SPACE DUNGEON

Book III: Voyages among the Stars

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BOOK III

VOYAGES AMONG THE STARS

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BOOK III: VOYAGES AMONG THE STARS

INTRODUCTION

The origins of **SPACE DUNGEON** lie in a fortunate convergence of several different undertakings. In 2017 I had some time on my hands and decided to fill it by playing through a couple of excellent *Shadowrun* computer RPGs on iOS. I enjoyed them immensely and was struck by how successfully the time-hallowed dungeon crawl mechanic had been translated to a science fiction setting. It was *Shadowrun* that first helped me realize how much of the difference between a fantasy and a science fiction RPG lies in "dungeon dressing" rather than actual game mechanics.

In early 2018 I finally got my hands on a commercial reprint of the four booklets that constituted the 1975 iteration of the Original Game and promptly set about creating a rules reference booklet for my own personal use. My intention was to put together a small group and game like it was 43 years ago. This project again drove home the point that much of the genre-specific elements had more to do with names and descriptions rather than actual game mechanics; it also provided me with a deeper understanding of how the rules were structured and linked together. I spent many hours trying to get my reference booklet as close to the letter and spirit of the Original Game as possible, and was, I think, justly happy with my achievement—until it dawned on me that, for reasons of copyright, I could very likely never share it with anyone.

Another side benefit of this work was the realization that science fiction and fantasy were much more closely related than I had previously thought. I had always been a hard-core fantasy reader and tended to shun SF, but my attempt to distill the Original Game down to its essence helped me appreciate the *liberating* possibilities of SF in a way I never had before. The tropes of fantasy are so clearly defined that it's virtually impossible to innovate without becoming something other than fantasy, but SF offers so many different possibilities that you can do practically anything with it. It has cyborgs, computers, any type of vehicle you can imagine including ships, fliers, planes, rockets, and starships, an infinitude of alien species, robots, androids, clones, intelligent computers … you name it. Unfortunately that also makes it a lot *harder* to turn into a RPG than fantasy, as I was soon to discover!

Perhaps when you reach a certain age you naturally assume that all the good pop culture was produced in the couple of decades before you were born, and that in the first 10 years of your own life you watched the flood of good stuff dry up to a slow trickle. Maybe it's just me, or maybe we're all like this; the popularity of such movements as the Old School Revival suggests the latter. Or maybe, just maybe, pop culture really *has* gone downhill since the "good old days" of yore.

In any case, I definitely remembered having a lot more fun with pop culture when I was a kid than I do now, and I realized that I had never made a focussed effort to acquaint myself with the classics of the SF genre, so armed with a list of authors skimmed from research on Wikipedia, I began raiding the local used book stores for Golden Age paperbacks and devoted several months of my free time to acquainting myself with these "lost" treasures.

I discovered a couple of important things; first, that early SF is incredibly modern in tone. Poe and Verne sound like they wrote in an earlier century; but even in the 1930s SF writers sound pretty much like they do today. I also realized how quickly SF becomes dated; there are scenes in Heinlein's *Friday* (published in 1982) where characters use terminals to do research via computer, make online purchases with credit cards, and answer portable phones, and it was not until a while later that I realized that all this was supposed to be part of the SF! Finally, the mention of Heinlein leads to another realization: the incredibly disturbing portrayal of women in some 50s SF novels and movies (and in the writings of authors who date back to that age). The first hint I had of this came after watching *Forbidden Planet*, a great movie in its own way, but spoiled for me by the vulture-like circling of the men about the lone female character. This was one element of Golden Age SF that I did *not* want to resurrect. A more positive realization brought insight into what I had found lacking in contemporary SF: on the one hand, thanks to special effects and CGI, we have grown so accustomed to being able to see anything we can imagine on screen that there is just no way we can ever be surprised. There will never again be children who have the same experience as we did watching *Star Wars* in 1977. And on the other hand, technology has made such gargantuan strides in our own lifetime that we will never again have that same sense that something amazing is just around the corner as we did in the 1970s and 1980s. When the first home computers came out, it was obvious that they were just rough first attempts. This made consumer technology precious; now, on the other hand, I carry more raw computing power in my iPhone than was used to send the Apollo 11 mission to the moon—and I waste most of it making phone calls and playing games waiting for the elevator to arrive at my floor at work.

So the long and short of it was that I wanted to have a way of getting these feelings back—the freshness and wonder of the very first role-playing game, the Original Game—and the amazement and joy of watching popular technology become increasingly more sophisticated, and dreaming about what was to come just around the corner. It turned out that the best way of doing this was to ask the question: "What would have happened had the authors of the Original Role-Playing Game been avid fans of Golden Age science fiction instead of fantasy?" You hold my speculative answer to this question in your hands.

One last point: as was explained in **BOOK I: STARSAILORS AND PSIONICS,** a basic knowledge of how RPGs in general work as well as the Original Game and its derivatives in particular is definitely presupposed on

the part of the Galaxy Master (GM), if not that of the players. In a way, this is faithful to the Original Game, which did the same; but **SPACE DUNGEON** takes this approach largely because of its intended page count. Writing a book to teach a complete beginner how to play is an undertaking in itself; an introductory supplement might be written at some future time, but for the moment the rules themselves will have to suffice.

INTERPRETING ABILITY SCORES

The first three booklets of the Original Game left the interpretation of ability scores largely to the discretion of the referee. It was clear that higher was better; but just what Strength score did a character need e.g. to bend the bars of a jail cell? The fourth booklet expanded upon the few concrete guidelines there were, listing a variety of "derivative abilities" that helped to decide what exactly a given ability score actually meant in terms of gameplay. These derivative abilities could then be generalized to other game situations, e.g. a character's chance to open stuck doors could be used to determine the chance of prying open a chest, or removing a rusty manhole cover, and so on. Later games tended to do away with these derivative abilities in an attempt to reduce everything to some form of "ability test." **SPACE DUNGEON** opts to preserve the original, largely *ad hoc* system of derivative abilities in the belief that something vital of the early approach to Original Game characters is lost if game mechanics become too streamlined and too rational. The following notes on the interpretation of the ability score tables should be read with this in mind.

The derivative abilities in **BOOK I: STARSAILORS AND PSIONICS** are of three basic types: *chances*, *modifiers*, and *maximums*. Chances specify a die roll to accomplish a certain task and are meant to assist the GM in deciding what starsailors can or cannot successfully do in the course of play. Modifiers consist of a plus or minus and help to flesh out starsailors, i.e. distinguish them from other starsailors of the same species and class, and so make them more individualized and interesting. Maximums are numbers that set a top limit to a starsailor's capacities to do or undergo something.

STRENGTH

Strength is the prime requisite of Troopers. Troopers and Templars with a Strength of 18 have a chance of possessing exceptional Strength: they roll percentile dice and consult the additional lines in the STRENGTH table according to the result.

To hit modifier. The adjustment applied to all of the starsailor's "to hit" rolls when using melee weapons. Only Troopers and Templars receive the bonuses. All classes receive the penalties.

Damage modifier. The adjustment applied to all of the starsailor's damage rolls when using melee weapons. Only Troopers and Templars receive the

bonuses. All classes receive the penalties. Troopers and Templars can also add their "to hit" modifiers for exceptional Strength to the limits in the MOVEMENT RATES table in **BOOK I: STARSAILORS AND PSIONICS** when calculating encumbrance.

Feats of strength. The chance (for all characters) of using physical strength to accomplish a task that is still within the capacity of a very strong human being, e.g. forcing open a locked door or portal. Only Troopers and Templars with a Strength score of 18 (76) or higher can perform *legendary* (superhuman) feats of strength, e.g. destroying a temple by pushing over the pillars that hold up the roof.

Maximum item points. The maximum number of item points that a starsailor can carry and still be able to move.

INTELLIGENCE

Intelligence is the prime requisite of Psi-Sensitives and has a major effect on their ability to use psionics. It also determines all classes' capacity for learning new languages. For details on the psionic abilities of Templars see the SPECIES FEATURES AND CLASS ABILITIES section below.

Additional languages. The number of additional languages the starsailor is able to learn over and above those automatically known at the start of the game due to species and class. Additional languages may be chosen at the start of the game or acquired later in the course of play as opportunity presents itself.

Chance to choose technique. This represents the Psi-Sensitive's percentile chance to choose a new technique rather than having it randomly determined. A roll should be made for each technique acquired during character creation and whenever the Psi-Sensitive subsequently learns a new technique (i.e. upon gaining a level).

Additional psionic power points. Psi-Sensitives with high Intelligence gain an additional number of psionic power points as indicated in the table.

Additional techniques known. Psi-Sensitives begin the game knowing 2 techniques if their Intelligence is 15 or greater; otherwise they only know 1. A "Chance to Choose Technique" roll must be made for all of these.

WISDOM

Wisdom is the prime requisite of Medics and may have an effect on all classes' saving throws versus Psionics & Mental Effects.

Healing modifier. Whenever the Medic heals someone, whether through the use of class abilities, med-tech, or in any other way, this modifier is applied to hit points restored. The bonuses apply only to Medics, but the penalties are applied to all classes when they use med-tech or whenever they are

able to heal a character by any means. Note that a negative adjustment can never result in less than 1 hit point being restored.

Saving throw modifier. All starsailors apply this modifier to their saving throws versus Psionics & Mental Effects.

DEXTERITY

Dexterity is the prime requisite of Rogues. It also affects all classses' ability to hit opponents with ranged weapons, and has a favourable effect on the armour class of Troopers and Templars (only).

Ranged attack modifier. This modifier is applied to all starsailors' "to hit" rolls when using ranged weapons. At the GM's discretion, this adjustment can also be applied to initiative rolls on an individual basis (for an explanation of individual initiative see the COMBAT section below).

Armour class bonus. This modifier is applied to the armour class of Troopers and Templars, but affects no other classes.

CONSTITUTION

Constitution affects the hit points of all classes as well as determining their response to overwhelming physical events, i.e. revivification and transmutation.

Hit die modifier. The listed modifier is applied to the result every time the character rolls a hit die to determine hit points, i.e. at the moment of character creation and every time a level is gained. Note that a negative modifier cannot adjust hit point rolls below a result of 1 per hit die.

Maximum number of revivifications. In the world of **SPACE DUNGEON**, med-tech exists that can revive "dead" starsailors so long as they are treated fairly recently following their "demise" (see **BOOK II: XENOZOA AND UN-COMMON TECHNOLOGY** for details). Starsailors can only undergo this process a finite number of times; following the last time, revivification is no longer possible and "death" is permanent.

Chance of successful revivification. Even with the advanced med-tech available in the world of **SPACE DUNGEON**, revivification is not always successful. This column of the table indicates the percentile chance that any given attempt at revivification will succeed. If the attempt fails, the starsailor is irrevocably "dead." Note as well that the psionic second level *Hibernate* technique also requires a "Chance of Successful Revivification" roll.

Chance of surviving transmutations. In **SPACE DUNGEON**, some uncommon technology and psionic techniques, e.g. the third level *Transmutation* technique, cause massive changes in body shape, structure, and chemistry. The column of the table indicates the percentile chance of surviving such changes. If the roll fails, the starsailor dies from shock. Revivification is still possible.

CHARISMA

Charisma is the prime requisite of Templars, who must have a Charisma score of 17 or higher (although they gain no experience point bonus). Charisma also has a major influence on starsailors' interactions with employees.

Maximum number of employees. The maximum number of non-player characters who can be in the starsailor's service for pay at the same time.

Reaction modifier. This modifier is applied to the 3d6 roll to determine the Loyalty score of employees upon their entry into a starsailor's service. It is also applied to reaction checks (see the EMPLOYEES and INDOOR AND OUTDOOR ENCOUNTERS sections below for details).

EMPLOYEES

In order to support them on dangerous missions, starsailors may attempt to hire employees, i.e. non-player characters who serve starsailors in exchange for pay. As stated above in the "Charisma" subsection of the INTERPRETING ABILITY SCORES section, the maximum number of employees a starsailor can employ at any given time is determined by that starsailor's Charisma score. In order to find potential employees, starsailors will need to 1) advertise; 2) interview; 3) hire.

1. *Advertising*. As a general rule, for every 5 CR spent per month, there is a 1% chance of attracting 1d6 potential employees. Thus if the starsailor spends 300 CR to advertise, there is a 60% chance of attracting 1d6 potential employees within that month. The class and alignment of applicants are determined randomly. For level, use the following guidelines: if the starsailor is below 5th level, there should be a 4 in 6 chance of prospects being 1st level and a 2 in 6 chance of their being 2nd level; if the starsailor is 6th to 10th level, prospects can be 1st, 2nd, or 3rd level (2 in 6 chance of each); if the starsailor is 11th level and higher, roll 1d6 for each prospect's level. In any case the level of a prospective employee can never exceed that of the starsailor. The species of applicants will depend largely on the locale.

2. *Interviewing*. The starsailor meets with the candidate, asks questions, and, if the prospect is considered suitable, makes an offer. An offer of a retainer amounting to 100 CR per level of the employee per month gives a base 50% chance of success; modify this chance accordingly if less is offered. For simplicity use the following formula: offer in CR/prospect's level x 0.5. Thus if a 5th level character is offered a retainer of 200 CR per month, the chance of acceptance is only 20%. If the starsailor offers to equip and outfit the prospective employee with good quality gear, add 15%; if the quality of the gear is outstanding, add 20%. If a half share of treasure is offered in addition to the retainer, add 20%, if a full share, add 40%. If the mission is dangerous, subtract 20%, and if it is extremely dangerous, subtract 40%. If invasive personal questions are asked during the interview (e.g. pertaining to species, alignment, religion, etc.) subtract 25%.

