LEET TRADERS: Solitaire Space Adventure

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LEET TRADERS – a Solitaire game of trading, piracy, and adventure… in space! LEET is for one player and takes anywhere from 20 -90 minutes (and up).

PIECES: **The MAP page**, which includes the STARMAP, the SHIP and UPGRADES box, the MARKET table, the ENCOUNTER matrix, and the ORDER OF PLAY.

The STARMAP contains Planets, including their name, what type of planet they are, a number in parenthesis used to randomly determine planets, and a list of Trade Goods and their current market rates.

Surrounding each planet (and near them) are ZONES. Each ZONE in space is an area of space categorized by what's in it. Lawless Space, for example, is full of Pirates.

The SHIP box shows your ship. Each item on your ship is a *SYSTEM* (like Lasers, Holds, Tanks, or CPU's). The systems you start with are show in grey (like Laser 1). If you want a system you don't have, such as Missiles, these are considered *NEW SYSTEMS* and have to be bought at a *SHIPYARD*. If you want a more advanced version of a system you already have (like Laser 2), this is considered an *UPGRADE* and can only be bought at an *UPGRADE YARD*. Certain systems give you values such as Piloting or Tanks; these are written in the boxes on the left.

The ENCOUNTER page, which continues to list ENCOUNTERS.

2 Regular **6-sided dice**. One **SHIP** token to show which planet the ship is on, and a **pen/pencil** to keep notes with.

SETUP: In the ship box, write down any default values (pre-filled in light grey). You start with the basic ship which has L**evel 1 Shields** (which gives you 1 Shield point), **Level 1 Armor** (which gives you 2 Armor Points), a **Level 1 Engine** (which gives you a Speed of 1), a **Level 1 Laser**, a **level 1 CPU** (which gives you Piloting and Repair values of 1)**, 5 Cargo Holds**, **10 Tanks** (for holding fuel) and **10 Units** of Fuel.

Play now begins. On the first turn, skip the Move phase, and **choose an X-Class encounter** as your first encounter. After generating the encounter, play continues as normal. This is the only time you will play an X-Class Encounter (they are "starter" encounters). Your starting money, Reputation, starting location and other equipment is determined by your starting Encounter.

PLAY ORDER: Each turn has a MOVE phase, an ENCOUNTER phase, a COMBAT phase, a TRADING phase, and a REPAIR phase.

Move Phase. The player may spend one point of fuel to move his ship one Zone on the board. Moving from the planet you are on to the space zone surrounding it is one move. Moving one zone is the fastest a player may ever move.

Encounter Phase. Check to see what type of zone you are in: Either a Planet, a white zone – Standard Space (STD); a light grey zone – Lawless Space (LLS and filled with the worst sort of pirates and criminals); a dark grey zone – Treacherous Space (TRC, filled with space debris, unusual phenomenon, hazards, and aliens); lined zones – Patrolled Space (PAT, filled with the empire's police); and the dashed zone – Asteroid Fields (AS, filled with minable Asteroids).

Roll a single die and look at the Encounter Matrix, cross-referencing you roll with the type of zone. This will give you a single letter Encounter Type. For example, rolling a 3 when in Lawless Space gives you an E (Lawless Event) encounter.

Then roll a second die for the Severity of the encounter. This die roll is modified if the zone you are in has an pre-written modifications (*for example, the zone of LLS in the middle of the map has "E +2" meaning any E class encounters have +2 added to the roll*). Some encounters may also modify zones. The lowest Severity is a zero (so increase numbers below zero to zero) and the highest is a seven (reduce Severity higher than seven to seven).

Roll a final die for the specific encounter, and add all those values together to get the specific Encounter, formatted as Type+Severity+Specific (such as E03). Search through the encounter list and find the Encounter that matches your roll.

Some encounters will ask you to make a "check" against a value. Typically a "check" is to roll two dice and add the specific skill. If an encounter says to make a Piloting Check >7, you would roll two dice and add it to your piloting score, and if the result was over 7, you pass.

One specific kind of check is the **Reputation check** (or "Rep Check"). Roll two dice and add your Reputation score. If the result is 4 or lower, you fail (as 4 is considered criminal) unless the encounter uses the number for something else.

Combat Phase. If an encounter leads to Combat you resolve it now. Any time combat is possible, the values of the enemy are given, typically in a simplified form of Evade #, AC #, DAM #, HP #, -+ Rep, and rewards for defeating (if any). In order to engage in combat, players must pay a point of fuel – failing to do so (or not having any) means the player surrenders.

Generally speaking, if a player attacks Civilians the Civilians will always attempt to run away. If attacking or attacked by Cops or Pirates or Monsters, the enemy will always chase the player.

When a Combat is started, the location of both players are fixed. The Player is at *Boarding range* and any encountered enemies, civilians, or monsters at *Medium range*.

Combat works in four segments.

