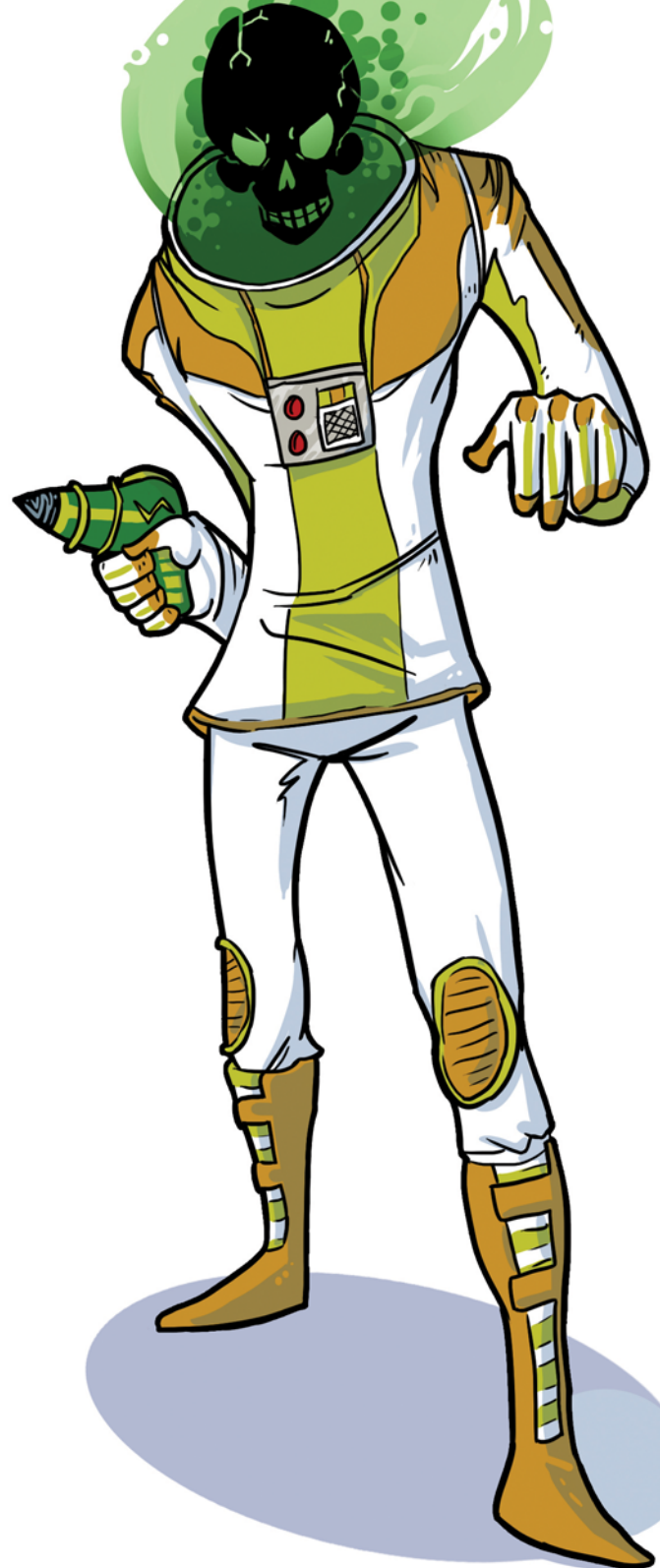


BULLDOGS!
SCI-FI THAT KICKS ASS

Astrozombies Must Die!



**Adventure
Scenario**

by
**Bradley W.
Eggleston**

How to Run an Adventure in Bulldogs!

There's something of a trick to running an adventure scenario using the FATE system. This is a brief introduction for GMs like you who are going to present an adventure to your players.

Unlike a lot of game systems, FATE allows players to take a very flexible and often unpredictable approach to problem solving. For example, a party confronted with a reluctant witness is going to handle the obstacle very differently if it is led by an incorrigible con artist than if the party is led by a veteran pit fighter.

Because of this, the scenarios that we're releasing for **Bulldogs!** present not a step-by-step plot, but instead a series of challenges called **Problems** that you, as the GM, use to confront the players with opposition.