3. *Hiring*. If the offer is accepted, the first month's retainer changes hands immediately. The GM secretly rolls 3d6, applies the starsailor's reaction modifier as given in the CHARISMA table in **BOOK I: STARSAILORS AND PSIONICS**, and records the result as the employee's Loyalty score. The GM should always keep this number secret, tracking its changes as the starsailor's relationship with the employee develops.

LOYALTY OF EMPLOYEES

Score	Morale Check Modifier
3 or less	Automatic failure
4-6	-2
7-8	-1
9-12	
13-14	+1
15-18	+2
19+	Automatic success

Employee morale. An employee's Loyalty score in turn influences the result whenever the employee is required to make a *morale check.* The GM rolls a morale check whenever the employee is subjected to stressful situations such as: the very first time the employee has to fight in the starsailor's service; whenever the employee is reduced to 50% hit points or less; when facing superior odds in combat; or when an attractive counter-offer (e.g. a bribe) is made by an enemy. In such cases, the GM should compare the Loyalty score of the employee with the LOYALTY OF EMPLOYEES table above, apply the modifier in the table to a secret 2d6 roll, and then compare the results with the "Morale Check" column in the REACTION AND MORALE CHECK RESULTS table below.

REACTION AND MORALE CHECK RESULTS

Modified 2d6 Roll	Reaction Check	Loyalty Modifier	Morale Check
2	Violently hostile	-3	Flees headlong
3-5	Hostile	-1	Retreats
6-8	Uncertain	-	No change
9-11	Friendly	+1	Rallies
12	Enthusiastic	+3	Will fight to death

Employee reactions. Whenever the employee is subjected to a particularly stressful or rewarding situation that may affect the employee's feelings towards the employer, e.g. the employee is ordered to face an enemy alone, abandoned in battle, or rewarded with extra treasure or uncommon technology, the GM should make a *reaction check*. This consists in making a secret

2d6 roll, applying the starsailor's reaction modifier from the CHARISMA table along with any other modifiers that the GM feels is appropriate, and then consulting the "Reaction Check" column in the REACTION AND MORALE CHECK RESULTS table above, modifying the employee's Loyalty score as indicated in the "Loyalty Modifier" column, and finally interpreting the result in a way that makes sense. For example, Drola (whose Charisma is 6, with a reaction modifier of -1) rewards her employee Fentor with 100 CR for valiant service. The GM rolls 2d6 and the result is a 5, which is changed by Drola's reaction modifier to a 4. The GM decides that Fentor refuses the reward because he has been serving Drola out of respect and admiration and is insulted by the gesture. Fentor's Loyalty score drops by 1 point.

Over time, the initially random results of reaction checks will help the GM outline the personality of the employee in greater detail, so that fewer and fewer reaction and morale checks should need to be made.

Calculating shares of treasure. Add up the total number of shares and divide the total value of treasure found by that number. The result is one share. Example: Xeno and Gorba both get a full share of treasure, while Kezar gets a half share. Together they find 5,000 CR. The total number of shares is 2.5, giving a value of 2,000 CR per share. Thus Zeno and Gorba each get 2,000 CR, while Kezar only gets 1,000 CR.

Training employees. Employees begin with the absolute minimum number of XP for their level. They can opt to spend their share of treasure on XP, but only have a 2 in 6 chance of doing so; otherwise, the money is dissipated on various forms of entertainment and other diversions. Any money spent by employees only results in a 50% XP return. Money spent by their employer on them results in a return of 100% XP; however, a reaction check may be required for the employer to convince the employee to undertake the training. If the reaction check result is "violently hostile," the employee accepts the money, but then wastes it all on luxury and debauchery. All the money is lost and no XP are gained.

SPECIES FEATURES AND CLASS ABILITIES

Most of the species features and class abilities outlined in **BOOK I: STAR-SAILORS AND PSIONICS** are self-explanatory; this section includes commentary and clarification of some minor points along with general interpretative guidelines for the convenience of the GM.

1. *Understand unfamiliar cultures* (Alphas, Half-Alphas). As stated in the species descriptions, this is an ability to intuitively understand the customs and mores, but not the languages, of unfamiliar cultures. Thus a starsailor could make use of this ability to understand the meaning of a strange ceremony, or to decide what actions constitute politeness and impoliteness within the context of a particular tribe, etc.

2. *Detect traps, unusual constructions, and shifts in orientation and gravity* (Deltas). This feature is not automatic; Deltas have to declare that they are attempting to use it, and for what purpose. It cannot be used to disable traps. Note that only Deltas and Rogues using the Tinkering skill are able to find traps. It also cannot be used to find secret doors (see the INDOOR EXPLORATION section below). It can be used to find e.g. hidden bulkheads and rooms, recognize gently sloping passages, and to know when a space vessel is taking off, landing, and altering course.

3. *Understand and work unfamiliar technology* (Deltas). As above, the Delta must explicitly declare the intention to use this feature and for what purpose. Allows Deltas to figure out the nature and use of unfamiliar devices, e.g. to locate the engine room in a strange vessel and service the engine, program an archaic computer system, identify the purpose of a bizarrely constructed machine, etc.

4. *Night-vision* (Androids, 1st level psionic technique, uncommon technology). Night-vision is the capacity to see in the infra-red spectrum, i.e. to see sources of heat; thus it can be used to see in the dark. The default range for this ability is 60'. Objects seen using night-vision appear in black and white; fine details are difficult to recognize. The presence of any artificial light source whatsoever prevents the use of night-vision, as does the presence of daylight. Note that xenozoa who do not produce body heat, e.g. a heat-shielded robot, cannot be seen using night-vision. Most invisible organic xenozoa are visible to night-vision so long as they generate some degree of body heat. The "to hit" penalty for fighting in darkness is -4.

5. *Multiple attacks* (Troopers). Beginning at 5th level, Troopers can attack twice per round if they hold a weapon in each hand. Any two one-handed weapons can be used for this purpose. The two attacks can be directed against the same target or different targets, but each attack has to be made with a different weapon. If the Trooper opts to carry one weapon along with a shield, the shield can be used for a *shield smash*: if successful (use the same modifiers versus armour class as a club), the attack does 1d4+1 damage and knocks the target back 1 line. With regard to multiple attacks against xenozoa with low hit dice, again, the multiple attacks may be directed against the same target, or up to as many different targets as there are attacks. If the Trooper is in a situation where both abilities can be used (dual-weapon use plus multiple attacks against a group of xenozoa with low hit dice), the Trooper gets a number of attacks equal to the Trooper's level plus one extra attack. The attacks must be split between the two weapons. For example, if a 5th level Trooper wielding a sword and a knife attacks a group of xenozoa with 1 hit die each, the Trooper will have a total of 5+1 attacks; 3 must be made with the sword and 3 with the knife. A 6th level Trooper in the same situation would have 7 attacks, 4 with the sword and 3 with the knife, or vice versa, as the Trooper chooses.

6. *Vow of poverty* (Templars). As stated in the Templar class description, Templars cannot own more than 10 items, of which only 4 can be weapons.

They also cannot keep more than 1,000 CR wealth in reserve (i.e. wealth not spent on XP). Note that this is a limit to what Templars can *own*, but not to what they can *carry*. For game purposes, owning an item means storing it in the starsailor's domicile for later use (see the DOMICILES section below), or retaining it from the end of one completed adventure to the beginning of the next. Attempts to exploit this rule should be rewarded with a number of Chaos points equal to the number of items in excess of 10 that the Templar attempts to retain.

7. *Psionics use by Templars*. The 40% overlap between the Templar Standard Tongue and the Psionic Constructed Language allows Templars enough of a basic grasp of the involved concepts to use psionic techniques as a Psi-Sensitive of 5 levels less, beginning at level 6. Templars do not gain additional psionic power points or additional techniques for high Intelligence, but they must roll to determine whether they can choose the techniques they learn just as Psi-Sensitives do. As well, they can use no psi-gear other than psionic recordings (from which they cannot learn techniques).

8. *Saving throw bonus to others* (Medics). Medics can confer a +2 bonus to others' saving throws versus Toxins & Illnesses and Shock, Trauma, & Transmutation. They cannot use this ability on themselves. They must be in a position to assist, i.e. close enough to touch the character to whom the bonus is to be conferred, and the Medic must be able to devote full attention to treating the character, i.e. the Medic cannot be involved in melee or otherwise occupied. This ability has no effect on Androids.

9. *Diagnose disease, illness, and injury and determine treatment* (Medics). This ability can be used to identify what is wrong with a sick or injured character and how best to treat it. If successful, the Medic does not necessarily have the means to treat the problem ready to hand, but is aware of what is needed to treat the character successfully, has a rough idea where to find it, and will recognize it when seen.

10. *Rogue skills* (Rogues). It is recommended that the GM be as liberal as possible in the interpretation of the applicability of Rogue skills. Note that in line with the general objective of **SPACE DUNGEON**, skills have been kept traditional in scope, e.g. there is no specific "hacking" skill, simply because hacking as a modern concept did not really exist as a major story element during the Golden Age of SF. If the GM wishes to include hacking as an element in the game, the Opening and Tinkering skills can be used to cover interactions with computers and other electronic devices.

11. *Alignment change* (Rogues). This is included in order to model the traditional "anti-hero" who begins as a scoundrel but then "sees the light" and becomes a valued and beloved member of the heroes' circle.

12. *Ranged weapon attack* (Rogues). As stated in the class description, Rogues have a bonus of +1 to their individual initiative on the first round of combat when they have a ranged weapon readied. See the COMBAT section below for an explanation of individual initiative. The player must explicitly

state that the Rogue is readying the weapon *before* entering into combat; once combat begins, it is too late. It is assumed that weapons are put aside after every combat; they must be readied explicitly prior to each battle for the bonus to apply. As well, if the Rogue has initiative *or is tied* for initiative with the opposing side, or if the opposing side is surprised, the Rogue gets a bonus of +4 to hit during the first round of combat with the readied weapon. If the attack succeeds, apply the damage modifier as per the Rogue class description. If the Rogue has gained multiple ranged weapon attacks, the attacks can be made against the same or different opponents, but a ranged weapon must be used that allows multiple attacks, i.e. weapons with a rate of fire of 1/2 rounds (such as crossbows and vibro-pistols) cannot be used for multiple attacks. They can still be used for the first attack, however.

RESOLVING NON-COMBAT ACTIONS

Another striking characteristic of the Original Game, particularly of its Advanced iteration, was the contrast in the amount of detail devoted to combat resolution compared with the almost complete lack of detail regarding the resolution of everything else. This lack of detail required the GM to improvise, using *ad hoc* rulings to determine the success of non-combat actions. While this was a major source of the Original Game's charm, it could lead to some discomfort on the part of GMs with less improvisational skill, particularly when players were dissatisfied with the rulings and the consequences of the rulings for their characters. As a result, later role-playing games developed standardized game mechanics including skill systems and ability checks. These approaches have the advantage of being clear and comprehensible, but have three major disadvantages: 1) much of the charm of improvisational role-playing is lost, since everything tends to be reduced to a an ability or skill check; 2) since the actions that characters can undertake are virtually infinite in number, skill systems either become incredibly long and detailed, or else oversimplified and excessively abstract; 3) and the more rules there are, the more ammunition is given to the "rules lawyer" type of player.

SPACE DUNGEON follows the Original Game in leaving the resolution of non-combat actions largely to the discretion of the GM; however, the following guidelines are offered in order to assist with the acquisition of the necessary improvisational skills and good judgement.

1. *Class priority*. All classes should be expert at the functions of their class, and as a rule, no other class can exercise the same function. Thus only Medics are experts at understanding and treating disease, while only Rogues can cheat at games of chance and pick pockets. Psi-Sensitives will not be able to lift heavy objects, while doing so will be routine for Troopers, and so on.

2. *Implicit heroism*. Assume that all starsailors are cut from the same cloth as heroes. Any reasonable action within human capacity will succeed more or less automatically. As well, assume that all starsailors are able to accomplish most simple physical tasks (like climbing trees) reasonably well,

and operate most common technology including land vehicles, fliers, and space vessels.

3. *Die rolling*. Balance implicit heroism against the need to have some chance of failure in order to keep the game challenging and exciting. Thus it may be assumed that all starsailors have a 5 in 6 chance of being able to swim (to be determined the first time a starsailor attempts to swim—but don't forget the impossibility of swimming in armour!). If characters attempt to make a human pyramid to reach a fixture on the roof, give them a 1 in 6 chance of slipping and falling for 1d6 damage. In the case of more complex and more difficult actions, the GM should make a ruling and assign the action an appropriate chance of success, communicate the chance to the player, and ask whether the player's starsailor still wishes to attempt the action. Then let the dice fall where they may!

4. *Derivative abilities*. If questions arise regarding the capacity of an individual starsailor to perform a given action, the GM should try to use one of the derivative abilities discussed in the INTERPRETING ABILITY SCORES section to determine the starsailor's chance of success or failure.

