"How do I scout an unexplored location to identify hazards, life forms, and useful information?"

Step 1: Use your starship's or vehicle's sensors

All starships and some vehicles possess radar, lidar, thermal and electromagnetic sensors, telescopes, and signal receptors that can pick up unencrypted open transmissions (like distress calls), narrow-band coded signals (private communications), and sensor sweeps aimed at *you*.

Any scan of a **starship**, **space station**, or **vehicle** within combat range will reveal its size and type, registered ID code, and obvious weapon mounts or signs of damage. A successful **Computers** check may reveal more detailed data, including:

- Is it demonstrating any awareness of your presence, e.g., is it scanning you back?
- Is it the product of a specific company, culture, or planet?
- Where are the best places to board it?
- Is there evidence of active life signs on board?
- Does anything look odd about its readings?
- **NOTE:** Although sensors can probe approximately a meter beneath the hull, they don't grant access to the other vehicle's/station's computers or provide maps of its interior spaces.

Any orbital scan of a **planet**, **moon**, or **asteroid** will reveal basic information on atmosphere, geology, natural features, day-night cycle, advanced energy-using surface communities, starships or stations in orbit, and obvious anomalies. A successful **Computers** check may reveal more detailed data, including:

- Are there unusual planetary weather patterns, unique allergens, or atmospheric hazards?
- Are there apparent capitals, spaceports, or major industrial sites?
- Are there orbiting satellites and/or defense platforms? If so, how many?
- Is there evidence of a low-tech community or concealed enclave?
- How much communication transmission is occurring, and can you eavesdrop on any of it?
- Are there any unusual electromagnetic fluctuations or strange energy readings?
- **NOTE:** It is typically impossible to scan for life-form readings on a planetary scale, but it can be inferred from observing environmental features (bodies of water, areas of flora, settlements, etc.).

Step 2: Use your personal equipment

- **Binoculars** provide 20x magnification with thermal and night-vision options.
- **Bioscanners** detect signs of life in a 100-meter radius and can track movement.
- **Cybernetic Diagnostic Scanners** detect and diagnose physical and mental malfunctions in androids and cyborgs.
- **Field Recorders** take vital signs of flora and fauna, sample their DNA, and perform basic genetic and material analysis.
- **Infrared Goggles** see heat signatures, sometimes several hours old.
- **Medscanners** analyze living or dead tissue to detect the presence of diseases or abnormalities.
- **Survey Kits** create a three-dimensional map of a planet's surface in a five-kilometer radius and provide data on air quality, gravity, and important landscape features. However, they cannot map underground or inside structures. You'll have to do that yourself.

Step 3: Get out there and look around!

- Remember, Androids don't need to breathe.
- In the vacuum of space, you'll need a **Vacsuit** equipped with an **Oxygen Tank** and **Mag-Boots**.
- If an atmosphere is toxic, you'll need a **Hazard Suit** (maybe with its own **Oxygen Tank**).
- If an atmosphere is unfavorable and/or you're going underwater, you'll need a **Rebreather**.
- If an atmosphere is favorable, you can wear whatever you want. (Armor is a good choice.)

"How do I survive and succeed in an unknown and potentially hazardous environment?"

Step 1: Take the right gear with you

In addition to the personal surveying gear listed on the previous page, these items may be useful:

- **Camping Gear** provides a tent, canteen, stove, backpack, and sleeping bag.
- **Crowbars** provide Advantage on Strength checks to open jammed airlocks and lift heavy objects.
- **Electronic Tool Sets** allow for construction of devices and provide a +10% bonus to repairs.
- **Emergency Beacons** send up a flare and transmit a beeping noise every few seconds. They can be set to transmit a distress call to nearby starships or vehicles on all radio channels, only use private or coded channels, or be set to operate silently.
- **Flamethrowers** can burn dense foliage and other flammable hazards.
- **Flare Guns** shoot high-intensity flares that are visible from 20 kilometers away.
- **Flashlights** illuminate 20 meters ahead of you and can be shoulder mounted.
- **Foam Guns** put out fires—and can be used to trap things in sticky hardened goop.
- **Hand Welders** cut through airlocks and heavy doors and may also be used to reseal them.
- **Hazard Suits** provide air filtration of toxic environments, can store up to 1 hour of air, protect against extreme heat and cold, and can recycle 1 liter of water to last for 4 days. They are *not* intended for use in outer space. (You need a Vacsuit for that.)
- **Laser Cutters** can carve through metal and rock to open paths where none exist.
- **Lockpick Sets** provide a +10% bonus to hack basic airlocks and electronic door systems.
- **Mag-Boots** allow wearers to walk on the outside of starships or on metal-based asteroids.
- **MREs** provide caloric sustenance to keep one person fed for one day.
- **Nail Guns** can repair damaged starships, vehicles, and other structures.
- **Oxygen Tanks** provide 12 hours of air to Vacsuits (but only 4 hours under stressful conditions).
- **Rebreathers** filter air and allow for underwater breathing for up to 20 minutes without surfacing.
- **Rigging Guns** fire harpoons that lodge in solid objects and are connected to 500-meter-long monofilament wires that are extremely difficult to cut through.
- **Vacsuits** protect against hard vacuum, radiation exposure, and extreme temperatures found in outer space. They require Oxygen Tanks for sustained use.
- **Vibechetes** can cut through dense foliage, but not rock or metal.
- **Water Filters** can pump 50 liters per hour of drinkable water out of even the most brackish and toxic swamps.

Step 2: Have the right training

The following skills may be useful when exploring unknown planets, moons, or asteroids:

- Archeology
- Athletics
- Biology
- Botany
- Chemistry
- Driving
- Genetics
- Geology
- Pathology
- Physics
- Piloting
- Planetology
- Scavenging
- Vehicle Specialization
- Xenobiology
- Zero-G

In addition to the above, the following skills may be useful when exploring starships and space stations:

- Artificial Intelligence
- Astrogation
- Computers
- Engineering
- Hacking
- Heavy Machinery
- Hydroponics
- Hyperspace
- Jury-Rigging
- Robotics

"How do I understand alien discoveries and weird phenomena to solve baffling mysteries?"

Step 1: Use a helpful workspace to gather information, collate data, and apply your skills

- **Computers** sort data, find connections, spot anomalies, and cross-reference new input with their archives. They also have their own Intellect scores (total number of modules x 10 + 30%).
- **Medical Bays** are for physical examinations, surgeries, and autopsies. Each connected medbay module grants +5% to the Intellect of a Scientist or Android using them.
- **Science Labs** permit research, experimentation, and invention. Each connected lab module grants +5% to the Intellect of a Scientist or Android using them.
- In addition to the natural sciences, **Art**, **Linguistics**, **Mathematics**, **Mysticism**, **Psychology**, **Sophontology**, **Theology**, and **Xenoesotericism** may be useful.

Step 2: Ask the right questions to get the answers you need

- **Communications**
  - If it's a transmitted signal, can you determine its point of origin?
  - Approximately how old is the signal or message?
  - Is it in a language known to humans or machines, or is it completely alien?
  - Is it communicated via an alphabet, symbols, pictograms, numbers, sounds, or does it use something unusual like colored lights or chemical pheromones?
  - Is it encrypted? If so, can it be decoded?
  - If it can't be decoded or translated, are there contextual clues hinting at its content?
- **Structures, Technology, and Artifacts**
  - What is its likely purpose and intended use?
  - What is it made from, and what condition is it in?
  - How durable or fragile is it?
  - How old is it?
  - How technologically advanced were its builders (i.e., primitive, industrial, or spacefaring)?
  - Does it require a catalyst, energy source, or ammunition to operate? If so, what?
- **Life**
  - What form of life is it? How much of its taxonomy can you identify?
  - What are its life cycle maturity levels, and how do they differ from each other?
  - What does it use for life-sustaining energy? How does it prefer to acquire this energy?
  - What are its physical and sensory abilities? Attacks? Defenses? Weaknesses?
  - What environmental conditions is it most suited for? Can it survive where humans can't?
  - What are its observable instincts and behaviors?
  - Is it sentient? Is it sapient? Does it have intelligence equal to or exceeding a human's?
  - Does it possess and/or can it wield tools and technology?
  - Can you communicate and reason with it?
  - Is it edible? Can it provide a source of nourishment?
- **Matter, Energy, Space, and Time**
  - Is it something already known to humanity, e.g., does it exist on the periodic table?
  - Is it harmful to living organisms? If so, how?
  - If it's matter, what state is it currently in? What state(s) can it change to, and how?
  - Is its behavior predictable and replicable? Can its "rules" be codified?
  - Can it be controlled, harnessed, or channeled? If so, how?
  - If it's something new, what established scientific laws does it bend or outright break?
  - How does it change or add to humanity's understanding of the universe?
  - What potential applications does it have to human endeavors or technology?