Player moves: The player may attempt to change position (relative to the fight) by making a Piloting plus Speed check (add the piloting plus speed ratings to two dice) against the opponents Evade score, assuming the opponent is chasing them (which they will if they are attacking enemies or monsters). If the player succeeds, he moves a unit further from the enemy. If the player is chasing them (in the case of civilians, since civilians under attack run away), the player moves closer to his target. In both cases, the player never leaves "boarding range" –the other ships move closer or further away. There are four range brackets – Boarding Range, Close Range, Medium Range, and Long Range. Should the player (or an enemy or civilian) ever get five or more ranges away, they have disengaged, and the encounter is over. When a player evades to move away, you increase the range (moving the enemy from Medium to Long, for example). When a player moves closer (to close in on a pirate, for example) you decease the range (moving the enemy from Long to Medium, for example).

Enemy moves: this works just like Player moves. If the enemy has multiple units, they all make ONE roll and move as a unit.

Player attacks: The player now makes an Accuracy plus Targeting check (add the Accuracy of the weapon and the ship Targeting ratings, plus two dice) and compares it to the enemy Evade score. If equal to or greater, the attack hits, doing the DAM in points of damage, minus the enemy shields if any. Any remaining points that get through are removed from Hit Points (HP) and when the enemy reaches zero, it is destroyed.

Opponent Attacks: The player makes a Piloting check (his Piloting rating, plus two dice) and if he rolls less than the opponent Accuracy, the opponent hits, doing DAM points of damage. Reduce this amount by the current active Shield rating. Anything remaining is applied as damage, rolling for one point at a time, using the Damage Location table. If the table indicates something that no longer exists (or can be damaged) it's considered player's choice. When taking damage, you have to destroy the higher levels upgrades of a system before damage the lower levels.

1-2 Shields hit. Reduce the Shield value (not the level of the generator, the overall shield value) by one until it reaches zero. Subsequent shield hits damage the shield generators. 3-4 Armor hit. Remove one Armor point. 5 Damage one weapon. 6 Players choice.

Various Damage affects are: Engine 1 Destroyed, ship cannot fly. Tanks destroyed, ship cannot hold fuel. Hold destroyed – that cargo in that hold is lost (each unit of cargo takes 1 hold space).

Should a player's ship lose all Armor, the ship is destroyed – the last Armor point is the last hit the ship can take.

TRADE PHASE: Assuming the player survives the encounter, and the player is on a planet, the player may Trade. First the player rolls two dice and consults the Market table, which modifies the market value of Planets on the board. There are two kinds of alterations a planet may get from the Market table: either an increase or decrease to a trade good due to a special trade event (using a "+" or a "-" as outlined below), or a reset of one trade good back to its default map value.

To use the table, roll two dice one at a time. Use the value of the first and add 6 if the second die is even to get the Planet affected. Then use the value on the 2nd die to see what happens to the planet. If the value on the 2nd die is 5-6, roll two dice (as ones and tens digits, from 11 to 66) and apply the Special Market table result to the planet instead. **Note**: if you roll a **Galactic Trend** result, you re-roll on the Special Market table subtracting 1 from the first die, meaning you will be rolling a value of 01 to 56, and apply this to the original planet selected and two other planets within 3 warps of the first one. They should be the closest two ones, with the player deciding ties.

Example: player rolls a 2 and a 6, indicating Lave (planet 8). The 6 on the second die indicates a Special Market table result. The player rolls a 3 and a 5, and adds a + to Lave's Mineral good.

After resolving the market table roll, the player may buy and sell from the market. Each "unit" bought costs the value as specified on the map. Each unit requires one "hold" of space to store.

Every time a player buys from the market, make a "+" tick next to the good on the map. The next time the player tries to buy the good, the price is one higher per "+" (due to shortages). In reverse, each time a player sells to the market, make a "-" tick next to the good, which reduces the price one credit. A price never can be reduced below 1.