5. *Ability tests*. On occasion (and as a last resort) the GM may find it convenient to have a derivative ability similar to the "Feats of Strength" column on the STRENGTH table for the remaining starsailor abilities. In such cases the GM need only consult the ABILITY TEST ROLL table below, applying appropriate modifiers as necessary depending on the difficulty of the task. Note that this table should *never* be used for Strength; for Strength tests, always use the "Feats of Strength" roll.

ABILITY TEST ROLL

Score	Success (d6)
3-5	1
6-8	1-2
9-15	1-3
16-17	1-4
18	1-5

DOMICILES

As explained in **BOOK I: STARSAILORS AND PSIONICS**, starsailors must spend credits on a 1 for 1 basis to gain experience points. This expenditure also reflects lodging and upkeep costs commensurate with a basic lifestyle for the character's level. It is assumed that these costs include a modest domicile that can store up to 40 item points worth of equipment and unlimited amounts of credits between adventures. This is typically a small apartment, but can also be conceived of as rented storage space or as a secret hiding spot, at the player's discretion. Credits are normally stored as an electronic deposit that earns no interest.

At the end of an adventure, starsailors can choose to retain any items they found during the course of the last adventure by storing them in their domiciles (assuming that the domiciles are reachable). This equipment can be collected at a later point during play whenever starsailors are in a position to return to their place of residence. Any items starsailors do not retain disappear from the game.

Starsailors may expand their domiciles by spending credits on upgrades. Every 1,000 CR spent produces storage space for 10 more item points. Credits spent on the expansion of domiciles do *not* yield any experience points.

AGE AND AGING

Keeping track of time in the campaign is strongly recommended for the sense of continuity and coherence it lends to play, for the sense of "reality" that it lends to travel over vast distances of space, and for the effect it has on character development and retirement. The following rules are provided as a general framework for the interpretation of the effect of game time on starsailor capabilities.

Starting age. Starting age is a function of both species and class. To determine the age of a starsailor in years at the beginning of play, roll 3d6 and apply the following species and class-based modifiers:

– Human: +15 years
– Alpha: +40 years
– Delta: +35 years
– Android: +40 years
– Half-Alpha: +15 years
– Trooper/Templar: +2 years
– Medic: +4 years
– Rogue: No adjustment
– Psi-Sensitive: +6 years

Effects of aging. Starsailors lose 1 level at each of the following ages according to their species:

– Human: 50, 60, 70, 80
– Alpha: 125, 150, 175, 200
– Delta: 100, 120, 130, 150
– Android: 140, 160, 180, 200
– Half-Alpha: 60, 70, 80, 90

Each time one of the ages in the list is reached, roll a hit die of the type corresponding to the class to determine the hit points lost due to aging. The starsailor's XP total should be reduced to exactly the amount acquired to attain the new level. Thus a 7th level human Rogue who turns 50 and so drops

15

to 6th level will have exactly 16,000 XP. Class abilities are adjusted in conformity with the new level. Learned psionic techniques are not forgotten, but psionic power points should be recalculated.

SAVING THROWS

The Original Game included 5 categories of saving throws, i.e. listings of typical hazards along with a base chance of surviving or mitigating their effects. From the beginning it would appear that the categories were not rigidly defined and were used to help resolve non-combat game situations; however, no guidelines were given to assist in the extended application of the categories. Later iterations of the Original Game attempted to simplify both the categories and the involved mechanics, resulting in a more transparent and more understandable system, but arguably losing much in the way of character and charm.

SPACE DUNGEON opts for a hybrid system in which there are 5 predefined categories of saving throws with definite interpretations, but simplifies the numerical progression and derivation of the saving throws to make them less apparently arbitrary than they were in the Original Game. Thus in **SPACE DUNGEON** the base saving throws are the same for all classes: the base saving throw modifier is equal to +1 per two levels, i.e. level/2 rounded down. Each class is further differentiated by a +2 bonus to two saving throw categories (see the STARSAILOR ADVANCEMENT section and the CLASS ABILITIES table in **BOOK I: STARSAILORS AND PSIONICS** for details).

Each category of saving throw has a predefined target number; a d20 is rolled, all pertinent modifiers applied, and the result compared with the target number. If the result is equal to or higher than the target number, the saving throw is a success. A successful saving throw typically means that the damage is halved, if the hazard causes damage; if the hazard has an all-or-nothing effect that cannot be partially mitigated, a successful saving throw typically means that the effect is nullified.

BASE SAVING THROW TARGETS

Toxins & Illnesses	Streams, Jets, & Sprays	Shock, Trauma, & Transmutation	Fields & Area Effects	Psionics & Mental Effects
12	13	14	15	16

The following guidelines are offered for the interpretation of saving throw categories. When in doubt, run through the categories in the order listed and pick the closest match, or else simply assign a target number based on the difficulty of mitigating or avoiding the effect.

Toxins & Illnesses. Effects that are mitigated or nullified by physical resistance and resilience, including a strong immune system and overall good health and conditioning.

Streams, Jets, and Sprays. Effects that propagate in a line with little to no spread and that can be avoided by getting out of the way.

Shock, Trauma, and Transmutation. Effects that have a major impact on the whole body and that must be withstood or endured.

Fields & Area Effects. Effects that spread out over a large area and can be mitigated through a combination of avoidance and endurance.

Psionics and Mental Effects. Effects that can be mitigated through strength of will, intellectual power, and good cognitive functioning.

GAMEPLAY

In order to understand the specific "feel" that **SPACE DUNGEON** attempts to emulate, it is essential to grasp that the Original Game was designed and played as a *turn-based exploration and combat* game. Likely owing to its early roots in wargaming, the Original Game attempted to structure player activities into set "checklists" of possible actions and events that the referee ran through item by item. Once player input was received and the checklist was complete, the referee relayed the results to the players, describing how the game world changed in response to their actions. The referee then ran through the checklist once more, gave feedback once again, and so on. One complete run through the checklist along with corresponding referee feedback was called a *turn*, and each turn was considered to represent the passage of a certain amount of *game time*. Game play was structured in this way regardless of whether the characters were wandering outdoors, navigating dungeon corridors, or fighting a horde of monsters. Organizing play into turns was important both because it prevented the referee from being overwhelmed by the limitless possibilities of player actions and because it allowed for accurate tracking of the passage of time, i.e. helped decide how much characters could get done each turn, how many turns more complex actions lasted, when game actions happened relative to each other, and answered basic questions about when certain actions became necessary: when do the characters need to eat and sleep? Is it dusk or dawn? How long do spell effects last? How long does it take to heal wounds? And so on.

The turn-based approach was used to structure the two basic situations that the Original Game focussed on: *exploration* and *combat*. With regard to exploration, the referee prepared a map of the game world that was kept secret from the players. Regardless of whether the map described a wilderness area or an underground complex of rooms, the map was organized into discrete sections, usually squares or hexagons, each "filled" with one type of content. Each turn, the players moved a certain distance on the map, and the contents of the corresponding squares or hexagons that they entered were

disclosed to them. They used this feedback from the referee to fill in their own, initially blank, map of the area. Thus the exploration of the game world was based on a player-referee interaction that was similar to the traditional pen and paper game of *Battleships*.

When exploration led to combat, the Original Game had a subset of reasonably complex rules that described the operation of armour and weapons along with the effects of distance, exceptional strength, variable damage, and so on. These rules differed from the exploration rules but were structured in much the same way: a checklist to prompt player input, referee feedback, and the next iteration of the process. It was clear that the intent of these rules was to describe combat at a high level of abstraction, i.e. fantastically and not realistically. When it came to the actual checklist to be used in combat, however, the Original Game rules were remarkably vague; it was obvious that there should be one, but it was seemingly left to readers to come up with their own. Later iterations of the Original Game attempted to correct this omission, but the structure of the combat part of gameplay was always much looser in organization and feel than the exploration part despite its much greater attention to detail.

One further characteristic of the Original Game deserves attention, as it is both a consequence of strict turn-based organization and a defining feature of the classical approach to role-playing game design. In the Original Game, gameplay had an essentially modular structure and consisted of a series of linked and loosely organized *mini-games*. Thus there was one turn-based set of rules for wilderness exploration, another different set for underground exploration, yet more for underwater and seafaring adventures, a separate set of rules for aerial combat, and so on. Transition from one game situation to another consisted in moving from one mini-game to the next, often with an accompanying shift in time and distance scales. The mini-games were essentially flexible, often mere outlines rather than complete rules, and it was expected that referees would both customize existing mini-games as well as design their own in order to cover situations not addressed in the original rule set.

The overall design philosophy of the Original Game did not, of course, receive universal acclaim even from those who appreciated what the rules made possible, and as a reaction to its perceived limitations, many later games reacted by developing very different ways of structuring gameplay. **SPACE DUNGEON**, by way of contrast, is designed to preserve the unique charm of the turn-based mini-game organization of play. It does, however, strive to clarify some of the ambiguities of the Original Game and to strike a more favourable balance between too much and too little structure. In other words, **SPACE DUNGEON** reimagines the Original Game with a view to overcoming the limitations that it had by virtue of its having been, in fact, the Original Game.

TIME AND DISTANCE SCALES

Because of its wargaming origins, the Original Game used scale inches as a basic measurement of distance. This was a feature that was supposed to permit play using miniatures on layouts or grids, although historical reports of early gameplay suggest that the Original Game was seldom, if ever, played this way by its originators.

In addition to the confusion that was caused by alluding to miniatures rules without really explaining them clearly, later iterations of the Original Game often gave rise to another type of confusion: it was common to find maps in game modules drawn at a scale that didn't align with the standard movement rates given in the core rules in any straightforward way. The overall impression was that much more attention had been given to indoor exploration, and that the fundamental rules of the other mini-games had never really been thought through. This was especially obvious in the case of the rules for outdoor exploration of unknown areas, which, in the Original Game, required the board from an entirely different game. Referees were pretty much on their own in terms of handling movement over land and sea.

Although no game that is based on the Original Game can entirely do away with these ambiguities, at the very least this section will try to outline the way in which the various mini-games that together constitute **SPACE DUNGEON** are linked in a way that makes them basically comprehensible and playable. If a mini-game is required that is not given as part of the core rules, e.g. one for exploration of a large city, a solar system, or a galaxy, the GM will have to invent one using appropriate variations of the existing systems.

The scale inch system is retained in **SPACE DUNGEON** because it is used for evasion (see the INDOOR AND OUTDOOR ENCOUNTERS section below); because it is occasionally useful in situations where the GM may need to decide who can move faster, e.g. the outcome of a foot race; and in case anyone wants to use it in the traditional way (see the GRIDS section below). For this and similar purposes the GM should consult the MOVEMENT RATES table in **BOOK I: STARSAILORS AND PSIONICS**, which specifies movement rates in scale inches per turn.

Indoor time and distance scales. Indoors, or anywhere where a one-on-one level of detail is required, the basic unit of distance is 10' and is represented by 1 square on normal graph paper, or by 1" on a layout or grid. The basic unit of time is the *indoor turn*, which equals 10 game minutes. Starsailors will move up to double their base movement rate per turn; thus a starsailor with a movement rate of 6" will move up to 120' in 1 turn.

Outdoor time and distance scales. Outdoors, use hex paper to map the area, and let 1 hex = 5 miles, or 1" on a layout or grid. Movement rates are solely dependent on mode of transport: 3 hexes on foot, 6 on a mount, 12 with a vehicle or ship. The basic unit of time is the *outdoor turn*, which is equal to

one game day. For aerial travel, let 1 hex = 400 miles, and the average flier will move 1 hex in a 1-hour turn.

Interstellar time and distance scales. For interstellar exploration, use standard graph paper to map, and let 1 square = 1 standard vessel engine-day (SVED, i.e. the distance travelled in one standard day by a standard warp drive). Use 1" to represent 1 SVED if using a layout or grid. The unit of time is the *interstellar turn*, which is one game day.

Encounter time and distance scales. Whenever there is an indoor or outdoor encounter, the game shifts to a wholly abstract system to determine distance: the *line system* (see THE LINE SYSTEM, INDOOR AND OUTDOOR ENCOUNTERS, and COMBAT sections below for explanations). The unit of time is the *round*, which is equal to one game minute.

Aerial combat. Aerial combat uses the same time scale as indoor and outdoor encounters, i.e. the 1 minute round, but uses a wholly abstract system (no lines) in order to represent the rapidly shifting altitudes and distances in an aerial dogfight.

Interstellar encounters. The basic unit of time for interstellar encounters is the *interstellar encounter round*, which is equal to 1 game hour. Space vessel combat is also wholly abstract and does not use the line system, for similar reasons as in the case of aerial encounters.

Examples of variant systems. For town or spaceport exploration, use graph paper squares to represent a distance of 10 yards, equivalent to 1" on a layout or grid, and the basic measure of time will be a turn of 10 minutes. Starsailor movement rates translate straightforwardly: double the base move in inches per turn (thus actual movement in feet will be equivalent to triple the normal indoor movement rate, but will amount to the same number of scale inches on the grid or layout). For the exploration of a single solar system, use a turn lasting 1 game hour and hex paper to represent a distance of 1 standard vessel engine-hour (SVEH), which will equal 1" on a layout or grid.

In addition to the standard time and distance scales in use in **SPACE DUNGEON**, GMs can create time and distance scales along with movement rates more or less as convenience dictates; the sole requirement is to use a system that makes sense for the type of exploration in question (village, town, city; valley, plain, province; etc.) and that allows for movement across the terrain at more or less believable speeds with the passage of a corresponding amount of time.