Each Problem includes a situation and possibly some characters that create an obstacle for the player characters. Guidelines on how to handle some of the more predictable methods that players

use to bypass the Problem are described, such as Difficulty numbers for skill checks, stunts and skills that the non-player characters have, etc.

The key to running FATE is flexibility. You need to be ready to roll with what the players try to do. Players may throw you for a loop by taking a completely unexpected action, or bypassing the Problem altogether. That's OK! If the players take you by surprise and do something nobody anticipated, just set a Difficulty for them and let it roll. If the players bypass a Problem completely, move it to a point later in the session, or just toss it out completely.

Despite all this, you've got a powerful tool in your arsenal to get the players to engage with a Problem. Grab an aspect on one of the characters confronted by the Problem and compel it! Players are going to be happy to dig into the complications if they get a fate point for it. If your players are familiar with FATE, they might even do this to themselves when you put a Problem in their way.

What's in This Adventure

Each adventure scenario for **Bulldogs!** includes a basic setup, usually a delivery assigned by TransGalaxy.

Following the basic setup is a series of Problems. These are presented in the most likely order the characters will encounter them, but like we said before, don't feel like you have to give them to your players in order. Mix them up, move them around, whatever makes sense for your group and for the consequences of the actions they take to solve earlier Problems.

Next, you'll find the non-player characters from the adventure mostly filled out. These non-player characters are missing some of the skills at the bottom of their list. Feel free to fill in a skill they are missing if you need it in play.

You'll also see that there are four sets of these characters. Each set is for a different starting power level. The page numbers are repeated so you can find the right character based on the reference earlier in the adventure, but discard or ignore the non-player characters for the power levels that don't match your players' characters.

Lastly, we have a page of player handouts with aspects described in the adventure set apart and easy to print out and cut up. It's a lot easier just to slap a card or bit of paper with the aspect printed out than to have to write down all these aspects yourself. Use the handouts if it makes your life easier, we find them extremely useful when we run these adventures at conventions.



Open Game License Version 1.0a

The following license text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fudge 10th Anniversary Edition Copyright 2005, Grey Ghost Press, Inc.; Authors Steffan O'Sullivan and Ann Dupuis, with additional material by Jonathan Benn, Peter Bonney, Deird'Re Brooks, Reimer Behrends, Don Bisdorf, Carl Cravens, Shawn Garbett, Steven Hammond, Ed Heil, Bernard Hsiung, J.M. "Thijs" Krijger, Sedge Lewis, Shawn Lockard, Gordon McCormick, Kent Matthewson, Peter Mikelsons, Robb Neumann, Anthony Roberson, Andy Skinner, William Stoddard, Stephan Szabo, John Ughrin, Alex Weldon, Duke York, Dmitri Zagidulin
Fate (Fantastic Adventures in Tabletop Entertainment) Copyright 2003 by Evil Hat Productions, LLC. Authors Robert Donoghue and Fred Hicks.

Spirit of the Century Copyright 2006 by Evil Hat Productions, LLC. Authors Robert Donoghue, Fred Hicks, and Leonard Balseira

Bulldogs! Copyright © 2011 Brennan Taylor/Galileo Games. All rights reserved. Bulldogs! created by Eric Coble, Chuck Cooley, Robert Cooley, Nathan Crowder, and C. Austin Hogan.

Cover illustration © 2012 John Reuben Smith III.

In accordance with the Open Game License Section 8 "Identification" the following designate Open Game Content and Product Identity:

OPEN GAME CONTENT

The contents of this document are declared Open Game Content except for the portions specifically declared as Product Identity. Non-rules related elements of the setting included in the core rulebook, including capitalized names, organization names, characters, historical events, organizations, and the ten core species, are Open Game Content.

PRODUCT IDENTITY

All artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, and other graphics, unless specifically identified as Open Game Content, capitalized names and characters, as well as rules-related elements of the proprietary setting, such as aspects and species abilities associated with setting elements, are to be considered Product Identity and subject to copyright.

<http://galileogames.com/bulldogs-fate>



Astrozombies Must Die!

You've dealt with your share of peril during your time with TransGalaxy. There is no such thing as an easy delivery because every mission has some sort of hitch that you've had to overcome. This mission is no exception, but goes outside of the usual Class D crate. You're not making a delivery, you're saving a delivery. There is another Class D ship out there, with some apparently high profile cargo, that has gone dark on the ass end of the Frontier Zone. What was this all important cargo? What happened to the crew of the previous ship? With a lack of detail to the mission specs, the biggest question is are you coming back?