"How do I repair broken technology?"

Step 1: Have the right tools for the job

- **Crowbars** provide Advantage on Strength checks to open jammed airlocks and lift heavy objects.
- **Cybernetic Diagnostic Scanners** detect and diagnose physical and mental malfunctions in androids and cyborgs.
- **Electronic Tool Sets** provide a +10% bonus to repairing devices.
- **Hand Welders** cut through airlocks and heavy doors and may also be used to reseal them.
- **Laser Cutters** can slice through starship hulls and other thick metal plating.
- **Lockpick Sets** provide a +10% bonus to hack basic airlocks and electronic door systems.
- **Nail Guns** can repair damaged starships, vehicles, and other structures.

Step 2: Have the right skills and workspace to make the fix

- **Science Labs** provide Advantage to repair skill checks and let you create improvised gear.
- **Mechanical Repair** and **Engineering** allow you to fix all sorts of devices and machines, from handheld scanners to starship engines.
- **Jury-Rigging** is useful when you don't have the correct replacement parts to make a repair or want to improvise a device you don't currently possess.
- **Robotics** is for fixing the body/chassis and internal motors of robots and androids.
- **Artificial Intelligence**, **Computers**, and **Hacking** are for fixing electronic brains, whether they are in a computer, robot, or android.
- **Cybernetics** is for fixing machine-biological interfaces and prostheses.

"How long are these repairs going to take? Do I need to send Ripley down to Engineering?"

Step 1: Make a repair time estimate

The Warden will declare the type of repair necessary to fix the broken item. Find it on the chart below and roll the listed dice plus any modifiers to determine the estimated time needed to complete the work.

- Quick repair = 1d10 minutes
- Minor repair = 1d5 hours
- Complex repair = 2d10 hours
- Major repair = 4d10 hours
- Build it from scratch = determined by the Warden based on the item, resources, and conditions

Repair Time Modifiers:

- Lacking proper tools or replacement parts (aka Jury-Rigging) = +1d10
- Repair must be performed in a hostile environment (vacuum, underwater, etc.) = +1d10
- You are not a Teamster = +1d10
- You haven't had adequate sleep, food, or water for over 24 hours = +1d10

Step 2: Roll the repair check to succeed and find the *actual* time needed

- Success means the repair succeeds in the estimated time
- Critical success finishes in *half* the estimated time
- Failure adds +2d10 and gives everyone making the repair +1 Stress
- Critical failure adds +4d10 and gives everyone making the repair +1d5 Stress

"How do I ensure my survival when everything goes to shit?"

Step 1: Be armed, armored, and equipped to deal with injuries and stress

- **Armor** adds a bonus to Body Saves when resisting damage. There are several varieties.
- **First Aid Kits** add +10% when attempting to bandage wounds and stop bleeding.
- **Medscanners** analyze living or dead tissue to detect the presence of diseases or abnormalities.
- **Pain Pills** instantly restore 1d10 points of Health and lower Stress by 1.
- **Scalpels** provide a +10% bonus to Surgery attempts and may be used as a weapon.
- **Stimpaks** instantly restore 2d10 points of Health and increase Strength and Combat scores by 2d10 each for 1d10 hours.
- **Weapons** come with a variety of damage intensities, ranges, and ammunition requirements.

Step 2: Be trained to fight and heal

The following skills may prove useful before, during, and after all types of combat:

- Athletics
- Biology
- Close-Quarters Combat
- Command
- Driving
- Explosives
- Firearms
- First Aid
- Gunnery
- Military Training
- Pathology
- Piloting
- Psychology
- Surgery
- Tactics
- Vehicle Specialization
- Weapon Specialization
- Zero-G

"How do I recover Health, reduce Stress, and overcome my mental health conditions?"