INDOOR EXPLORATION

The following should be considered the default features of indoor exploration. Indoor exploration includes areas such as buildings, facilities, bases, space

stations, mines, tunnels, caverns, bunkers, and satellites. Wherever the specific description of the indoor area in question does not state anything to the contrary, the following should be assumed to be the case.

1. *Sequence of events*. In one game turn, events take place and are resolved in the following order:

1) The GM rolls to see if an encounter with wandering xenozoa (see 12 below) will take place this turn.

   a)   If not, the GM proceeds through the remaining steps.

   b)   If so, then the xenozoa arrive immediately. The GM will have to work in their arrival in some way that makes sense, e.g. they enter a room where the party had been searching for secret doors during the last turn; or they come round the nearest corner of a corridor down which the party proceeded last turn, etc. See the INDOOR AND OUTDOOR ENCOUNTERS section below for information on determining distance, surprise, and initiative.

2) The party makes a statement of intent: to proceed down a corridor, to search for secret doors, to listen for noises, to use psionics or Rogue skills, etc.

3) The GM determines the duration of the party actions (whether they take a whole turn, or part of a turn), decides how much takes place (e.g. how far the party moves), and describes the results to the players.

4) The GM has to parse the sequence of party actions and keep track of the unfolding of the turn in a way that makes sense, e.g. a party may arrive at an intersection, or at a door, but not have completed the full intended movement for the turn. The GM will have to ask the party for clarification regarding the party's actions for the rest of the turn: which route to take at the intersection, whether they wish to open or listen at the door, etc. Depending on the exact details of what the party is doing, the GM will have to decide how much of the turn is left, and whether actions have to begin in a new turn. As a general guideline, as long as the party is merely moving about and exploring, moving a distance up to double the movement rate of the slowest party member is possible within the same turn. If an action of a totally different type is begun before the party has used up its movement for the turn, e.g. examining debris, listening at a door, attempting to pick an electronic lock, etc., then it automatically takes up the rest of the current turn and begins the next. Parsing actions in this way is the most challenging part of keeping track of time, and how it is done is essentially left to GM discretion (keeping in mind that a turn is 10 game minutes).

5) As the party moves to new locations, the GM consults the prepared hidden map of the indoor location and determines whether xenozoa are encountered or any other pre-planned events, obstacles, traps, items, and so on are discovered.

6) If an encounter with xenozoa takes place, see the INDOOR AND OUTDOOR ENCOUNTERS section below for specifics.

7) The turn ends. The GM makes a note of the passage of time (10 game minutes), makes a note of any results that will affect the following turn (e.g. need to rest, starsailors' remaining hit points, checking encumbrance, noting psionic effect duration, recording new or lost equipment, etc.), and returns to step 1) above.

2. *Scale, time, and movement*. Indoors, 1" is considered to equal 10'. Areas are mapped on standard graph paper where one square equals 10'. If there is a need to put up playmats, these should be divided into 1" squares; or if a mock-up of the area is created, keep in mind the scale. One game turn lasts 10 minutes of game time, during which up to 2 moves can be made. In flight or pursuit the movement rate is doubled (so 4 moves), but no mapping is possible. Remember that a party can only move as fast as its slowest member!

3. *Encounters and time*. If an encounter occurs, consider that it ends the current turn and lasts the whole of the next.

4. *Resting*. Every 6th turn of regular play must be spent resting. After combat or any other similarly strenuous activity, 1 turn must be spent in rest. After evasion, 2 turns must be spent in rest (see the INDOOR AND OUTDOOR ENCOUNTERS section below). Wandering xenozoon checks occur as usual during turns of rest.

5. *Corridors*. As a general rule, 3 characters or human-sized xenozoa can stand abreast in a standard 10' wide indoor corridor.

6. *Miscellaneous actions*. The GM will determines how long miscellaneous actions such as looting, listening, hiding, inspecting, etc. take. As a rule, using psionics takes ¼ turn (unless otherwise stated in the technique's description), while searching a 10' section of wall thoroughly for secret doors takes a full turn. Most actions that require any degree of focus, concentration, or effort and that have game-significant consequences should take a full turn as a rule.

7. *Light*. Some source of illumination, or failing that, night-vision or uncommon technology must be used indoors in order to see. Most indoor areas will have suitable sources of artificial light that are good enough for seeing, but not strong enough to power battery chargers. Light sources such as flashlights, lamps, or torches will make it impossible to surprise xenozoa unless they are happened upon while they are coming through a door. Xenozoa inhabiting any dark place are assumed to have night-vision or some equivalent that allows them to function in their surroundings.

8. *Doors*. As a rule, all doors are locked or stuck and must be forced open. The base chance of forcing a locked or stuck door or a door that has lost power is given in **BOOK I: STARSAILORS AND PSIONICS** in the "Feats of Strength" column of the STRENGTH table. Making an attempt takes one turn and generates a lot of noise, so that if the attempt is failed, it is impossible to surprise whatever is on the other side. The noise may also attract wandering xenozoa. Up to 3 characters can attempt to open a door (the advantage being that 3 rolls to open the door are possible in the same turn), but

this makes it possible for whatever is on the other side to automatically surprise them. Doors automatically open for xenozoa, unless characters hold them shut. Once opened, most doors will automatically close. Doors can be held open with iron spikes, but there is a 2 in 6 chance that the spike does not hold and the door shuts anyway.

9. *Listening at doors*. Humans have a 1 in 6 chance of hearing sounds from whatever is within a room when listening at doors. Humanoids have a 2 in 6 chance.

10. *Finding secret doors*. Humans, Alphas, and Half-Alphas have a 2 in 6 chance of locating a secret door or passage when actively searching. Deltas and Androids have a 4 in 6 chance. Androids also have a 2 in 6 chance of sensing the presence of a secret door or passage merely by passing it by.

11. *Traps*. Traps, including pit traps, sprays, jets, nets, and the like, have a 2 in 6 chance of being activated when a character passes over or by them.

12. *Wandering xenozoa*. These are also known as *random encounters*, as they occur at random intervals based on the roll of a die. They are called "wandering" because one common method of introducing the encounter is to describe the xenozoa as wandering about the indoor location and happening upon the party by chance. The basic chance of encountering wandering xenozoa is 1 in 6 per turn. The GM determines what kind and how many appear, usually by rolling on a predetermined wandering xenozoon table.

OUTDOOR EXPLORATION

The following should be considered the default features of outdoor exploration. Wherever the specific description of the outdoor area in question does not state anything to the contrary, the following should be assumed to be the case.

1. *Sequence of events*. In one outdoor game turn, events take place and are resolved in the following order:

1) The GM rolls to see if an encounter will take place this turn.

    a)   If not, the GM proceeds through the remaining steps.

    b)   If so, then the encounter occurs immediately. If xenozoa are indicated, see the INDOOR AND OUTDOOR ENCOUNTERS section below for information on determining distance, surprise, and initiative.

2) The GM checks to see whether the party will be lost this turn.

3) The party declares intended movement (or other actions) for the turn.

4) The GM resolves the movement by describing the contents of the areas through which the party moves (or describes the consequences of other actions taken). If the party is lost, the GM describes the resulting movement accordingly.

5) The turn ends. The GM makes a note of the passage of time (1 game day), makes a note of any results that will affect the following turn (e.g. need to rest, healing of wounds, etc.) and returns to step 1) above.

2. *Scale, time, and movement*. Outdoors, use hex paper to map the area, and let 1 hex = 5 miles, or 1" on a layout or hex grid. Movement rates are solely dependent on mode of transport: 3 hexes on foot, 6 on a mount, 12 with a vehicle or ship. The basic unit of time is the *outdoor turn*, which is equal to one game day. For aerial travel, let 1 hex = 400 miles, and the average flier will move 1 hex in a 1-hour turn. For other possibilities, see the TIME AND DISTANCE SCALES section above.

3. *Encounters*. The default chance of an outdoor encounter is 1 in 6. This can be modified to reflect different types of terrain on different planets. As a general rule, if a random encounter occurs, there is a 50% chance that it will consist of an encounter with xenozoa and a 50% chance that it will consist of a weather event. Random tables of xenozoa and weather events should be prepared in advance to suit the particular locale.

4. *Getting lost*. The default chance of getting lost is 1 in 6; this can be greater or lesser depending on the type of terrain. The party can, however, only get lost when exploring new territory for the first time. If the party is following a watercourse, road, or other similar landmark, or has a reliable map or guide, then there is no default chance of getting lost. Under normal circumstances, if the party gets lost, actual movement will deviate 1 hex face to the left or right (roll randomly) of the intended first direction of movement. For example, if the party intended to move 1 hex north and then 2 hexes northeast, and the dice indicate that the first move is actually northwest, then the party will actually move 1 hex to the northwest and 2 hexes north. The GM will read out the contents of the corresponding actual hexes, resulting in the incorrect mapping of several hexes by the players. If the party is in particularly difficult terrain, then the direction of the first movement should be chosen randomly from all directions in which movement is possible. If the die roll indicates movement in the same direction as the intended direction, the GM should interpret this to mean that the party moves in a circle and gets nowhere. For example, if the party is in difficult terrain, gets lost, and intended to move 1 hex north and then 2 hexes northeast, and the die roll indicates motion in the originally intended direction, then the party actually moves in a circle in the same hex it began from and then moves 2 hexes northeast. A party ceases being lost when 1) it moves into a previously explored hex (with the exception of moving in a circle); or 2) the die roll for the turn indicates that the party is not lost. At that point the GM should reveal the actual direction of travel to the players.

5. *Resolving movement*. The GM should read out the contents of each hex on the map as the starsailor party enters it. The starsailors initially begin with a blank map that is filled in hex by hex by the party mapper. Some hexes may contain preplanned encounters.

6. *Terrain effects.* Some types of terrain (mud, swamps, snow fields) may result in penalties to total movement permitted if the party does not have the proper equipment. For example, heavy snowfall may result in a -1 hex penalty to ground-based movement.

7. *Resting.* Every 6th outdoor turn must be spent resting. An encounter roll is made as usual this turn. After combat or any other similarly strenuous activity, 1 turn must be spent in rest. After evasion, 2 turns must be spent in rest (see the INDOOR AND OUTDOOR ENCOUNTERS section below).

8. *Forced marches.* Starsailors may move up to double their daily movement rate in 1 turn by performing a "forced march," i.e. sacrificing sleep for the sake of distance (it is called this even if a vehicle is involved). The whole of the next turn following the forced march must, however, be spent resting.

THE LINE SYSTEM

All RPGs are faced with the problem of how to deal with encounters and combat in a simple and yet meaningful way. The *de facto* solution of the Original Game was to speak the language of wargaming, but in practice to rely completely on the imagination, with a couple of wargaming concepts used as crutches, e.g. scale inches and weapon ranges. Later iterations went to the other extreme, turning combat into a highly complex tactical miniatures game. **SPACE DUNGEON** takes an entirely different approach. On the one hand, it is desirable for as much as possible to be left to the work of the imagination; and on the other, there should be some way of making ranged weapons meaningful, particularly in a science fiction game, and some way of helping the GM to judge the relative positions of the combatants rather than relying wholly on fantasy.

SPACE DUNGEON solves this problem by the use of a highly abstract system of representation called the *line system*. Encounters take place on small grids of lines that do not represent literal distance. Instead, they represent, in a given game situation, how difficult it is for one character to get close to another or to target another with a ranged weapon given the situation, the landscape, the density of weapon fire, etc.

Battle boards. The simplest method of depicting encounter and combat areas is to use lined paper; number the lines from 1–7 indoors and from 1–13 outdoors, and draw pencil marks on the lines for placement as per the initial distance roll of the encounter. It is strongly suggested, however, that the GM make two "battle boards" out of cardboard: one 6" wide by 7" long for indoors, the other 6" wide by 13" long for outdoors. On the indoor battle board, the GM should mark off ruled lines 1" apart and parallel to the 6" edge, and number the spaces between them from 1-7 (it is advisable to make the board slightly wider than 6" so that the numbers can be placed along each edge; one set of numbers should be upside down so that they are readable at a glance by both the GM and the players). The same should be done with 13 lines on the outdoor battle board. Figurines or other markers can be placed on the

spaces between the lines drawn on the board (the spaces being the actual "lines" of the line system) to help the GM keep track of relative positions.

Note that for game purposes, only the distance separating the figures matters, not the order of figures on a particular line. If a character is within melee distance of a certain line, that character can attack *any* opponent on that line. However, once melee has been initiated, the figures should be moved close together to show that they are engaged in melee.

INDOOR BATTLE BOARD
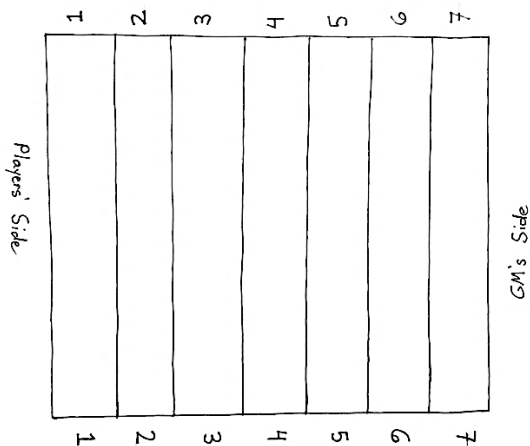
Whether the GM should show the battle board to the players or just use it as a personal tool depends entirely on the preferred style of play. Players with an investment in miniatures will of course want to use them, just as players who prefer to dispense with props will be happier if the GM reserves the battle board for personal use, as a handy tool to quickly figure out the distance separating two targets for the purpose of calculating and applying the various game modifiers that depend on relative distance.