Setup: The Missing Ship

Your crew gets a salvage and deliver notification from TransGalaxy HQ. You will be briefed to the details of your assignment once you arrive at your ship. The TransGalaxy ship **Solar Sailor** is considered lost in space. She was traveling near the edge of the galaxy when she last communicated with dispatch, and has since gone dark. The cargo is apparently of high importance, since management is insisting another ship be sent to retrieve it.

Things seem off when Thomas, your usual TransGalaxy dispatch agent, is waiting for you outside of your ship. He seems guarded and a bit shaken when you arrive. Perhaps even a little bit nervous and jumpy.

1. An **Empathy** roll against Average (+1) difficulty reveals that Thomas is issuing your orders under duress. He's spooked about something and isn't talking, but he keeps looking at the stairs leading to the next level of the dock.
2. A **Rapport** roll against Fair (+2) difficulty allows you to weasel some information about this mission out of him. He's concerned for the crew of the Solar Sailor and thinks that something sinister has befallen the ship. Thomas is concerned that they may have fallen prey to the Barracado pirates and lost both the cargo and their lives.

Thomas will stress that upper management is pissed that this delivery hasn't been made, but they're not giving up any information as to what the cargo was. He does know that it consisted of a single, very large metal crate. He will inform you that the last communication from the Solar Sailor came from just past Ryjyl, heading toward The Void. Crew members who look to where Thomas was looking will notice three members of Upper Management watching from the stairs. If the players go to approach them, they are gone.



Problem: Where the Hell Did the Solar Sailor Go?

As your ship is passing Ryjyl, space traffic begins to thin out. As you cruise toward the location that you were provided, you find nothing but empty space. The crew will have to decide the means to locate the Solar Sailor from here.

1. A **Rapport** roll against Good (+3) will allow you to hail the crew of a passing ship that is willing to talk and has recently seen a TransGalaxy ship approaching The Void.
2. A **Systems** roll against Fair (+2) will allow the ship to scan for the Solar Sailor and locate it. There's a lot of empty space out here, so this is time consuming and will take a few days.
3. A **Pilot** roll against Average (+1) will allow you to circle the area until you locate the Solar Sailor at the edge of The Void. This takes even longer, a few weeks of searching.

Problem: The Solar Sailor's Dark

The Solar Sailor is a large, heavily plated freighter ship adrift in space. It is a cumbersome beast of a ship that appears to be just floating closer to The Void. There is no apparent power running on the ship, and any attempts to communicate with it go unanswered.

The crew won't be able to access the ship through the cargo doors or any conventional means. A **Pilot** roll against Fair (+2) difficulty will allow the crew to get into a boarding position at an access door to the side of the ship, but normal attempts at entry will not open the door. Unless the pilot beat a Great (+4) difficulty making the seal, someone is going to have to stay on the ship to prevent it from getting cracked as the Solar Sailor begins to lazily rotate.

1. An **Engineering** or **Burglary** roll against Fair (+2) difficulty will allow the crew to open the door, but the roll will have to be made again once they have all boarded to close it again.
2. A **Might** roll against a Great (+4) difficulty will allow the crew to force the door open, but the roll will have to be made again to close the door behind them.

Once inside the Solar Sailor, the mission seems even more grim. There is no light on the Solar Sailor and no gravity in place. An **Alertness** roll against Mediocre (+0) difficulty will

allow the crew to notice that none of the life support systems on this ship are presently functioning. Considering the size of the cargo, you're going to need the cargo bay to remove the shipment, which means you need to get power in the Solar Sailor as soon as possible.

Also, where is the damn crew? The interior of this ship is a mess, filled with needless halls and nonsensical design choices, this ship is practically a maze. A dark, spooky, maze filled with empty space suits.

WERE THE DESIGNERS DRUNK?

Invoke: the ship is full of nonsensical corners and hidey-holes, "Kinda hard to shoot me if you can't see me."

Compel: practically a mobile labyrinth in space, "Any other ship and this hallway would have lead to the engineering room. This appears to be... the kitchen and bathroom?"

NOT A SINGLE BIT OF GRAVITY

Invoke: you can float around the ship freely, "Check this out, even Fenzi can jump in this."