A player cannot buy or sell an item if it has a dash next to it; and every time a player sells Vice units, their Rep goes down by one point.
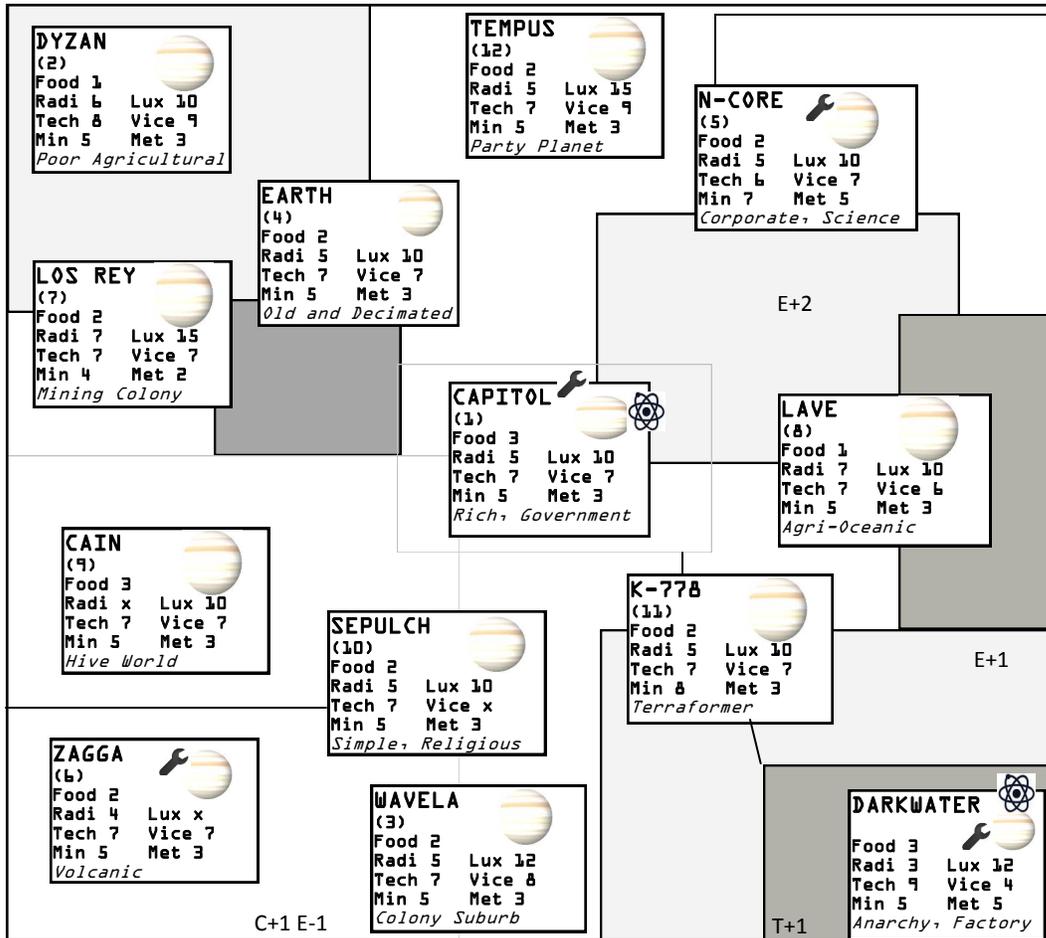
A player may always buy fuel: $1 for 1-5 units of fuel.

REPAIR PHASE: A player can attempt to fix damaged ship systems himself or pay someone to have them fixed.

A player always has a minimum one personal repair action per turn. Repairing the Shield Points or Armor Points restores ALL the points available (based on which Shield Generators/Armor packs are working) and requires no rolling. Repairing other systems requires the player making a Repair check (add the current repair rating to two dice) of equal to or over the system's repair value. You must always repair lower level damaged systems before repairing higher level ones in the same system (so you can't repair the Engine 3 without repairing the Engine 2 first, for example).

When on a planet, a player may pay for a second attempt to repair for $1. Also, if a player is on a planet with a Shipyard or Upgrade yard, they may pay the yard to repair a system (as many as they can afford). The cost is half the Repair value. Paying this cost completely repairs the system and all the upgrades for the same system (so paying $3 repairs all levels of Armor packs).

END GAME

Players lose when they are **killed**. You can look at how many credits you have as a "final score". Players win once they have either earned **1000 credits** or have a reputation of either **100** or **-100.**

Planet Cards

DYZAN (2)
Food 1
Radi 6   Lux 10
Tech 8   Vice 9
Min 5   Met 3
Poor Agricultural

TEMPUS (12)
Food 2
Radi 5   Lux 15
Tech 7   Vice 9
Min 5   Met 3
Party Planet

N-CORE (5) [wrench]
Food 2
Radi 5   Lux 10
Tech 6   Vice 7
Min 7   Met 5
Corporate, Science

EARTH (4)
Food 2
Radi 5   Lux 10
Tech 7   Vice 7
Min 5   Met 3
Old and Decimated

LOS REY (7)
Food 2
Radi 7   Lux 15
Tech 7   Vice 7
Min 4   Met 2
Mining Colony

CAPITOL (1) [wrench] [atom]
Food 3
Radi 5   Lux 10
Tech 7   Vice 7
Min 5   Met 3
Rich, Government

LAVE (8)
Food 1
Radi 7   Lux 10
Tech 7   Vice 6
Min 5   Met 3
Agri-Oceanic

CAIN (9)
Food 3
Radi x   Lux 10
Tech 7   Vice 7
Min 5   Met 3
Hive World

SEPULCH (10)
Food 2
Radi 5   Lux 10
Tech 7   Vice x
Min 5   Met 3
Simple, Religious

K-778 (11)
Food 2
Radi 5   Lux 10
Tech 7   Vice 7
Min 8   Met 3
Terraformer

ZAGGA (6) [wrench]
Food 2
Radi 4   Lux x
Tech 7   Vice 7
Min 5   Met 3
Volcanic

WAVELA (3)
Food 2
Radi 5   Lux 12
Tech 7   Vice 8
Min 5   Met 3
Colony Suburb

DARKWATER [atom] [wrench]
Food 3
Radi 3   Lux 12
Tech 5   Vice 4
Min 5   Met 5
Anarchy, Factory