The line system and battle boards are used for indoor and outdoor encounters and combat; they are not used for interstellar encounters, for aerial combat, or for space vessel combat.

INDOOR AND OUTDOOR ENCOUNTERS

Whenever an encounter between starsailors and xenozoa takes place, the following should be assumed to be the case unless indicated otherwise in the description of the specific area in question. These rules can be used for both indoor and outdoor encounters.

1. *Sequence of events*. When an encounter is indicated, the time scale shifts to the 1-minute round. Events take place and are resolved in the following order:

1) The GM rolls to check for surprise for each group (players and xenozoa), if surprise is possible.

2) The GM rolls to determine the distance separating the groups.

3) If there is surprise, there is 1 "surprise round" during which the unsurprised party can act and the surprised group cannot. Action then proceeds according to step 4 below.

4) Groups declare their intended actions for the round.

5) The GM rolls 1d6 for each side in order to check initiative for the round.

6) The group with initiative acts first.

7) The next group acts, following which the round ends.

8) Repeat steps 4-7 until the encounter is resolved. If combat is initiated at any point, go to the COMBAT section below.

2. *Surprise*. Under certain conditions, surprise is possible at the beginning of an encounter. For example, if the players enter a room with a shut door that is inhabited by xenozoa, the GM may judge that either the party or the xenozoa or both may be taken unawares. If the possibility of surprise exists, the referee rolls a die for each side. A result of 1-2 indicates surprise. If neither group is surprised, then proceed as usual to declaration of intent. If one group is surprised and the other not, then the unsurprised group acts, and the other can take no action. During this "surprise round," actions can be taken that are equivalent to those permissible in one combat round; see the COMBAT section below. If both groups are surprised, then neither can act, and action proceeds to the next round.

3. *Dropping items*. If a character is surprised, there is a 25% chance that items held in the hands will be dropped. Roll randomly to determine what item is dropped.

4. *Encounter distance*. The starsailors always begin on line 1 of the battle board; add the result of the distance roll (which indicates distance between) to 1 and place the xenozoa on that line. Indoors, if surprise exists, the distance separating the parties in lines is 1d3; otherwise it is 1d4+2 lines. Outdoors, distance is 1d6 with surprise, and otherwise 1d8+4 lines. The GM will have to interpret lines in a way that makes sense in the situation, e.g. if the starsailors encounter wandering xenozoa at a distance of 6 lines, the GM may rule that the xenozoa approach from around the farthest corner indoors, or appear from a wooded glade halfway to the horizon outdoors. The GM can also predetermine encounter distance based on the layout of the room or landscape; as a rule of thumb, let 10' indoors or 10 yards outdoors equal 1 line. Characters cannot move outside of the lined area (7 lines indoors, 13 outdoors) without making a successful evasion roll, in which case the encounter ends; see 8 below.

5. *Movement*. Characters can move a distance of up to their base speed in lines per round, or up to double if running (see the MOVEMENT RATES table in **BOOK I: STARSAILORS AND PSIONICS**). Note that the line system doesn't necessarily represent literal distance, but how long it takes to close given the situation, layout, density of ranged weapon fire, etc.

6. *Initiative*. At the beginning of each round, each group declares its intended actions for the round and then rolls 1d6 (the GM should determine the xenozoa's actions secretly and independently of the players' declaration of intent). The group with the higher score acts first, followed by the remaining group. If there is a tie, both groups are considered to act simultaneously. The GM should use common sense to modify the outcomes depending on how the action unfolds. For example, if the xenozoa intend to parley but the starsailors choose to flee and win the initiative, the starsailors will move away while the xenozoa shout after them. Similarly, if the xenozoa win the initiative, the starsailors should be allowed to change their intent and stay to parley if they so wish.

7. *Xenozoa reactions*. Unless otherwise specified, xenozoa will react randomly according to the result of a 2d6 roll cross-referenced with the "Reaction Check" column of the REACTION AND MORALE CHECK RESULTS table above. Modifiers can be applied to this roll if bribes are offered, if there is a difference in alignment between the two parties, if the starsailors succeed in intimidating the xenozoa, etc. If one starsailor is speaking on behalf of the party, the roll may be modified by the speaker's reaction modifier (see the CHARISMA table in **BOOK I: STARSAILORS AND PSIONICS**).

8. *Evasion*. There is no chance of avoiding an encounter if the starsailors are surprised and the xenozoa are at a distance of 2 lines or less. In all other cases, including surprise on both sides, the starsailors may attempt to evade. The basic chance of successful evasion is 50% plus 5% for each inch of movement the party is faster than the xenozoa. If the xenozoa are faster, then reduce this chance by 5% for each inch of movement the xenozoa are faster than the party. Expressed as a formula: 50% + 5 x (party speed – xenozoon speed). Use the speed of the slowest member of each side. Regardless of any modifiers that apply, there is always a 5% chance of failure or success. A maximum of two attempts to evade can be made per encounter: one before combat has begun and while all party members are still on line 1, and one any time after the first round of combat (see the COMBAT section below). If the evasion roll is successful, then the encounter ends; indoors in particular the GM may need to interpret the final position of the starsailors in a way that makes sense, e.g. they may have retreated around the last corner and waited until the xenozoa passed by. The GM may also opt to have the party turn their map face down and describe the route by which they are attempting to flee, and the evasion roll then indicates whether the xenozoa succeeded in catching up. After evasion, 2 indoor turns or 1 outdoor turn must be spent resting. A wandering xenozoon check is made as usual during each turn of rest.

9. *Evasion strategies*. Adventurers can drop items to decrease encumbrance, helping them to move faster. They can also use burning oil, which will prevent pursuit by many xenozoa. As a general rule, dropping food adds 5% to the chance of evading intelligent xenozoa, 15% in the case of semi-intelligent xenozoa, and 30% in the case of non-intelligent xenozoa. Dropping treasure (in sufficient quantities) adds 5% to the chance of evading non-intelligent xenozoa, 15% in the case of semi-intelligent xenozoa, and 30% in the case of intelligent xenozoa.

COMBAT

The key to resolving combat is to have everyone describe what they're doing in as much detail as possible and then use common sense to figure out the likely outcomes and apply appropriate modifiers. The following are just suggestions and guidelines that cover the more common scenarios.

1. *Sequence of events*. When combat is initiated, events unfold within the 1-minute round time scale and are resolved in the following order:

1) If combat was initiated during a surprise round, then evaluate the results of the actions of the unsurprised party as per 3) below. The surprised party cannot act during this round.

2) Following declaration of intent, roll 1d6 to check initiative. The group with the highest roll has the initiative and acts first, followed by the second group. If initiative rolls are equal, then actions are considered to happen simultaneously.

3) Resolve combat actions for the side with initiative in the following order:

    a) Actions of characters with an individual initiative bonus;

    b) Movement (including charging and other movement actions);

    c) Use of uncommon technology other than weapons, including medtech;

    d) Attacks with ranged weapons;

    e) Psionic technique use;

    f) Attacks with melee weapons;

    g) Remaining actions including morale checks, evasion attempts, and unarmed combat (see UNARMED COMBAT section below);

    h) Deferred actions.

4) Repeat the steps in 3 above for the side without initiative.

5) Repeat steps 2-4 until combat ends.

2. *Actions in combat*. In a combat round characters can either a) move; or b) attack. A move can be replaced by another action involving movement, e.g. taking out a potion and drinking it, or sheathing one weapon and drawing another, but the relative duration has to be judged by the GM. A character can switch weapons and still attack the same round but at -2 to hit. Drawing

a sheathed weapon is considered to be instantaneous (i.e. doesn't count as a combat action), but readying one for purposes of the Rogue ranged weapon attack must be done *before* the first round of combat.

3. *Time and position*. Each combat round lasts 1 minute. Initial placement on lines will depend on the situation in the encounter preceding the beginning of combat.

4. *Individual initiative*. As explained in the SPECIES FEATURES AND CLASS ABILITIES section above, Rogues have a +1 to individual initiative when they have a ranged weapon readied. This bonus is applied to the result of the initiative roll for the Rogue's side. All combatants will still act in order of the initiative rolls from highest to lowest, meaning that Rogues in this situation will act before all other members of their party. At the GM's discretion, an optional rule can be used whereby each starsailor's ranged attack modifier (see the DEXTERITY table in **BOOK I: STARSAILORS AND PSIONICS**) is applied as a modifier to the starsailor's individual initiative. Other modifiers can be applied based on marching order and other similar situational factors. If an individual initiative bonus exceeds or ties the opposing side's initiative roll, the individual will act before the opposing side.

5. *Movement*. Characters may move a number of lines according to their base movement rate. Running will double the base movement rate, but opponents will have a +2 bonus to hit the running character for the duration of the round.

6. *Charging*. Charging permits characters to switch weapons, move double their movement rate, and make a melee attack at +2 at the end of the charge if distance is reduced to 1 or 0. Intent to charge is immediately obvious to the other side, and anyone with a readied spear or pole arm can choose to brace it at any point before initiative is rolled. A braced spear or pole arm does double damage against a charge; spears, pole arms, and ranged weapons attack before a charging character regardless of initiative. Opponents using ranged weapons have a +2 to hit a charging character.

7. *Uncommon technology*. Any use of uncommon technology that can cause loss of hit points will normally take place during the ranged or melee attack phases. Med-tech and most other uncommon technology will take place in the round after movement actions are resolved.

8. *Ranged attacks*. To make a ranged attack, roll 1d20, add the character's level and class-based "to hit" modifier (or the xenozoon's hit dice-based modifier), the character's Dexterity-based ranged attack modifier, and any other modifiers. Finally, the attacker further adjusts the roll according to the distance from the target, i.e. by consulting the TO HIT MODIFIER BY RANGED WEAPON TYPE table in **BOOK I: STARSAILORS AND PSIONICS**. Ranged weapons have effective combat ranges from 0–6 lines. No weapon can be used beyond a range of 6 lines. If the result of the modified d20 roll equals or exceeds the target's armour class, the opponent has been hit and the attacker should roll for damage by weapon type. Players should

track ammunition spent after each attempt to attack. Note that Troopers may only apply their Strength-based damage modifier when using melee weapons. Also note that once engaged in melee (i.e. an opponent is within melee range and intends to attack), a character cannot attack with a ranged weapon. In the line system, characters cannot be interposed; any character attacking with a ranged weapon can hit any other within range.

9. *Missile fire into melee*. If a combatant fires a missile at an opponent engaged in melee with one or several opponents and the "to hit" roll is successful, the target the missile actually hits is chosen randomly from all those engaged in melee, and damage is applied to that target.

10. *Covering fire*. A friendly combatant armed with a missile weapon can opt to provide covering fire to a single character. The character cannot perform any other action that round. The character being covered gains a bonus of +2 to armour class. Providing covering fire expends 1d4+1 rounds of ammunition.

11. *Psionics*. The use of psionic techniques in combat is relatively instantaneous unless otherwise specified in the description of the technique. Characters using psionics cannot take any other action that round. Psionic techniques have effective combat ranges from 0–6 lines. No technique can be used beyond a range of 6 lines.

12. *Melee attacks*. Melee range is 1 line (minimum distance separating combatants). It is also possible to melee opponents on the same line. If figurines are being used, they should be placed next to each other to indicate that they are engaged in melee. To attack with a melee weapon, roll 1d20, add the character's level and class-based "to hit" modifier (or the xenozoon's hit dice-based modifier), the character's Strength-based "to hit" modifier (in the case of Troopers and Templars), and any other applicable modifiers. Finally, if the defender is wearing armour, the attacker further adjusts the roll according to the modifiers given in the TO HIT MODIFIER BY MELEE WEAPON AND ARMOUR TYPE table in **BOOK I: STARSAILORS AND PSIONICS**. If the result of the modified d20 roll equals or exceeds the opponent's armour class, the opponent has been hit and the attacker should roll for damage by weapon type. Troopers and Templars apply their Strength-based damage modifier to the result. As a general rule, no more than 6 characters can engage a single opponent in melee.

13. *Engaging and disengaging*. Once a character is attacked by an opponent in melee, the character is considered to be engaged with that opponent and cannot move away or perform any movement-related action (see "Actions in combat" above) without disengaging. Disengaging consists of breaking off melee and moving (or performing a movement-related action); it takes an entire round and allows the opponent a "free," immediate attack in addition to whatever other actions it undertakes in the round. The attack occurs just before the disengaging character's action (i.e. movement or substitute for movement).

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14. *Rear attacks*. Rear attacks have a bonus of +2 to hit and damage and ignore shield bonuses to armour class.

15. *Mass melee*. When the referee judges that a mass melee situation has arisen (e.g. when multiple starsailors and xenozoa are engaged in melee on the same line, i.e. at a distance of 0 lines, and the situation is such that it becomes impossible to keep track of single opponents), then damage from successful hits is applied to opponents at random. This is also the case for missile fire into any melee; see 9 above.

16. *Morale*. Xenozoa and NPCs make morale checks whenever there is a chance that significant events may cause them to reconsider the advisability of combat. Such events include, but are not limited to, the first loss in combat, the loss of 1/2 the party's forces, and facing clearly overwhelming odds. In such cases the GM may roll 2d6, apply any appropriate modifiers, and consult the "Morale Check" column of the REACTION AND MORALE CHECK RESULTS table above, applying the results to the combat situation.