Compel: you can float around the ship freely, so can everything else, "Uh...I don't know if you needed them, but all of your tools just floated out of your toolbelt..."

VIOLENCE IN SILENCE

Invoke: you don't really have to worry much about being heard, the only concern is being seen, "There ain't any sound here, just watch where your flashlight is panning."

Compel: no one can here you scream, "...where did the Glub go? It was sliming behind me not a second ago..."

only when a horde of minion Astrozombies (one per player) rises around them and get a surprise attack. Minion Astrozombies target the nearest player and attacking relentlessly. Most of the Astrozombies aboard will remain dormant, but some can draw enough strength from the light and power in the crew's suits as they pass by.

Problem: "So...uh...where is engineering?"

The Solar Sailor is an engineer's worst nightmare. Hell, any crew member's nightmare. Ship design for this beast is poor at the very best. It's filled with a variety of corridors that take sharp turns and lead to locations unexpected. If the crew is looking to reinstate the power, which should be standard operating procedures, they'll have to find engineering.

1. An **Engineering** or **Systems** roll against a Fair (+2) difficulty will allow the crew to familiarize themselves enough with the "flow" of the Solar Sailor to find engineering relatively quickly. Otherwise, they're going to be wandering around this trainwreck of a ship until the GM decides that they have located it.

When engineering is located, everything appears like it should be functional...but just isn't. An **Investigation, Engineering,** or **Systems** roll against Good (+3) difficulty reveals that engineering has been very deliberately shut down and sabotaged by someone who knew very well how to conceal their work. Getting engineering up and running requires both an **Engineering** and **Systems** roll against Good (+3) difficulty, taking about an hour for each roll. Two crew members can work each roll simultaneously, if desired.

Once engineering is reinstated, both the NOT A SINGLE BIT OF GRAVITY and the VIOLENCE IN SILENCE aspects are cleared. Once the ships systems and engineering have been reinstated, the Astrozombies will rise en masse and begin heading for the crew's location. If the crew opts to shut down engineering again, both Aspects are restored: it's all or nothing.

Problem: "WHAT THE HELL IS GOING ON!?!?"

Once power has been restored to the ship, the **Astrozombie Captain** (page 4) is in play and making her move. She will immediately break away from the crew's ship, even though that damages both airlocks. The Captain doesn't have any concern for her crew, so the movement is jerky and quick, requiring an **Athletics** roll against a Good (+3) difficulty for anyone standing to avoid getting thrown into surrounding obstacles for one **Stress**. Once the roll has been resolved, the **Astrozombie Engineer** (page 5) and four minion Astrozombies per character on the scene will try to take engineering.

Problem: "I don't think we're alone here"

Regardless of the state of engineering, the crew is wandering around the Solar Sailor and surrounded by empty space suits. At any point the GM may prompt the player with the highest **Alertness** to make a roll against a difficulty of Fair (+2). If they succeed, they hear the sound of teeth chattering, this is especially disconcerting if they have not reinstated power—because it's the only sound that they actually hear.

Hearing the teeth chatter inflicts one **Stress**, but allows that character to warn their fellows before the **Astrozombies** (page 4) attack! If this **Alertness** check isn't passed, the entire crew will hear the chatter of those teeth, but

Problem: The Cargo is Trashed!

The crew locates the cargo bay, either by wandering too much during “So...uh...where is engineering?” or seeking the cargo bay first. What they find is the cargo bay has been ripped to shreds and that the cargo (a wine, food, and paraphernalia shipment for **Sonny Sweets**, a high priced Ken Reeg lawyer) is half destroyed and half strewn around.

1. An **Investigation** roll against a Good (+3) difficulty reveals that the crate was torn apart by human hands with inhuman strength and that there was a pretty potent blaster fight in here.

HEY...THIS IS THE REALLY GOOD STUFF

Invoke: the cargo may be trashed but it's still worth a good fistful of credits, “I'm sure Mr. Sweets will be more than happy to pay us for what we've been able to salvage.”

Compel: nobody is going to notice if the rest of it goes missing, “Well, good thing we counted this one as a loss already.”

Problem: We Gotta Get Off this Piece!!