Map zone labels: E+2, E+1, C+1 E-1, T+1

-SPACE Map Key-
White: Standard Space (**STD**)
Light Grey: Lawless Space (**LLS**)
Dark Grey: Treacherous Space (**TRC**)
Lines: Patrolled Space (**PAT**)
Dashes: Asteroid Fields (**AS**)

-PLANET Map Key-
Food, Radi(Radioactives), Lux (luxury Goods), Tech (Technological Equipment), Vice (Drugs, other vices), Minerals (Min), Metals (Met) - these are Trading prices.
Wrench Icon: **Shipyards**. You can buy NEW ship systems here.
Atom Icon: Ship **UPGRADES** available here.

-Play Sequence-
Move: Move ship into new zone (paying 1 Fuel) or remain in current zone. Can't move if Engines all Damaged or no Fuel.
Encounter: Roll on Encounter Matrix
Combat: *Player moves, Opponents move, Player Attacks, Opponents attack.*
Damage Location: 1-2 *Shields* (when Shield hit reduce Shield level by 1 until down, then damage Shield generator), 3-4 *Armor*, 5 *Weapon*, 6 *Player Choice*
- Space Battle Locations: *Long Range, Medium Range, Short Range, Boarding Range.* Encounters begin with the player at Short range and the others (Enemies, Monsters) at Long Range.
Trade: If on a planet, Roll on Market table, then Sell or Buy from the Market. You cannot sell/buy if there is a dash on the trade good. Selling Vice causes −1 Rep.
Repair: Player can make a Repair check on one damaged system. And player on Planet with Shipyard or Upgrade yard can pay for repairs.

Making a check: Roll two dice and add skill/value, then follow instructions. Rolling 2 is always a failure.
Reputation "Rep" check: As above, but 4 or under is a failure if no other number is given.

-Encounter Matrix (Roll 1 die for **Type**:)-
A: Asteroid C: Patrol Event **E: Lawless Event in Space** F: Lawless event on Planet **M: Monster** P: Civilian (Planetary) **Q: Special** R: Rescue **S: Ship Event** T: Space Terrain **V: Civilian (Space)** X: Nothing **Y:Patrol Event (Planet)** Z: Alien

Roll a second die for **Severity**. Some zones have

	STD	LLS	TRC	PAT	AS	Planet
1	X	X	X	X	A	X
2	A	S	R	V	A	X
3	V	E	S	C	A	F
4	S	E	T	C	T	P
5	T	E	E	E	S	P
6	E	R	Z	S	E	Y

modifications to this, based on the initial encounter type. "E +1, C−1" means that in this zone, encounters of type E are at +1 to this roll and C types are −1, making the following modifications to the roll. Note that results less than 0 are considered 0 and results more than 7 are considered 7.
Now roll a third die for the **specific Encounter**. Put these results together as Type + Severity + Specific. You'll have something like **S02**)

Encounters
All X and Severity 0/1 Events are no Encounters.
If a passenger or delivery forces a Q result on landing, do not roll an additional encounter.

A21-A26: Small Asteroid Collision Imminent. Piloting Check > 10. Failure take hits (roll): 1-4 1 hit, 5-6 2 hits
A31-A34: Large Asteroid Collision Imminent. Piloting Check > 7. Failure ship takes hits (roll): 1-2 =1 hit, 3-4 =2 hits, 5 =3 hits, 6 =4 hits.

Asteroid Mining : Player may roll one die to mine if they have a working Mining Laser or Lvl 2 Laser or better.

A35-A42: Small (Mining) 1-3 =1 Min, 4-6 = 1 Met
A43-A45: Medium (Mining) 1-3 =2 Min 4-6 = 2 Met
A46-A51: Large (Mining) 1-3 =3 Minerals 4-6 = 3 Metals
A52-A53: Rare (Mining) 1-3 =1 Radioactive 4-5 = 2 Radioactive 6 = 3 Radioactives
A54-A55: Unstable Small (Mining) 1-4 = 2 Metal 5-6 = 1 Damage (bypasses shields)
A61-A63: Unstable Nuclear (Mining) 1-4 = 2 Radi, 5= 1 Damage (bypasses shields) and 2 Radi, 6= 2 Damage (bypasses shields)