17. *Triggered actions*. It is possible to declare an action that is contingent upon the occurrence of a specific trigger, e.g. "if he goes for the switch, I'll shoot him with my vibro-pistol." The results of such an action are dependent on initiative; in this case, if the opponent has the initiative, the xenozoon will reach the switch before the starsailor can shoot. On the other hand, if the starsailor has the initiative, the starsailor will shoot if and when the xenozoon goes for the switch. Only 1 trigger can be specified.

18. *Deferred actions*. Deferred actions take place in 3 cases: 1) if a character chooses to wait and see what happens; 2) if a character has to change actions, e.g. because the opponent the character wanted to attack fell in battle in the course of the round; or 3) if the trigger specified for a triggered action didn't occur. Characters can defer actions until the end of their side's actions, or the end of the other's, if their own side won initiative. In the case of 2) and 3) above, characters can choose alternative actions to replace the one they originally intended to undertake.

19. *Cover*. The area description of an indoor or outdoor locale should state how many opportunities for cover are available and at which lines; if not, there is a base 50% chance of 1d2 areas of cover indoors and 1d4 areas outdoors (determine randomly at which lines they are located). Each area should be noted on the lines. An area of cover can be occupied by whichever character gets to it first, i.e. is able to move to the line where cover exists. Cover confers a bonus ranging from +1 to +4 to armour class (roll 1d4) against ranged weapons depending on the degree of cover.

20. *Grenades and splatter missiles*. Use the following rules: if such missiles hit, they damage every character on the same line, both friend and foe. If they miss, roll 1d6; on a result of 1-2 they fail to ignite or burst; on a roll of 2-3 they overshoot by 1 line; on a result of 3-4 they fall short by 1 line. Molotov cocktails and the like can be improvised; treat as improvised missiles (1d3 damage and -2 adjustment at all ranges).

21. *Evasion in combat.* Characters may attempt to leave the combat zone. They must be on the first or last line of the area. An evasion roll indicates success or failure. The roll can be made individually, or together as a group, if several characters are attempting to evade. Calculate the chance of success according to the method in the INDOOR AND OUTDOOR ENCOUNTERS section, always using the slowest movement rate of each side (or the movement rate of the individual versus that of the *fastest* pursuer, if individual attempts are being made). If the evasion roll is successful, then combat ends; indoors in particular the GM may need to interpret the final position of the starsailors in some way that makes sense. The intent to evade is immediately obvious during the declaration of intent before initiative, and opposing characters should be allowed to change their actions (i.e. to pursue) based on this.

GRIDS

If there is any need to represent more complex situations, the GM has the option of using grids instead of the default line system. For such cases, the following rules are recommended.

Indoors, use a scale of 1" = 10'; outdoors, the scale should be 1" = 10 yards. A ruler and string can be used to measure distances, or else use 1" square graph paper indoors and 1" hex paper outdoors.

To calculate the range in inches for ranged weapons, triple the number of lines, as per the table below. Opponents in adjacent squares are considered to be 1" apart; 1" is considered close enough for melee. If opponents are in the same square, they are fighting at close quarters; count the distance as 0.

For combat movement, use the base speeds in inches from the MOVEMENT RATES table in **BOOK I: STARSAILORS AND PSIONICS**.

Indoors, if surprise exists, the distance separating the parties in lines is 1d3 inches; otherwise it is 1d6+4 inches. Outdoors, distance is 1d6 inches with surprise, and otherwise 3d6 inches.

If using squares, count each second diagonal traversed as 2 squares, so if a starsailor has a movement rate of 6", that equals 4 squares of diagonal movement. This rule should be used for movement, area of effect, and technique and missile ranges.

Otherwise, use all the rules from the INDOOR AND OUTDOOR ENCOUNTERS and COMBAT sections above, modifying and interpreting as appropriate.

Note that this system should only be used for encounters involving individual starsailors; the aerial and space vessel rules should be kept completely abstract. Doing otherwise shifts the focus away from the starsailors and runs the risk of turning gameplay into that of a tactical miniatures wargame.

TO HIT MODIFIER BY RANGED WEAPON TYPE, INCHES

					Range in Inches		
Weapon	**Dmg.**	**0**	**1-3"**	**4-6"**	**7-9"**	**10-12"**	**13-15"**	**16-18"**
Boomerang[1]	1d6	-	+1	+1	0	0	0	0
Long Bow[2]	1d6	-	+2	+2	+1	+1	0	0
Crossbow[2,3]	1d6+1	-	+3	+2	+1	+1	+1	+1
Energy rifle[2]	1d8	-	+3	+2	+2	+2	+1	+1
Handgun	1d6+1	+3	+2	+1	0	0	0	0
Needle gun[4]	1d6	+2	+1	0	0	-1	-2	-3
Ray gun	1d4+2	+3	+2	+1	0	0	0	-1
Short Bow[2]	1d4+1	-	0	0	0	0	-1	-1
Sling	1d4	+2	+1	+1	0	-1	-2	-2
Spear[5]	1d6	-	+1	+1	0	0	-1	-1
Vibro-pistol[3,6]	1d4	+1	+1	0	0	0	-1	-2

In the table above, an adjustment of "-" means that the weapon cannot be used at that range.

1. If target is missed, boomerang returns to sender; if target is hit, boomerang is lost but can be retrieved after the battle.

2. Two-handed weapon; precludes concurrent use of a shield.

3. Rate of fire 1/2 rounds. No shield bonus while reloading.

4. Must be pumped to restore air pressure every 5 rounds (takes 1 round) and manually reloaded every 10 shots (takes 2 rounds).

5. Thrown spear. At range 0, spears can only be used for melee attacks.

6. If hit, target must save vs. Streams, Jets, & Sprays, and if failed, is at -1 to hit for 1d4 rounds.

UNARMED AND NON-LETHAL COMBAT

Whether starsailors happen to find themselves without weapons or wish to take a xenozoon captive, there may be encounters in which armed combat is not the ideal approach. The following rules are offered to cover the occurrence of such situations. *Unarmed combat*, as the name suggests, is combat without weapons. *Non-lethal combat* involves the use of melee weapons to render an opponent helpless without causing game death.

UNARMED COMBAT

There are two forms of unarmed combat: *striking* and *grappling*. In the case of striking, opponents attempt to hit each other with body parts (fists, knees, etc.) Grappling is an attempt to take hold of and pin an opponent.

   Striking. Roll for initiative as usual. Damage is 1d2 unarmed damage, i.e. unconsciousness for 1d3 turns, not "death," ensues at 0 hit points. Whenever damage is dealt, there is a chance of being knocked out. Express remaining

hit points as a percentage of maximum hit points; this is the chance of *remaining* conscious. If this roll is failed, the character passes out and the fight is over.

Grappling. Both opponents must be unarmed. Ignore the initiative result; all attacks are simultaneous. Each combatant rolls to hit; each combatant who succeeds rolls 1d6 for each hit die. If the rolls are equal, the round is a tie and nothing changes. Otherwise, the highest total wins: if the winner is pinned, he or she is now free; if both combatants are free, the loser is pinned; if the loser is already pinned, he is choked out and the fight is over. Each successful hit does 1d2 unarmed damage as above.

Recovery. In the case of both striking and grappling, combatants reduced to unconsciousness wake up in 1d3 turns with 25% of their maximum hit points.

Armed opponents. Engaging an armed opponent in unarmed combat requires a successful hit at a -4 penalty. This hit causes no damage and has no effect other than to indicate that the attacker has succeeded in forcing the armed opponent to engage in unarmed combat.

Attacking unarmed combatants. Any successful melee or missile attacks directed against characters involved in unarmed combat that are made by other uninvolved combatants will in fact hit a random target.

NON-LETHAL COMBAT

There are two forms of non-lethal combat: *overbearing* and *subduing*. Overbearing is an attempt to overcome a defender by force of numbers. Subduing involves striking in such a way as to cause helplessness rather than actual physical damage.

Overbearing. A group of attackers can attempt to knock down and overbear a defender (an attempt by a single attacker should be treated as grappling as per the above). Each attacker who hits rolls 1d6 per hit die (or level), while the defender rolls 1d6 per level (or hit die). Totals on each side are added. If the attackers' total exceeds the defender's, the defender is down on the ground and is at the attackers' mercy; if they are equal, the defender is struggling and can take no action; if the defender's exceeds the attackers', the attackers are stunned for a number of rounds equal to the difference between the die rolls.

Subduing. Combat against some xenozoa can be fought with the intention of subduing rather than killing, but this intention must be declared before combat begins. Subduing is only possible with melee weapons. Damage from subdual attacks is non-lethal, i.e. all hit points lost are regained with 1d6 turns' rest. At the end of each round, the total number of hit points lost is expressed as a percentage of total hit points. If this number or less is rolled on percentile dice, the opponent is subdued.

AERIAL COMBAT

This method should be used whenever there is combat between several individual fliers in an atmosphere with gravity. Aerial combat is wholly abstract and does not use the line system. Each aerial combat round lasts 1 minute.

    1. *Stat blocks*. A flier is defined by damage dice *DD*, damage points *d.p.*, armour points *A*, armour class *AC*, speed *S*, number of attacks and damage per attack *#AT* x/y*dz*, and expendable resources *E* with damage, modifiers, and rate of fire. Damage dice for fliers are d10s. A typical stat block may look like this:

> *Demolisher*. DD 6+1, d.p. 36, A 1, AC 20, S +1, #AT 2/1d8, E: 2 heatseekers/1d8+2: +2 to hit, ROF 1 [M 3, P 0, K 0, $ 1.885 MCR].

Stats not relevant to combat include movement rate *M*, passenger capacity *P*, cargo capacity *K*, and total cost of the flier *$*.

    2. *Sequence of events*. When aerial combat is initiated, events take place and are resolved in the following order:

1) If combat was initiated during a surprise round, evaluate the results of the actions of the unsurprised party as per steps 3) – 6) below. The surprised party cannot act during this round.

2) Following declaration of intent, roll 1d6 to check initiative. The group with the highest roll has the initiative and acts first, followed by the second group. If initiative rolls are equal, then actions are considered to happen simultaneously. Deferred and triggered actions are possible as per the rules in the COMBAT section above.

3) Each individual combatant on both sides rolls a 1d6 for *altitude*. Apply the following modifiers; their effect is cumulative:

  – If the base altitude roll is 2-6, add the flier's speed;

  – if the flier's side won initiative, +1;

  – if the flier's side lost initiative, -1;

  – if the flier took damage last round, -1;

  – if the flier stalled last round, -1;

  – if the flier took evasive action last round, -1;

  – if the flier rose last round, +2.

4) Check to see if any fliers have an altitude of 0 or less; if so, apply the rules for stalling and crashing (see below).

5) Apply the rules for evasive action and rising (see below).

6) Resolve combat actions for the side with initiative in the following order:

    a) Actions of characters with an individual initiative bonus, if this rule is being used;

    b) Attacks;

    c) Swarming;

d) Remaining actions including morale checks, breaking off, and crashing as a result of damage;

e) Deferred actions.

7) Repeat the steps in 6 above for the side without initiative.

8) Repeat steps 2-7 until combat ends.

2. *Altitude*. The altitude roll is an abstract representation of whatever tactical advantage fliers have due to relative position.

– If a flier is higher than its opponent, apply a modifier of +2 to hit; if lower, the modifier is -2 to hit. If altitude is the same, apply no modifier.

– If a flier's altitude is 0 or less, the flier *stalls* and can take no action that round (neither attack nor take evasive action nor break off).

– If a flier rolls 0 or less for altitude 2 rounds in a row, the flier *crashes* (see below).

3. *Flier superiority*. Faster aerial speeds and maneuverability are reflected in the flier's speed (e.g. Demolishers have a bonus of +1 to the altitude die roll). The speed modifier is only applied to base altitude rolls of 2-6; if the roll is 1, then ignore the speed modifier.

4. *Evasive action*. A flier can take *evasive action*; the flier can take no other action, but gets a bonus of +2 to armour class against all opponents this round (regardless of initiative). Note the -1 penalty to altitude next round.

5. *Rising*. The flier spends the entire round gaining altitude and applies a +2 modifier to its altitude roll next round.

6. *Covering fire*. A flier can opt to provide covering fire to a single ally. The flier cannot perform any other action that round. The ally being covered gains a bonus of +2 to armour class for the round.

7. *Attacking*. To attack, characters use the class progression table of their own class (xenozoa use the XENOZOON COMBAT AND SAVING THROW MODIFIERS in **BOOK II: XENOZOA AND UNCOMMON TECHNOLOGY**) but use the damage dice of the flier instead of their level (or hit dice) to determine the "to hit" modifier. Modify the roll as per relative altitude above. If the result is equal to or greater than the flier's armour class, the flier has been hit. Determine damage and subtract the flier's armour points from the result; the final total is deducted from the flier's damage points. A character can use the flier's standard weaponry to attack, or one type of the flier's expendable resources, but not both in the same round.

8. *Engaging and disengaging*. Once a flier attacks an opponent, the flier is considered to be engaged with that opponent and cannot move away from the opponent or attack another without disengaging. A flier can opt to disengage; doing so takes an entire round and allows the opponent a "free," immediate attack in addition to its other actions for the round.