One way or another, the crew is going to realize that this mission has gone completely south and they need to get the hell off of the Solar Sailor. The Astrozombie Captain's actions have complicated this plan. Unlike the other Astrozombies, the Captain is capable of reasoning and strategy. She will have noticed that the crew is in a tight spot, sealed the cargo bay shut, and will begin waiting for the intruders to get snuffed out by her Astrozombies. She will send a few waves of minion Astrozombies, two per crew member, at the crew every 10 minutes or so while they move around the ship. She's patient, she can wait for her minions to convert the intruders.

If the crew is going to attempt an escape that doesn't involve an extremely hazardous free space walk (crossing to the other ship in open space requires an **Athletics** roll with a Superb (+5) difficulty), they're going to have to take the bridge. This is where the Captain is awaiting them with four minion Astrozombies per character. Four minions will immediately attach to the Captain to provide her with armor, the rest will split up to attack the rest of the crew. If the crew thinks of a way to avoid the bridge, such as trying to take control in Engineering or leaving through the wrecked airlock, the Captain will come hunting them if it looks like they might escape.

An Epilogue in the Captain's Log

The crew is only going to be able to get answers about the Astrozombies if they take the bridge. The Solar Sailor's bridge features a large recorder that is used to keep track of the Captain's Logs. In the center of the massive contraption there is a blinking red light that indicates a new entry or emergency broadcast. When the crew plays it, they are able to hear the account of the events from a holograph of Sola Grimm herself. As she speaks, blasters can be heard going off on the background:

“This is Captain Grimm of the Solar Sailor. I ain't going to claim to be an educated woman about the crap that I'm seeing on my boat, but my distress calls are going unanswered and I got no time to keep trying. This is going to have to do.”

She pauses to cough dryly and wheeze.

“...we encountered lights...colors in space. They pushed through the shields and my crew turned bad. Their bodies disappeared, leaving their salvage suits prowling the ship with glowing skulls. We figured out that they need to feed, but not just on life...it's energy that they take, it's energy they react to: lights...life...they don't care. They go dormant if they're not near any energy...be it life energy or the fuckin' lights.”

Sola's eyes brighten as a tear forms on her right cheek, spilling green energy.

“I ain't got long. Gravus is shutting the Solar Sailor down, taking away their food. If we're lucky, these bastards will be nothing but a bad memory by the time the Solar Sailor is found. It's not a good solution, but it's the best I've got. Captain Grimm out.”

Fresh Meat

Astrozombies

Average (+1) Physical minions, armed with blast pistols (Damage: 2, Range: 2) and fists.

- | | | |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Stunts & Species Abilities

When an Astrozombie delivers its first consequence to an opponent with a hand-to-hand attack, the consequence is always ASTROZOMBIE INFECTION. This is the first stage of a transformation into an Astrozombie, but it is not too late for a crew member with an ASTROZOMBIE INFECTION. The full final transformation takes about an hour. The crew member can be cured with a successful **Medicine** or **Academics** roll of a Fair (+2) difficulty. The crew member must be sequestered in a dark silent room for an hour to recover. This may be difficult in the course of a battle with the Astrozombies, but that's the crew's problem.

Crew members that are Taken Out could turn into an Astrozombie with the same stats and gear as they had when alive. There is no cure for Astrozombification, so be careful when applying this result to a campaign rather than a one-shot! Only do this if the player is OK with it.

Astrozombie Captain

In life, Sola Grimm was a no-nonsense, get the job done, quick-and-dirty kind of captain. At least that part didn't change with the conversion. She still wears her TransGalaxy captain's jacket, albeit a little more hole-riddled than previous. From where her neck used to be spews an inky bloom of black energy. In the center of it floats a glowing green skull.

Stress:

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Leadership Great (+4), Endurance Good (+3), Guns Good (+3), Alertness Fair (+2), Resolve Fair (+2), Survival Fair (+2), Intimidation Average (+1), Investigation Average (+1), Pilot Average (+1), Athletics Average (+1)

Aspects

NATURAL ADAPTABILITY, WE'RE EVERYWHERE, GET THEM!, QUICK & NIMBLE, "I AIN'T GOT TIME TO DO THIS CLEANLY."

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Never Sleep (pg. 41), Two Fisted Shooter (pg. 115), One Step Ahead (pg. 109)

Gear

Two Laser Pistols (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Fresh Meat

Astrozombie Engineer

In life, Gravus Suroç was an engineer whose badassitude was beyond compare, so you can only imagine how terrifying he is as an Astrozombie. A huge specimen, his glowing purple skull sits among a bed of black shadows that plume from his bullet-riddled commando suit.