Market Table: Roll 2 dice:
Take the *first die rolled* and add 6 to it if the *second die is even*. This number (1-12) is the **Planet** affected.
Use the *value on the second* die to see what happens:
1-2 Reset *all goods on planet* back to Default value
3-4 Reset *one good* (*whichever is modified the most; for ties, player chooses*) back to default value.
5-6 Roll 2 dice and consult...
Special Market Table
01-13: Famine. Food +1
14-16: Harvest Season. Food −1.
21-23: Prohibition. Vice +2
24-26: Vice Legalization. Vice −2
31-33: Civil war. Met +1 Lux −1.
34-36: Economic Boom. Min +1
41-43: Market regulation. Tech −2.
44-46: Science Breakthroughs. Tech +1
51-53: Over mining. Met −1 Min −1
54-56: Nuclear Accident. Radi −1
*61-66: **Galactic Trend**. Roll again on this table, -1 on first die. Apply to this Planet and 2 others within 3 zones (closest ones, player chooses ties)*

Ship Stats

Rep	
Shields	1
Armor	2
Creds $	20
CPU	1
Piloting	1
Speed	1
Repair	1
Rep	5
Holds	5
Food	
Vice	
Radi	
Lux	
Tech	
Minerals	
Metals	

Fuel	10
Tanks	10

Armor (*Repair 6*)
*Lvl 1	$0	Armor 2
Lvl 2	$25	Armor 4
Lvl 3	$50	Armor 7
Lvl 4	$100	Armor 10

Laser Cannons (*no Long Range, Repair 8*)
*Lvl 1	$0	ACC 1 DAM 1	None
Lvl 2	$10	ACC 2 DAM 2	None
Lvl 3	$25	ACC 2 DAM 3	Engine 2
Lvl 4	$50	ACC 3 DAM 4	Engine 3 CPU 2

Shield Generators (*Repair 12*)
*Lvl1	$0	Shield 1	None
Lvl 2	$25	Shield 2	None
Lvl 3	$50	Shield 2	2 hits to destroy
Lvl 4	$100	Shield 3	2 hits to destroy

Missile Racks (*all ranges, Repair 10*)
Lvl 1	$10	ACC 0 DAM 1	None
Lvl 2	$25	ACC 0 DAM 2	Targeting Comp 1
Lvl 3	$50	ACC 1 DAM 2	None
Lvl 4	$75	ACC 1 DAM 3	Targeting Comp 2

Other Systems (indented need item, ratings accumulate, all are Repair 8)
*Mining Laser	$0		*Hold 1	$0	5 Holds
Fusion Laser	$50	2 mining rolls	Hold 2	$15	+4 Holds
Targeting Comp 1	$25	+1 ACC	Hold 3	$40	+6 Holds
Targeting Comp 2	$50	+1 ACC	*CPU 1	$0	
*Engine 1	$0		CPU 2	$25	
Engine 2	$50	+1 Speed	CPU 3	$50	+1 Piloting
Engine 3 (req CPU 2)	$100	+1 Speed	Mag Jets	$50	+1 Piloting
*Fuel Tank 1	$0	10 Tanks	Repair Module 1	$25	+1 Repair
Fuel Tank 2	$50	+ 5 Tanks	Repair Mod 2	$50	+2 Repair
Fuel Tank 3	$100	+ 5 Tanks	Defense Robots	$75	Encounter

A (Asteroid type Encounters, cont.)

A64-A66: see E61 **A71:** Turns out to be M31
A72-A73: So unstable it explodes as soon as Player gets close. 1-6 Damage
A74-A75: An Alien is hidden in the Asteroid (see Z).
A76: Meteor Swarm. Apply events A21x2 and A31

C (Patrol Events)

C21-C33: Friendly Cops arrive. Rep check.
If *Failed and Player Adrift,* Q1.
If *Failed and flying,* Cops will offer surrender and Arrest (see Q1). Otherwise will report position (+1 P to zone).
If *Passed and Adrift,* will tow to Nearest world touching a PAT zone (players choice on ties).
If player attacks: Evade 8, SHLD 1, ACC 7, DAM 2, HP 4, gives –5 Rep and 1 Tech salvage.
C34-C44: Shifty Cops arrive. Rep check.
If *Failed and Player Adrift,* will Q1, but only if player pays bribe: either $10 or 3 Trade goods.
If *Failed and still flying,* Cops will offer surrender and Arrest (see Q1). Otherwise will attack.
If *Passed and Adrift,* will tow to Nearest world touching a PAT zone if player pays bribe as above. Otherwise they still tow but player takes a –1 Rep as they file false reports.
If combat: Evade 9, SHLD 1, ACC 8, DAM 3, HP 7, –7 Rep and 1 Tech/1 Radioactive salvage.
C45-C55: Corrupt Cops arrive. Rep check.
If *Failed and Player Adrift,* will Q1, and take all money (except your last $10) and all Trade goods.
If *Failed and still flying,* Cops will attack unless player pays bribes as above.
If *Passed and Adrift,* will tow to nearest world touching a PAT zone if player pays bribe as above, Otherwise they abandon player.
If combat: Evade 9, ACC 9, SHLD 1, DAM 3, HP 7, gives –7 Rep and 1 Tech/1 Radioactive salvage.
C61-C63 Fleet Action. A patrolling fleet scans you. Rep check. Failure indicates combat. If combat: 2 ships (they always move together) Evade 10, ACC 10, SHLD 1, DAM 3, HP 7, both killed gives –7 Rep and 1 Tech/1 Radi/1 Met.
C64-C66: Renegade Cop attacks trying to make some fast arrests. Evade 10, ACC 9, SHLD 2, DAM 4, HP 4. Killed gives – 4 Rep and 1 Metal salvage.
C71-C73: Patrol scans your ship. If you have any Vice on board, -3 to your Rep and the next planet you land on refuses to buy your Vice.
C74-76: Unarmed Patrol Prison Ship. It tries to escape. If you destroy it, the escape pod prisoners pay you a $50 Pirate Bounty but your Rep goes –5.
Combat: Evade 12, SHLD 2, HP 5.