Step 1: Take your medicine and/or get some rest

- **Pain Pills** instantly restore 1d10 points of Health and lower Stress by 1. Ingesting multiple pills at once risks overdosing, and there is a chance of addiction from overuse.
- **Stimpaks** instantly restore 2d10 points of Health and increase Strength and Combat scores by 2d10 each for 1d10 hours. Using multiple Stimpaks at once risks overdosing, and there is a chance of addiction from overuse.
- **Automeds** *ingested at the start of a 6-hour rest period* provide a +10% bonus on Body Saves to heal damage, fight disease, and resist poison, *and* a +10% on Fear Saves to reduce Stress. Unlike Pain Pills and Stimpaks, there is no chance of overdose and/or addiction to Automeds.

Step 2: Seek the treatment of a qualified professional, preferably one with access to a good care facility

- **Biology**, **Botany**, **Chemistry**, **First Aid**, **Pathology**, **Surgery**, and **Xenobiology** skills can help treat infections, diseases, toxins, and wounds.
- **Medscanners** analyze living or dead tissue to detect the presence of diseases or abnormalities.
- **Scalpels** provide a +10% bonus to Surgery attempts.
- **Cybernetics** can replace lost body parts with prosthetic devices.
- **Cybernetic Diagnostic Scanners** detect and diagnose physical and mental malfunctions in androids and cyborgs.
- **Electronic Tool Sets** allow for construction of prostheses and provide a +10% bonus to repairs.
- **Artificial Intelligence**, **Mysticism**, **Psychology**, **Sophontology**, and **Theology** can treat various mental health issues in humans and androids.
- **Medical Bays** provide Advantage to healing skill checks, Body and Fear Saves for humans.
- **Science Labs** provide Advantage to repair skill checks, Body and Fear Saves for Androids.

"How do I earn a living in outer space?"

These are some of the different kinds of jobs you can take on, from least- to most-hazardous:

- **Relay** important messages and data between settled systems and planets
- **Transport** passengers and/or cargo (raw materials, trade goods, and contraband)
- **Build** starships, space stations, outposts, and settlements
- **Mine** for ore, precious metals, and/or unrefined fuel on asteroids, moons, and planets
- **Salvage** derelict starships, space stations, planetary settlements, etc.
- **Raid** rival company starships, space stations, outposts, and settlements
- **Capture** wanted criminals and/or creature specimens
- **Explore** uncharted space, alien species and cultures, new technology, etc.

These skills come in handy for maximizing profits and keeping your starship flying:

- Asteroid Mining
- Astrogation
- Geology
- Heavy Machinery
- Hydroponics
- Piloting
- Rimwise
- Scavenging
- Zero-G

"What are the most common civilian crew positions aboard a starship, space station, or outpost?"

Note: Not all positions listed below exist on every vessel, station, or outpost. Salvagers, pirates, and mercenary crews tend to feature shorter chains of command, while marine crews tend to follow standard military ranks and command protocols.

- **Captain**
  - Primary decision-making authority over all personnel, the ship/facility, and mission
  - Required to consult with the Company Representative, if one is present
  - Receives an 18% share and bonus upon a successful mission completion
- **Company Representative**
  - Not technically a crew member, but possesses *economic* authority over the mission
  - Advises the Captain on all company procedures and mandates
  - Paid by the company to protect its interests and file official reports on the mission
- **Executive Officer**
  - Second-in-command to the Captain, aka "First Mate."
  - Offers strategic mission advice to the Captain and implements solutions to problems
  - Receives a 12% share and bonus
- **Warrant Officer**
  - Third-in-command, responsible for overseeing technical operations and crew labor
  - Ensures that proper maintenance, safety, and security protocols are followed
  - Receives a 6% share and bonus
- **Science Officer**
  - No command authority, but advises the crew on scientific topics
  - Often trained to maintain the medical bay and perform health-related procedures
  - Receives a 4% share and bonus
- **Navigator**, **Comm Operator**, **Engineer**, **Technician**, **Security**, and **General Staff**
  - No command authority, but provides services essential to a smooth operation
  - *May* receive a share and bonus (not to exceed 4% per individual and 10% in total for all members of this group) depending on their skills, experience, and mission-necessity
  - Most of these positions only receive a set fee for services rendered and no bonus, which can cause friction with their "elite" crew members