Stress: □□□ □□

Armor/Shields: Armor 1 (2 vs. hand-to-hand)

Fate: 2

Skills

Endurance Great (+4), Might Great (+4), Weapons Good (+3), Fists Good (+3), Engineering Fair (+2), Intimidation Fair (+2), Guns Average (+1), Artillery Average (+1)

Aspects

BIG AND BLUE; THREE POWERFUL ARMS; WON'T GO DOWN EASY; "AIN'T NUTHIN' THAT CAN'T BE FIXED WITH A GOOD THUMPIN'"; VETERAN SPACER

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Close at Hand (pg. 122)

Gear

Vibrosword (Damage 4, Accuracy -1), Energy Grenade (Damage 4, Recharge and Reuse), Synthetic Mesh (Armor 1, HARD TO DETECT)



Trouble

Astrozombies

Fair (+2) Physical minions, armed with blast pistols (Damage: 2, Range: 2) and fists.

□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□

Stunts & Species Abilities

When an Astrozombie delivers its first consequence to an opponent with a hand-to-hand attack, the consequence is always **ASTROZOMBIE INFECTION**. This is the first stage of a transformation into an Astrozombie, but it is not too late for a crew member with an **ASTROZOMBIE INFECTION**. The full final transformation takes about an hour. The crew member can be cured with a successful **Medicine** or **Academics** roll of a Fair (+2) difficulty. The crew member must be sequestered in a dark silent room for an hour to recover. This may be difficult in the course of a battle with the Astrozombies, but that's the crew's problem.

Crew members that are Taken Out could turn into an Astrozombie with the same stats and gear as they had when alive. There is no cure for Astrozombification, so be careful when applying this result to a campaign rather than a one-shot! Only do this if the player is OK with it.

Astrozombie Captain

In life, Sola Grimm was a no-nonsense, get the job done, quick-and-dirty kind of captain. At least that part didn't change with the conversion. She still wears her TransGalaxy captain's jacket, albeit a little more hole-riddled than previous. From where her neck used to be spews an inky bloom of black energy. In the center of it floats a glowing green skull.

Stress: □□□ □□□

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Leadership Great (+4), Endurance Good (+3), Guns Good (+3), Alertness Fair (+2), Resolve Fair (+2), Survival Fair (+3), Intimidation Fair (+2), Investigation Average (+1), Pilot Average (+1), Athletics Average (+1), Artillery Average (+1), Empathy Average (+1), Fists Average (+1), Weapons Average (+1)

Aspects

NATURAL ADAPTABILITY, WE'RE EVERYWHERE, GET THEM!, QUICK & NIMBLE, "I AIN'T GOT TIME TO DO THIS CLEANLY."

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Never Sleep (pg. 41), Two Fisted Shooter (pg. 115), One Step Ahead (pg. 109), Tracker (pg. 121)

Gear

Two Laser Pistols (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT), Defense Screen (Shields 1)

Trouble

Astrozombie Engineer

In life, Gravus Suroç was an engineer whose badassitude was beyond compare, so you can only imagine how terrifying he is as an Astrozombie. A huge specimen, his glowing purple skull sits among a bed of black shadows that plume from his bullet-riddled commando suit.

Stress: □□□ □□□

Armor/Shields: Armor 1 (2 vs. hand-to-hand)

Fate: 3

Skills

Endurance Great (+4), Might Great (+4), Weapons Good (+3), Fists Good (+3), Engineering Fair (+2), Intimidation Fair (+2), Guns Fair (+2), Artillery Average (+1), Alertness Average (+1), Resolve Average (+1), Pilot Average (+1), Burglary Average (+1)

Aspects

BIG AND BLUE; THREE POWERFUL ARMS; WON'T GO DOWN EASY; "AIN'T NUTHIN' THAT CAN'T BE FIXED WITH A GOOD THUMPIN'"; VETERAN SPACER

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Close at Hand (pg. 122)

Gear

Vibrosword (Damage 4, Accuracy -1), Two Energy Grenades (Damage 4, Recharge and Reuse), Synthetic Mesh (Armor 1, HARD TO DETECT)

Hard Boiled

Astrozombies

Fair (+2) Physical minions, armed with blast pistols (Damage: 2, Range: 2) and fists.