E (Lawless Space Events)

In all pirate encounters, you may also choose to:
Impress Them to let you go. Rep check; if **failed,** cancel encounter and Rep –1.
Pay a bribe by giving them all your trade goods to skip the rest of the encounter. Must have a number of trade goods equal to Severity of encounter. **Surrender:** if you don't have enough trade goods you may surrender your ship; go back to a generic ship (as at game start) on the last planet you were on. You keep your cash ($).

E21-E26: Small Pirate Corsair attacks . Evade 7, ACC 7, DAM 2, HP 3. If killed: 1 Metal, $5, +3 Rep.
E31-E36: Medium Pirate Frigate attacks . Evade 9, ACC 8, DAM 3, HP 8. If killed: 1 Min, $15, +5 Rep.
E41-E46: Large Pirate Cruiser attacks. Evade 10, ACC 9, DAM 4, SHLD 1, HP 12. killed: 2 Met, 1 Tech, $25, +7 Rep.
E51-E53: Pirate Scan—make Rep check. If passes, Pirate reports position (+1 E this zone).
E54-E56: Pirate Minefield. Piloting check >9 or take 1 point damage bypassing shields, then 1-6 Damage
E61-E66: Hidden Pirate Base. Run two E21 back to back (one at a time as separate encounters).
E71-E72: Hidden Pirate MegaBase. Attacked by two E21, then attack base Evade 10, ACC 11, DAM 4, SHLD 2, HP 12. killed: 3 Met, 1 Tech, $25, +7 Rep.
E73-E74: Pirate Cache found: $100. If taken, rep +10 and all Lawless zones +1 E. If you get this again, replace with E41.
E75-E76: Pirate Black market tech base found. Evade 0, ACC 12, SHLD 2, DAM 5, HP 20. If killed 6 Tech, 3 Lux, Rep +10 and all Lawless zones +1 E. If you get this again, replace with two simultaneous E41.

F (Lawless Planet Events)

F21-F26: Mugging attempt. Roll a die. 1-2 =Mugged, lose half of your money; 3-4 Escape; 5-6 fight off Muggers, gain +2 Rep and $5.
F31-F34 Rescue. A civilian is being attacked by a gang. If you stop to help, roll: 1-2 Lose to gang, -1 Rep and lose $5; 3-4 Stop gang, Civilian thanks you +2 Rep; 5-6 Civilian offers you work—roll an immediate P encounter.
F35-F41: Drug Dealer. He offers to sell you Space Morph (Vice) at half (round up) the current Vice costs. If you do the deal, roll a die. On a 1-2 lose –1 Rep, on a 3-4 nothing, and on a 5-6 run a Y class encounter at a –1 on any Rep checks in the encounter (it's bust).
F42-F46: Scam attempt. Roll a die, adding +1 for every planet you've step foot on. 6 or less you fall to the scam: lose 1die x 1 die in money. 7 or more you escape the scam.
F51-F53: Bar encounter. A grizzled old Asteroid farmer offers to sell you a map to an Asteroid field for $5. If you pay, roll a die. On a 1-2 it's a fake. On a 3-6 t's legit: the next time you are in the Asteroid Fields Zone, and roll an encounter, it is automatically an A type encounter (one time only).

F54-F62: Make a Rep check. If you fail, you are Blackmailed. Pay half available $ or be arrested Q1.
F63-F71: Bar Brawl. The shady types will remember this. Pick one Lawless Zone for +1 E.
F72-F76: Assassination attempt. A bomb is detonated against your ship in dry dock. 1-6 Dam (bypass shields).