9. *Swarming*. Multiple combatants (2 or more) can try to force an opponent to crash by swarming; each swarm member that successfully hits rolls

1d6 for each damage die; do the same for the single opponent. If the single opponent's roll is higher, the members of the swarm *stall* next round; if the swarm wins, the single opponent *crashes*.

10. *Breaking off*. This option allows a flier or group of fliers to escape the area of combat. All participants roll 1d6 per damage die, then compare the total of all members of the fleeing group with the total of all members of the pursuing group. This is modified by extra dice: add the altitude scores of all pursuers and compare with the total altitude of the fleeing group; determine the difference; the higher group rolls that many more d6's. If the pursuers win, the fleeing group gets the difference between the total die rolls as damage (distribute as desired among individual fliers) and they all *stall*; if the fleeing group wins, they get away and aerial combat ends. The intent to break off is immediately obvious during the declaration of intent before initiative, and opposing characters should be allowed to change their actions (i.e. to pursue) based on this. If no pursuit occurs, treat as disengaging (see 8 above).

11. *Crashing*. A flier whose altitude is 0 or less for two consecutive rounds, that has been swarmed successfully, or whose damage points have been reduced to 0 or less, will crash. Unless otherwise stated, assume that all fliers have ejection seats that are automatically activated when the flier is disabled. If the crash is due to swarming or to having an altitude of 0 or less for two consecutive rounds, the chance of the pilot failing to eject successfully is 5%. If the crash is due to loss of damage points, the chance of failing to eject is calculated by dividing the number of negative damage points by the flier's total damage points. Example: after a pitched battle, a flier that originally had 20 damage points is left with 3. An enemy hits the flier for a total of 7 points damage. The flier is at -4 damage points, which represents a 4/20 or 20% chance of failing to eject. Pilots who fail to eject are killed instantly. Pilots who eject successfully will land safely on the ground below in 1d4 rounds. As a rule, civilized combatants will not use flier weaponry to attack pilots who have ejected. Any pilots who are attacked by flier weaponry will be killed instantly and automatically.

INTERSTELLAR EXPLORATION AND ENCOUNTERS

For convenience, the known universe is divided into 6 *sectors*, each of which is divided into four *quadrants*. Each quadrant is assigned one of the 24 letters of the Greek alphabet. All starsailors are from Sector 1: the Terran home quadrant is Gamma, while the home quadrants of Alphas and Deltas are of course Alpha and Delta Quadrant respectively. Androids are chiefly manufactured in Beta Quadrant; Half-Alphas are found in roughly equal numbers in both Alpha and Gamma Quadrant.

Think of the sectors as six roughly square-shaped "slices" stacked on top of one another and numbered from top to bottom; the quadrants are four roughly equal subdivisions of each "slice" of space.

Sector	Quadrants*	
1	Alpha Gamma	Beta Delta
2	Epsilon Eta	Zeta Theta
3	Iota Lambda	Kappa Mu
4	Nu Omicron	Xi Pi
5	Rho Tau	Sigma Upsilon
6	Phi Psi	Chi Omega

* Note that the sectors are "stacked" upon each other so that Alpha Quadrant is above Epsilon Quadrant, which is above Iota Quadrant; Gamma Quadrant is above Eta Quadrant, which is above Lambda Quadrant, etc.

Interstellar exploration should follow a similar procedure as detailed in the OUTDOOR EXPLORATION section above, but with the following changes. Use a basic turn length of 1 vessel-day, equivalent to 1 Terran day (the 24-hour day that we all are familiar with). The basic unit of distance is 1 SVED (standard vessel engine-day, i.e. the distance a standard vessel engine can travel in 1 vessel-day; rhymes with "head"). An extraordinarily fast ship might travel 6 SVEDS per day. Resting is unnecessary and forced marches are not possible. Due to computer navigation, vessels do not as a rule get lost in the course of interstellar exploration.

When exploration takes place, divide each quadrant into a 26 by 26 square grid; use letters from A to Z to identify individual columns and numbers from 1 to 26 for individual rows. Each square represents 1 SVED of distance. For the sake of simplicity, also count diagonal movement as 1 SVED (i.e. do not use the rule for diagonal movement in the GRIDS section above).

Furthermore, each sector is 26 squares (i.e. SVEDs) thick, so that to get from the first sector to the sixth it takes a standard vessel 26 x 5 = 130 days' travel, or about 4 months and 10 days. (For simplicity, the GM may wish to simply assume that it takes 1 month rather than 26 days to travel from one sector to the next.) This means that each sector is twice as long and wide (2 x 26 squares) as it is thick (26 squares).

Although the map is flat, it is assumed that the starsailors' vessel is scanning in all three dimensions, so that the flat map really represents a "slice" of space that is 26 SVEDs high (i.e. 1 sector thick). Assume that the vessel's computer is automatically plotting a course to bring the starsailors closer to any potentially interesting celestial body that its sensors detect, so to get the

vessel to a celestial body they find in a given square takes an additional 3d6 days' travel time. The intention is for an average star system to fit completely inside a square on the map.

Terrain features are determined randomly; when there is an encounter, there is a 50% chance that the encounter will be with xenozoa and a 50% chance that it will be with terrain features. As the starsailors move across the area, the GM should reveal any predetermined features of the area to players along with terrain features discovered in the course of play; the players should record these on their own, initially blank map. The type can be determined randomly; for example, roll 1d6 and consult the list below:

1. *Meteor swarm.* Causes 1d6+2 hull points damage to vessel.
2. *Asteroid belt.* Party moves in a random direction due to the need to avoid the asteroids.
3. *Neutron star.* Stuck and unable to move away for 1d6 days.
4. *Black hole.* Stuck and unable to move away for 2d6 days.
5. *Wormhole.* Reappear at a random location on the map; roll 1d12 for distance and 1d8 for direction.
6. *Pulsar.* Disables radio/navigation gear for 1d6 days. Communication is not possible. No interesting features of the environment are detected, and encounters cause automatic surprise.

Deep space travel. It is possible to switch to deep space travel for getting from sector to sector. In this case the turn length is 26 days, further assume that the vessel's computer is set to avoid all possible encounters, so that there is only 1 encounter check per 26 day turn (again, this can be rounded off to a game month for the sake of simplicity).

Star system exploration. For exploration of more detailed areas such as individual star systems, use hex paper, a turn duration of 1 hour, and a distance scale in which each hex represents 1 standard vessel engine-hour (SVEH, rhymes with "clay").

Cost of travel. If the starsailors are paying for passage aboard a vessel, as a general rule the cost is 100 CR per person per SVED of distance travelled.

Interstellar encounters. Use a similar approach as in the INDOOR AND OUTDOOR ENCOUNTERS section above, but with the following modifications:

– The basic unit of time is the *interstellar encounter round*, which is equal to 1 game hour.
– Determine surprise and initiative as usual.
– Interstellar encounters and combat are wholly abstract and do not use the line system; therefore do not determine distance. All encounters take place within combat range.
– Attempts at evasion during an encounter succeed if the starsailors' vessel is faster than that of the xenozoa; otherwise they fail. If the vessel speeds are the same, the chance of evasion is 50%.

– For the success of evasion once combat has been initiated, see the rules in the SPACE VESSEL COMBAT section below.

– Finally, use common sense to interpret (or ignore) the instructions in the INDOOR AND OUTDOOR ENCOUNTERS section in a meaningful way given the interstellar setting.

SPACE VESSEL COMBAT

This method should be used whenever there is combat between space vessels in an environment lacking gravity and an atmosphere (i.e. in interstellar space). Space vessel combat is wholly abstract and does not use the line system. Each space vessel combat round lasts 1 hour.

1. *Space vessel properties*. Each vessel is defined by: a number of battle stations B, a weapon modifier W representing the totality of the vessel's firepower, a crew modifier C representing the number and type of personnel at the battle stations, hull points *h.p.* (1d10 per battle station), shield points S, expendable resources E (missiles, torpedoes, bombs) with their modifiers and rates of fire, and repair points R. A typical space vessel stat block will be similar to the following; [square brackets] indicate stats that are not relevant to combat:

Ion Interceptor: B 3, W +3, C +3, 15 h.p., S 2, E: 2 photon torpedoes: +3/ROF 2, R 5 [M 3, P 0, K 0, L 0, $ 3.5 MCR].

Stats not relevant to combat include movement rate M, passenger capacity P, cargo capacity K, number of life pods L, and vessel cost $\$$.

2. *Battle stations*. In combat, available characters are assigned to available battle stations. Each character assigned to a battle station contributes a d6 roll plus a crew modifier consisting of two parts:

a. 1/2 the character's level, rounded up;

b. An adjustment based on class, as follows:

+3 for each Trooper;

+2 for each Rogue;

+1 for each Medic;

+0 for each Psi-Sensitive.

For simplicity, in the case of unremarkable xenozoon crews (or starsailor employees) assume that the crew modifier is simply half each xenozoon's hit dice, rounded up. Ignore the class-based modifier.

3. *Sequence of events*. When space vessel combat is initiated, events take place and are resolved in the following order:

1) Calculate the total attack strength for each side (see "Attacking" below);

2) Determine the damage accruing to individual ships on the losing side (see "Results of combat" and "Lucky shots" below);

3) Each vessel whose hull points are 0 or less can be boarded (see "Boarding" below); otherwise, determine the results of damage (see "Results of damage" below).

4. *Attacking*. All space vessel attacks occur simultaneously. To determine total *attack strength*, all ships on each side add a roll of 1d6 for each occupied battle station, their weaponry modifier, crew modifier, and any modifiers resulting from expendables used that round. Expendables can only be deployed *before* each side's total attack strength for the round is calculated. The number of expendable resources fired in a given combat round cannot exceed the expendable's firing rate. If a vessel carries multiple types of expendables, only 1 type can be used in a single round. *Note all 6's rolled by both sides* (see "Lucky shots" below).

4. *Results of combat*. The side with the highest attack strength wins that round. Ties mean nothing happens (the round is a draw). Subtract the losing side's attack strength from the winner's; the result is the total damage to hull points that the losing side must absorb. The losing side may decide how damage is distributed among individual ships, based on the combat situation. Individual ships reduce the damage taken by their shield points.

5. *Lucky shots*. Each 6 rolled by each side, both winning and losing, is a "lucky shot": 1 point of damage that must be absorbed by the other side but cannot be reduced by shield points. Example: Side A wins the combat round with a total attack strength of 56 points and rolls 3 6's in the process; side B loses with a total attack strength of 42 points and rolls 4 6's. Side B takes a total of 14 points of damage (56 − 42), of which 11 can be reduced by shield points and 3 cannot; while Side A takes 4 points of damage, of which none can be reduced by shield points.

6. *Results of damage*. At the end of each combat round, each vessel whose hull points are 0 or less must roll percentile dice and consult the CRITICAL VESSEL HITS table below. Negative hull points are applied as a positive modifier to the roll, i.e. if a vessel has -12 hull points and the percentile roll is 42, the result is 42 + 12 = 54.

7. *Boarding*. Any time a vessel's hull points on the losing side are 0 or less, a winning side can opt to place a boarding party on board the vessel. The boarded vessel does not roll on the CRITICAL VESSEL HITS table while boarded (it drops out of space vessel combat), and there is a transition to indoor exploration or combat.

8. *Disengaging*. The intent to disengage must be declared before the beginning of the combat round. If the opposing side chooses to pursue, both sides determine their attack strength as usual; but the disengaging side has the option of replacing each 6 rolled with the result of an additional two dice (the total replaces the original 6 even if it is lower; any further 6's rolled can also be exploded). Compare the two totals. If there is a tie or the disengaging side's total is higher, it has successfully disengaged; but if it loses, it takes *double* the difference in the totals as hull point damage.

9. *Partial disengagement*. If only some of the vessels on a side try to disengage, the entire side still rolls as usual, but only the disengaging vessels can explode their 6's, and any damage taken is divided among the disengaging vessels, not among the vessels that chose to remain in the fight. As well, no damage is done to the opponent if the side with the disengaging vessels wins the round (the disengaging vessels just escape).

10. *Repairs*. Once combat is ended, all results from rolls on the CRITICAL VESSEL HITS table can be repaired within 1d4 interstellar exploration turns (i.e. vessel-days). Following this period (if it is required), each repair point expended will restore 1d10 hull points. Repair points may be restored when the vessel puts into port.

CRITICAL VESSEL HITS

D% Roll	Result
01-10	Comms systems go down. The vessel cannot radio for help or contact the attackers to surrender.*
11-20	Instrument panel blowout. One crew member knocked unconscious for 1d6 rounds. The battle station is vacant unless another character is available to occupy it.
21-30	Expendable weapons systems jammed. The vessel can no longer use expendables.*
31-40	Instrument panel explosion; 1 battle station destroyed. The crew member takes 2d6 hit points damage from the explosion.
41-50	Shields go down. Shield Points reduced to 0.*
51-60	Explosion/collision: vessel takes extra 2d6 hull points damage. So does a random vessel on the same side (if there are any).
61-70	Weapons systems damaged: weapon modifier is reduced to 0.*
71-80	Vessel loses power; it is completely helpless and cannot fight.
81-90	Vessel loses life support. All on board who can't get to spacesuits or evacuate in life pods die in 1d6 rounds.** If personnel at battle stations have spacesuits, they can continue fighting.*
91-100	Vessel explodes. If characters have spacesuits on, they are thrown clear of the blast into empty space if they can roll their Constitution or less on d%. Otherwise, all on board are instantly killed.