□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□
□□	□□	□□

Stunts & Species Abilities

When an Astrozombie delivers its first consequence to an opponent with a hand-to-hand attack, the consequence is always **ASTROZOMBIE INFECTION**. This is the first stage of a transformation into an Astrozombie, but it is not too late for a crew member with an **ASTROZOMBIE INFECTION**. The full final transformation takes about an hour. The crew member can be cured with a successful **Medicine** or **Academics** roll of a Good (+3) difficulty. The crew member must be sequestered in a dark silent room for an hour to recover. This may be difficult in the course of a battle with the Astrozombies, but that's the crew's problem.

Crew members that are Taken Out could turn into an Astrozombie with the same stats and gear as they had when alive. There is no cure for Astrozombification, so be careful when applying this result to a campaign rather than a one-shot! Only do this if the player is OK with it.

Astrozombie Captain

In life, Sola Grimm was a no-nonsense, get the job done, quick-and-dirty kind of captain. At least that part didn't change with the conversion. She still wears her TransGalaxy captain's jacket, albeit a little more hole-riddled than previous. From where her neck used to be spews an inky bloom of black energy. In the center of it floats a glowing green skull.

Stress: □□□ □□□ □

Armor/Shields: Armor 1, Shields 2

Fate: 4

Skills

Leadership Great (+4), Endurance Great (+4), Guns Good (+3), Alertness Good (+3), Resolve Good (+3), Survival Fair (+2), Intimidation Fair (+2), Investigation Fair (+2), Pilot Fair (+2), Athletics Average (+1), Artillery Average (+1), Empathy Average (+1), Fists Average (+1), Weapons Average (+1)

Aspects

NATURAL ADAPTABILITY, WE'RE EVERYWHERE, GET THEM!, QUICK & NIMBLE, "I AIN'T GOT TIME TO DO THIS CLEANLY."

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Never Sleep (pg. 41), Two Fisted Shooter (pg. 115), One Step Ahead (pg. 109), Tracker (pg. 121), Inner Strength (pg. 119)

Gear

Two Laser Pistols (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT), Combat Screen (Shields 2)

Hard Boiled

Astrozombie Engineer

In life, Gravus Suroç was an engineer whose badassitude was beyond compare, so you can only imagine how terrifying he is as an Astrozombie. A huge specimen, his glowing purple skull sits among a bed of black shadows that plume from his bullet-riddled commando suit.

Stress: □□□ □□□ □

Armor/Shields: Armor 2 (3 vs. hand-to-hand)

Fate: 3

Skills

Endurance Superb (+5), Might Superb (+5), Weapons Great (+4), Fists Great (+4), Engineering Good (+3), Intimidation Good (+3), Guns Fair (+2), Artillery Fair (+2), Alertness Average (+1), Resolve Average (+1)

Aspects

BIG AND BLUE; THREE POWERFUL ARMS; WON'T GO DOWN EASY; "AIN'T NUTHIN' THAT CAN'T BE FIXED WITH A GOOD THUMPIN'"; VETERAN SPACER

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Close at Hand (pg. 122)

Gear

Chain Axe (Damage 5, Accuracy -1, REALLY DAMN SCARY), Three Energy Grenades (Damage 4, Recharge and Reuse), Commando Suit (Armor 2, Camouflage)

Serious Badass

Astrozombies

Good (+3) Physical minions, armed with blast pistols (Damage: 2, Range: 2) and fists.

□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□
□□□	□□□	□□□

Stunts & Species Abilities

When an Astrozombie delivers its first consequence to an opponent with a hand-to-hand attack, the consequence is always **ASTROZOMBIE INFECTION**. This is the first stage of a transformation into an Astrozombie, but it is not too late for a crew member with an **ASTROZOMBIE INFECTION**. The full final transformation takes about an hour. The crew member can be cured with a successful **Medicine** or **Academics** roll of a Great (+4) difficulty. The crew member must be sequestered in a dark silent room for an hour to recover. This may be difficult in the course of a battle with the Astrozombies, but that's the crew's problem.

Crew members that are Taken Out could turn into an Astrozombie with the same stats and gear as they had when alive. There is no cure for Astrozombification, so be careful when applying this result to a campaign rather than a one-shot! Only do this if the player is OK with it.