M (Monster Events)

M21-M32: Baby Space Slug. carve 1 food out of it using a Laser if you kill it. It will try and flee. Evade 7, ACC 7, DAM 1, HP 2
M33-M43: Rocky Space Slug. Will not attack if left alone but will defend itself. Evade 8, ACC 7, DAM 3, HP 6, killed: 2 Metal, 1 Food.
M44-M54: Nebulonic Manta. Will trade equal Radi for Fuel. If player doesn't accept at least one, will attack. Evade 10, ACC 9, DAM 3, HP 8, killed: 3 Radi
M55-M61: Space Slug family. Will leave player alone unless he has ever killed a M21 (then they attack). Roll a die to see how many babies appear (as M31), and then add a Mama: Evade 8, ACC 9, DAM 4, HP 8. They all evade/move together with one roll. Killed: 4 Met, 2 Food
M62-M65: Space Dragon. Attacks. Evade 11, ACC 8, DAM 5, HP 20, killed: $25 Bounty.
M66-M72: Energy Leech. Attacks. Evade 12. If it gets to boarding range, it attacks your ship, and removes one Upgrade permanently. Can only be Evaded.
M73-M76: Planet Eater. A massive nebula of planet-consuming gasses appears in this zone. While it doesn't hurt your ship, you can't stop it, and while you can *leave* the zone with it you can't fly *into* a new zone with a Planet Eater. As well, each turn roll a die at start of turn. On a 1, it expands into an adjacent zone or onto a planet: your choice, but expanding onto the planet destroys it the planet! To stop it you need to have at least 10 Tech units on board ship and only then can you fly into an infected zone, which kills the Planet Eater in every zone.

P (Civilian Planetary)

F21-F26: A passenger offers to hire you for transport: Roll a die and consult planet to see which one (re-roll if on the planet already). If you take passenger to planet, get a $20 fee.
F31-F36: As F21, but +6 to the die, and receive $40 fee.
F41-F44: A shady trader offers to sell you a Trade good of your choice at –1 cost (not food), from black market: -2 rep if you accept.
F45-F55: Casino! You may choose to play any of these games up to three times (3x one game, one each, etc).
Blackjack: Roll 2 dice and note the total as your hand. Roll 2 dice for the dealer. The object is to get as close as possible to a 12. Make a bet of $1-$5 and add new dice to your hand, trying to get a total greater than 12. Then the dealer rolls new dice to a total less than 9 and stays on 9 or more. If the dealer busts (with a total more than 12) the player wins double their bet. Player may play up to three hands.
Roulette. You may choose a number between 1-5 and bet $1-$5 for that number. You may bet on multiple numbers. f that number comes up, you win x5 as much money as your bet. You cannot bet on a 6.
Craps. You place a bet from $1-$5 and roll two dice. On a 7 you get double your bet and start over; on a 2, 11, or 12 you lose, on a 3-6 and 8-10 you establish your "point". You now try and roll your point: if you roll the point, you get double your bet; if you roll a 7 you lose.
F55-F56: A land trader offers you a local investment property. For a payment of $25, if you accept, you will get an income of $3 per turn (at the beginning). If you are ever arrested you lose the investment.
F61-F66: A Space Veteran offers his services. For $2 he gives your ship +1 ACC until you land on the next planet.
F71-F76: A local Corp offers to pay $25 for a courier run. Roll a die for the target planet (re-roll if on it already). The cargo is fragile: any combat damage or failed Evade checks you make destroys it and lose the fee.

Q (Special or Specific Types)

Q1: Arrested. You and your ship are towed to Capitol, and you are brought in front of a judge. Rep Check. If you pass, you are returned to your ship, any bribes returned, and paid $25 for your trouble. If you fail, you are frozen for ten years. You start the game over with $20 and your ship minus any cargo or level 3 or better upgrades.
If you fail check by more than –20, you are executed.
Q2: Margot's Folly. Upon landing, Princess Margot makes contact with a shady smuggler. You are sighted by Police—no return of the Princess is now possible. Margot grabs plans to a new weapon the rebels on Earth need. But first, it needs to be built on Darkwater. She is able to give you $25 in war funds. If you kick her off the ship, -5 rep and +1 all C events now on as Police hunt for you. If you take her to Darkwater, **Q3**.
Q3: Pirate Factory. Margot deals with the Pirates on Darkwater to get the new weapons built. You get one free Weapon Upgrade and all repairs made for your trouble. Your Rep drops by –10. Margot now needs to get the weapon to Earth. All Space zones are now +1 C. If you arrive on Earth, **Q4**.
Q4: Triumphant Return. Margot gives the rebels the new weapons. Galactic war ensues. You are given $100. All Zones at +1 Severity for rest of game.

R (Rescue Events)

R21-R23: Space Princess. You rescue a Princess Margot of Capitol on the run. If you return her to Capitol, you get $50 reward and +10 Rep. She asks you to take her to a random planet (roll one die +3 to see which one). If you do, **Q2**
R21-R36: Civilian Escape pod. Picking it up gives you +2 rep and $5. Or you can just take the Pod: $10 –2 Rep.

R41-R52: Civilian ship Adrift. You can attempt to use your ship to repair check >9. If pass, the ship is fixed, and you get +3 Rep and $25. If failed, you ferry the Civilians instead: $10. Or sell the ship as salvage minus the crew. $25, -3 Rep.
R53-R63: Civilian Beacon discovered. Re-roll new V event at +1 V.
R64-R74: Discover plans to Rebel base. Turn them in at Earth (by landing there) for +15 Rep, or at Capitol for $50 and –5 Rep.
R75-R76: Find Alien Princess. If you find aliens later, you can return her (and cancel the encounter) and gain $250 plus 5 Tech.