* If this result is rolled a second time, skip down to the next result.

** On a standard issue vessel, the basic chance of getting to a life pod is 40%, and the chance of finding a spacesuit to put on is 60%. Putting on a spacesuit takes a round; the character cannot be at a battle station during that round.

THE CAMPAIGN

GAME DEATH AND SURVIVAL

In the Original Game, the basic approach was for the GM to create a world of consistent but initially hidden environmental rules, and for the players to find these out and figure out how to deal with them through trial and error. For example, one traditional rule was that dungeon corridors often have pit traps. After losing a few characters, players learned both the rule and the remedy: to have their future characters probe the floors with 10' poles to set off the pit traps before they fell in. This approach to the game made losing characters bearable and meaningful, because it was part of learning how the game worked and made the player more "skillful," i.e. better able to navigate the game environment. So over time players of the Original Game learned to search for secret doors and false bottoms to chests, to search for traps, to use burning oil to slow pursuit, and all the rest. Ideally there was a constant dialectical exchange between the players and the GM, with each responding to the other's innovations: players learned to probe with 10' poles to defeat pit traps, and GMs learned to place disguised "pencil sharpeners" in their dungeons to whittle down the 10' poles to nothing and so make pit traps effective again. And on it went!

The Original Game made it easy to create (and replace) characters because it was expected that players would lose many of them until they had learned the rules of their fantasy world. There was a real point to game "death," and a high-level character was an achievement in itself, because reaching higher levels was not guaranteed. Survival was its own reward!

In **SPACE DUNGEON** the approach is similar: starsailor loss will occur reasonably often at the lower levels of play. Frequent game "death" is expectable at lower levels, and having to roll up a first level starsailor to rejoin a low-level group is at worst a minor setback. If things go awry at higher levels (as they occasionally should!) rolling up a new starsailor at an appropriately high level so that the player can return to the game will be a sad necessity, but in **SPACE DUNGEON** this should be the exception rather than the rule.

WEALTH AND EXPERIENCE

Awarding experience in exchange for the cash value of treasure has always been a bit of a bugbear in the Original Game and all of its iterations. On the one hand, players enjoy the reward of a rich treasure trove; on the other, the GM has to keep finding original and inventive ways of taking it away from them to keep them from becoming overly powerful and solving all their game problems through wealth. The other extreme from the "experience for money" system is a solution that keeps track of wealth as an abstract statistic and does away with coinage and money altogether; but the disadvantage is that treasure becomes little more than a game abstraction and no longer really

motivates the players. As a third alternative, the GM can opt to award XP based on something else, like the number of adventures in which the characters have taken part, or "good roleplaying"; but in addition to changing the tone and mood of the game, these approaches do not address the problem of managing the loose coin that characters accumulate in the course of play and determining what happens to it between adventures.

In order to avoid having the GM forced into the necessity of becoming a sort of fantasy accountant and economist all rolled up into one, the solution of **SPACE DUNGEON** is a simple compromise: requiring that starsailors spend CR for XP at a 1 to 1 rate helps drain wealth from their pockets while maintaining the power of treasure to act as a solid player motivation. One side effect of this approach is that players will tend not to accumulate much actual spending money—and a clever GM wants to keep starsailors always hungry! It will, however, be difficult for starsailors to invest in major purchases like fortresses, bases, hideouts, lairs, fliers, and space vessels. From the point of view of **SPACE DUNGEON** this is a good thing. All of the aforementioned long-distance goals are so expensive (fliers and space vessels in particular) that it makes little sense to purchase them. Getting the starsailors' hands on any of these items should be an epic achievement built into the campaign's storyline, not something they can do just by accumulating wealth. That would be rewarding them twice!

THE ENDGAME

The rules of **SPACE DUNGEON** emphasize character detail because that's where the fun is! Unlike our world, in **SPACE DUNGEON** the universe really does revolve around the starsailors; everything else is there just as scenery, as the backdrop to their stories. **SPACE DUNGEON** is first and foremost about characters, not about gadgets. Hence more attention has been given to character creation and individual exploration and combat rules than to space exploration and combat. When starsailors use fliers or vessels, they are at the mercy of something other than themselves. This can be part of the fun, but it shouldn't be a major focus of the game.

In this vein, the long-term story of the campaign should also be about the starsailors and what they ultimately want to achieve. The aim of all starsailors is successful retirement. That is to say, once the potential of the character concept has been unfolded, the character should be put aside, much in the same way that a really enjoyable book is read to the end and then put on the shelf—prior to reaching for the next book!

Both the GM and players should keep in mind that like the Original Game, **SPACE DUNGEON** is designed to encourage character retirement around level 10-14. Strictly speaking, nothing prevents play from continuing past this point; but play would then belong to a different kind of game altogether. **SPACE DUNGEON** is about struggling up a steep hill until you make it to the top; it isn't about lording it over everyone as king of the hill.

ADDITIONS AND AFTERTHOUGHTS

ANDROID DEATH

The medical assistance that Medics are trained to offer is only of assistance to organic beings; none of their healing or helping abilities have any effect on Androids. As such, the vast majority of med-tech will also have no effect on Androids, the one exception being the reintegrator. The equivalent of a med-kit for Androids is the repair kit (for both of these devices see the MED-TECH and the GADGETS sections in **BOOK II: XENOZOA AND UNCOMMON TECHNOLOGY**).

To compensate for these limitations, the following approach is suggested. When their hit points drop to 0 or less, Androids (including starsailor Androids) are simply deactivated; they do not continue to lose hit points as do organic beings. Deactivated Androids can be reactivated by bringing them to a suitable repair shop (if one can be found). The cost for reactivation is 1,000 CR per level of the Android multiplied by the number of months the Android has been in a deactivated state. There is a chance of 5% per negative hit point at the moment of deactivation that a system reset will be required; in this case, the Android loses a level of experience upon reactivation, retaining just enough XP to qualify for that level and losing the abilities of the higher level along with 1 hit die. *Example*: a level 5 Android Rogue who undergoes a system reset will be reactivated with exactly 4,000 XP, the abilities of a level 4 Rogue, and lose 1d4 hit points. A level 1 Android who undergoes a system reset is reactivated with 0 XP.

COMMON HAZARDS

The following is a list of common hazards in the world of **SPACE DUNGEON** along with guidelines for refereeing them.

Radiation typically affects organic beings as well as electronic devices and items, whether mundane or uncommon (see the DAMAGE TO ITEMS section below). When starsailors are exposed to radiation, 2 saving throws are required. The first depends on the manner of exposure (usually either vs. Streams, Jets, & Sprays or Fields & Area Effects); the second is versus Toxins & Illnesses. The first saving throw is for immediate harm from the radiation; a successful save means half damage. The second determines whether the character develops radiation poisoning, which shows its effects in 1d4 weeks. Effects depend on the type of radiation: loss of Strength and Constitution points; further loss of hit points; or in the worst case, wasting death.

Androids do not have to make the saving throw against radiation poisoning, but take double damage from immediate exposure (i.e. damage is doubled if the saving throw is failed, and left unmodified if it succeeds).

Drowning. Swimming is impossible in any armour heavier than mesh; starsailors so attired will sink like stones. A successful saving throw versus

Fields & Area Effects will allow the starsailor to discard the armour. Damage from drowning is 1d6 hit points per round. Androids are also subject to this damage due to water seepage into their delicate circuitry.

Suffocating. Exposure to heavy smoke or other similar noxious substances requires a saving throw versus Fields & Area Effects for each round of exposure. A failure indicates 1d6 hit points of damage. Characters exposed to a full vacuum will take 2d6 hit points damage each round with no saving throw. Androids are immune to suffocation and vacuums.

Falling. Falling damage is 1d6 hit points per 10' fallen; but the dice are exploding: for each 1 rolled, substitute the result of a 2d6 roll and add it to the total. Reroll any subsequent 1's rolled until a final total is reached.

COMBAT: NATURAL 1'S AND 20'S

Although this is not part of the Original Game, it is strongly recommended that any natural 20 on a "to hit" roll always be considered a hit and any natural 1 always a miss. This way there is always at least a 5% chance of hitting a vastly superior opponent and a 5% chance of failing to hit a vastly inferior opponent.

INDOOR COMBAT

This approach is already outlined in the rules, but just to make it clearer: if combat occurs in a room or corridor, the GM might decide that the long dimension determines the maximum distance in lines with a conversion factor of 1" = 1 line, e.g. if the party encounters xenozoa in a 30' x 50' room, the maximum size of the battle board will be 5 lines.

Similarly, place any objects or cover in the room on the appropriate line according to the room layout, ignoring its "sideways" position along the short dimension of the room. Thus if the hypothetical 30' x 50' room has a table positioned as per the below:

			T	

The table will simply be on the 4th line of the battle board (assuming, of course, that the party is on the left side of the room in the diagram above).

MEASURING DURATION

Some effects and conditions have a duration usually measured in a number of turns or rounds. The turn or round in which the effect or condition begins should be counted as 1. For example, if on round 3 of combat a character is

affected by the second level *Scare* technique and the die roll indicates a duration of 4 rounds, the effect will be in operation on rounds 3, 4, 5, and 6. If the die roll had indicated a duration of 1 round, the effect will only be in operation for the rest of round 3 following the character's failed saving throw.

DAMAGE TO ITEMS

In some situations it may be useful to have a method of determining whether or not an item has been damaged; to cover this type of situation, **SPACE DUNGEON** presents a set of item saving throws that can be used in a manner analogous to starsailor saving throws. This system should only be used when items are subjected to unusual stresses above and beyond normal use.

Typically if a starsailor rolls a successful saving throw, all items and equipment are unharmed; if the saving throw is failed, the GM may decide to check individual items for damage or, optionally, to do so only when starsailor "death" has ensued.

ITEM SAVING THROWS

Mundane Items	Acid	Heat	Cold	Impact	Energy
Paper	16	20	1	5	20
Fibre & hemp	10	12	1	9	10
Hide & leather	11	12	3	3	9
Glass	2	7	6	20	4
Wood	9	11	1	10	7
Crystal	3	4	5	17	3
Ceramic	2	1	3	11	3
Rubber	4	5	6	1	2
Plastic	2	5	3	6	2
Rock	3	1	2	12	4
Metal, soft	13	12	1	15	16
Metal, hard	7	5	1	6	8
Electronics	11	7	7	17	18
Uncommon Tech.*					
Weapons	9	5	5	4	8
Armour	7	4	4	2	6
Psi-Gear	12	15	15	18	11
Med-Tech	10	14	14	13	15
Circuits	18	12	11	19	19
Gadgets	11	13	13	18	16

* In the case of uncommon technology with a bonus, apply a modifier of +1 to the saving throw for every +1 the item has.

The table above lists saving throws for mundane items as well as the different types of Uncommon Technology. In the case of mundane weapons and armour, use the predominant material under "Mundane Items" in the table.

Common sense is important when interpreting these saving throw categories, e.g. although radiation is a form of Energy, it is unlikely to cause damage to any non-electronic devices. Similarly, rubber that has first been frozen should have a significant penalty to saving throws against Impact effects.

Item saving throws are typically "all or nothing": if successful, the item is completely undamaged; if unsuccessful, the item is completely ruined and useless.

FISTS IN COMBAT

The unarmed combat rules given in the UNARMED AND NON-LETHAL COMBAT section above are meant to handle situations where both combatants are unarmed and do not primarily intend to fight to the death. In situations where fists are used against an armed opponent, or both opponents are using fists and the desired outcome is indeed game "death," make "to hit" rolls and conduct combat as usual; the default damage for a bare fist is 1d4 hit points. Also apply the following modifiers by armour type:

Weapon	Dmg.	None		Mesh		Resin		Ceramic		Plate	
		11	12	13	14	15	16	17	18	19	20
Fist	1d4	0	-1	-1	-2	-2	-3	-3	-4	-4	-5

Note that a character's Strength damage modifier should be applied to all damage caused by fists and by unarmed and non-lethal combat.

RECOMMENDED READING AND VIEWING

These don't all meet the strict definition of Golden Age SF, but help to outline the "vibe" that **SPACE DUNGEON** aims to reproduce. They're also the main influences on the world of **SPACE DUNGEON**.

Books & Comic Books: *Adam Strange* (original 1950s series); Robert A. Heinlein, *Orphans of the Sky*; Stanislaw Lem, *The Cyberiad*; *Magnus, Robot Fighter* (original 1960s series); Clifford D. Simak, *Time is the Simplest Thing*, *Way Station*; Theodore Sturgeon, *More than Human*; A.E. van Vogt, *The World of Null-A*, *The Players of Null-A*, *Null-A Three*.

Movies & TV Series: *The Black Hole* (Walt Disney Productions, 1979); *The Day the Earth Stood Still* (20th Century Fox, 1951); *Science Ninja Team Gatchaman* (1972), AKA *Battle of the Planets* (1978); *Star Trek* (The Original Series, 1966); *Star Wars* (Lucasfilm, 1977).

Other Games: *Gamma World* (1st edition only, 1978); *Metamorphosis Alpha* (1st edition, 1976); *Retro Phaze* (5th edition, 2016); *Traveller* (1st edition, 1977).

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SPACE DUNGEON combines old-school feel with the vibe of Golden Age SF.

Book III: Voyages among the Stars explains the rules for exploration, encounters, and combat and provides a general framework for the GM to tie everything together.