Astrozombie Captain

In life, Sola Grimm was a no-nonsense, get the job done, quick-and-dirty kind of captain. At least that part didn't change with the conversion. She still wears her TransGalaxy captain's jacket, albeit a little more hole-riddled than previous. From where her neck used to be spews an inky bloom of black energy. In the center of it floats a glowing green skull.

Stress: □□□ □□□ □

Armor/Shields: Armor 1, Shields 2

Fate: 4

Skills

Leadership Superb (+5), Endurance Great (+4), Guns Great (+4), Alertness Good (+3), Resolve Good (+3), Survival Good (+3), Intimidation Fair (+2), Investigation Fair (+2), Pilot Fair (+2), Athletics Fair (+2), Artillery Average (+1), Empathy Average (+1), Fists Average (+1), Weapons Average (+1), Might Average (+1)

Aspects

NATURAL ADAPTABILITY, WE'RE EVERYWHERE, GET THEM!, QUICK & NIMBLE, "I AIN'T GOT TIME TO DO THIS CLEANLY."

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Never Sleep (pg. 41), Two Fisted Shooter (pg. 115), One Step Ahead (pg. 109), Tracker (pg. 121), Inner Strength (pg. 119), One Hand on the Stick (pg. 117)

Gear

Two Laser Pistols (Damage 3, 1 vs. shields, Accuracy 1, Range 2, ELEGANT LOOKING), Ballistic Cloth (Armor 1, HARD TO DETECT), Combat Screen (Shields 2)

Serious Badass

Astrozombie Engineer

In life, Gravus Suroç was an engineer whose badassitude was beyond compare, so you can only imagine how terrifying he is as an Astrozombie. A huge specimen, his glowing purple skull sits among a bed of black shadows that plume from his bullet-riddled commando suit.

Stress: □□□ □□□ □

Armor/Shields: Armor 2 (3 vs. hand-to-hand)

Fate: 4

Skills

Endurance Superb (+5), Might Superb (+5), Weapons Great (+4), Fists Great (+4), Engineering Good (+3), Intimidation Good (+3), Guns Fair (+2), Artillery Fair (+2), Alertness Fair (+2), Resolve Average (+1), Pilot Average (+1), Burglary Average (+1), Systems Average (+1), Investigation Average (+1)

Aspects

BIG AND BLUE; THREE POWERFUL ARMS; WON'T GO DOWN EASY; "AIN'T NUTHIN' THAT CAN'T BE FIXED WITH A GOOD THUMPIN'"; VETERAN SPACER

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Close at Hand (pg. 122)

Gear

Chain Axe (Damage 5, Accuracy -1, REALLY DAMN SCARY), Four Energy Grenades (Damage 4, Recharge and Reuse), Commando Suit (Armor 2, Camouflage)

THE CARGO

The cargo has been broken open and spoiled, which will probably disappoint Mr. Sweets a great deal.

HEY...THIS IS THE REALLY GOOD STUFF

Invoke: the cargo may be trashed but it's still worth a good fistful of credits, "I'm sure Mr. Sweets will be more than happy to pay us for what we've been able to salvage."

Compel: nobody is going to notice if the rest of it goes missing, "Well, good thing we counted this one as a loss already."

THE SOLAR SAILOR

The Solar Sailor is a massive, labyrinthine cargo vessel. It's power and systems are completely shut down and it's drifting in deep space.

WERE THE DESIGNERS DRUNK?

Invoke: the ship is full of nonsensical corners and hidey-holes, "Kinda hard to shoot me if you can't see me."

Compel: practically a mobile labyrinth in space, "Any other ship and this hallway would have lead to the engineering room. This appears to be... the kitchen and bathroom?"

NOT A SINGLE BIT OF GRAVITY

Invoke: you can float around the ship freely, "Check this out, even Fenzi can jump in this."

Compel: you can float around the ship freely, so can everything else, "Uh...I don't know if you needed them, but all of your tools just floated out of your toolbelt..."

VIOLENCE IN SILENCE

Invoke: you don't really have to worry much about being heard, the only concern is being seen, "There ain't any sound here, just watch where your flashlight is panning."

Compel: no one can here you scream, "...where did the Glub go? It was sliming behind me not a second ago..."