galactic star map.

Do NOT open the location book yet.

Next - go to 321

start-11 Place the Zephyr on the Riva Station location (324) on the galactic star map.

Do NOT open the location book yet.

Next - go to 324

start-12 Place the Zephyr on the Niven location (322) on the galactic star map. Do NOT open the location book yet.

Next - go to 322

start-13 Place the Zephyr on the Ad Ostium location (325) on the galactic star map.

Do NOT open the location book yet.

Next - go to 325

start-14 Place the Zephyr on the Siward System location (328) on the galactic star map.

Do NOT open the location book yet.

Next - go to 328

776

You have earned enough profit  to make a payment on your ship.

Each player must now return all status cards from their draw and discard piles to the card catalog. For each Injured card (011) removed, fill in a scar on your character sheet.

Solo and 2-Player: Then, return all Injured cards (011) under apprentices to the card catalog without gaining scars.

Does any player now have 4 scars?

Yes - go to 776-1

No - go to 776-2

776-1 The following entry is for the retiring players:

It would have been nice to celebrate your successes with the others, but sometimes life comes at you fast. And hard. And cruelly. Unable to be of benefit to your peers any longer, you are bid farewell and left on Farrack's Outpost with nothing to your name but a bag with your belongings, and a few credits in your pocket.

Your many injuries make you unfit for most forms of employment, so you have little choice but to sign up as a test subject for medical experiments. Farrack's Outpost is filled with unscrupulous scientists, eager for fresh meat to help further the cause of laissez-faire scientific progress.

The next, happier entry is for everyone else.

Next - go to 776-2

776-2 You transfer your payment to the Bank of the Outer Spin, and give a cheer when you receive the confirmation. You are now free of obligation, ready to spend your days earning a living in whatever way you see fit. The galaxy can be a rough place at times, but hardworking, competent spacers can carve out their own little place within it.

Congratulations on making your payment! You have successfully completed an adventure in Free Play mode! (Character rank endings are not read at the end of a Free Play session.)

Next - go to 776-3

776-3 Follow these steps to reset the game for the next campaign or Free Play session:

Cards

1. Return all cards from the Banished section of the card catalog to their corresponding sections.
2. All players return all cards in their possession (readied cards, draw piles, and discard piles) to their corresponding sections.
3. **Solo and 2-Player:** Return all apprentices and their cards to their corresponding sections.

Tokens

1. Remove all shield tokens (🛡️), risk tokens (⚠️), ship upgrade tokens, and all clear tokens from the bag and return them to the supply.
2. Return all general damage tokens currently on ship stations to the bag. The bag should contain only the 6 general damage tokens and 8 special damage tokens.
3. Return all perk tokens (🎁), cargo (📦) and asteroid tokens (💣), and science projects (🔬) to the supply.
4. Use the provided baggies to organize and store all tokens by type.

Dials

1. Operations sets the threat and profit dials to 0.
2. Navigation sets the galactic struggle dial to the center 'Unease' space.
3. Engineering sets the power (⚡) dial to 0.
4. Security sets all enemy dials to 0.

Place all components in the box. You're now all set!

777

They come when you're sleeping. No one hears the docking clamps latch onto the Zephyr, save your robots, who think nothing of it. Sena could have detected the incoming repo hauler, but the Bank of the Outer Spin has already shut your AI down remotely, as is their right per subclause 43.07.76 of your loan agreement.

The repo team that boards the ship euthanizes you in the legally accepted way, flooding the ship with nerve gas, then putting two slugs in every head.

As for Sena and the Zephyr, well they're fine. The galaxy is filled with freshies, one step away from going belly up, but full of unearned confidence and dreams.

This concludes your Free Play game session. (Character rank endings are not read at the end of a Free Play session.)

Next - go to 777-1

777-1 Your characters tried their best, but unfortunately the Wandering Galaxy proved too inhospitable for them. Or perhaps their excesses finally got the better of them?

Next - go to 776-3

NOTES