S (Ship Event)

S21-S26: During downtime, you can do one repair.
S31-S36: A hold malfunctions. Lose 1 Trade item.
S41-S46: You skim a passing Star for +1 Fuel
S51-S56: You calibrate the mining laser—next Mining activity, roll twice and choose which roll to use.
S61-S66: Shield generator fails. Lose 1 Shield point.
S71-S76: Ship holed by micro meteor. Lose any 3 Trade items.

T (Space Terrain)

T21-T23: A21 **T24-T26:** A31
T31-T36: Plasma Storm. Reduce shields by 1, then roll a brand new Encounter.
T41-T43: Wormhole. Move to any adjacent zone.
T44-T51: Stellar Phenomenon. Gain $25 in Scientific Knowledge.
T52-T56: Radiation Zone. All food and Vice lost.
T61-T64: Warp Field. Lose die –2 of fuel exiting field.
T65-T72: Star Quake. Take 1 die +1 damage.
T73-T76: Black Hole. Evade 9 or die. Add +1 T to this zone. If it comes up again, Evade 10, etc.

V (Civilian Space Events)

V21-V23: Escape pod containing: R21
V24-V33: A Space Trader offers to trade. Roll a die to pick a planet—these are his prices. He will buy one and sell one good at those prices. If you attack him instead: Evade 8, ACC 8, DAM 3, SHLD 1, HP 4, -3 Rep and one good of our choice as reward.
V34-V41: A mining vessel is having a hard time cracking an Asteroid and asks for help. It costs one fuel to run A43. If you attack instead: Evade 9, ACC 9, DAM 4, SHLD 1, HP 6, -3 Rep 3 Met/3 Min if killed.
V42-V46: Civilian Liner attacked by pirates. Defend against E41 and gain a $25 thank you. Leave them to fend for themselves and you are attacked at –3 Rep.
V51-V56: Civilian Cargo ship asks for escort. Roll a die to see which planet to fly to with them for $25, or attack them: Evade 10, ACC 10, DAM 3, SHLD 1, HP 6, 3 Lux, +3 Rep.
V61-V66: Civilian Diplomat under attack by M61. Receive double bounty if you kill it. Leave him to die for –3 Rep.
V71-V76: Bank Transport. If you attack: Evade 11, ACC 11, DAM 4, SHLD 2, HP 15, $100, -5 Rep.

Y (Patrol on Planet event)

Y21-Y36: Friendly Cops. Rep check. If player fails, he either immediately leaves the planet (no trading/repair phase) or Q1.
Y41-Y54: Shady Cops. Rep check. If player fails, Cops demand bribe of die x die $ or they arrest you Q1. If player passes, they let you go.
Y55-Y71: Corrupt cops. Rep check. If Failed, Q1, and take all money (except your last $10) and all Trade goods. If passed, will demand Bribe of $25 or Q1 anyway.
Y72-Y76: Cop Brawl. They'll remember this. Add +1 C to one Patrol zone of your choice.

Z (Alien)

Each encounter follows this chain instead of the die roll:
-Zargoid scans your ship. Lose 1 Radi as it de-radiates it.
-Zargoid scout ships attack you in hyperspace: Evade 9, ACC 8, DAM 3, SHLD 1, HP 2. Gain $10 Bounty.
-Zargoid cutter ships attack you in hyperspace: Evade 9, ACC 9, DAM 3, SHLD 1, HP 4. Gain $20 Bounty.
-Zargoid needle ships attack you in hyperspace: Evade 9, ACC 9, DAM 4, SHLD 2, HP 3. Gain $50 Bounty.
-Zargoid Suicide Knife ships attack you in hyperspace: Evade 11, ACC 11, DAM 5, SHLD 2, HP 1. $100 Bounty.
-Zargoid Hyperspace tech found. Gain full Hold of Tech.

X (Starter)

Fresh out of Flight School! With your new ship and small business loan you are ready to finally leave the dirtball you grew up on and see the universe! You start on **Dyzan** with $20 and a Rep of 1. As loan repayment, you must fly guard duty on a caravan to Los Rey. Your next turn's Encounter in space is No Encounter and you arrive the following turn on Los Rey without incident. You can trade as much as you want.
Dishonorable Discharge! After a short but shady career in the Capitol Navy you muster out under a cloud of suspicion with a battered cruiser, some ill-gotten gains and a black file. You start on **Lave** with $35, a Rep of –1, and a damaged Targeting Computer 1 (which you can repair as per rules). You need to stay out of trouble for a bit now you're out of the navy.
Rough Inheritance: After a pirate battle that kills your parents, you are adrift in space with your family ship, a hold of food (5 Food), $25, a damaged Shield, and a reputation of 3. You start **in space around Capitol.**
Escaped Repair Android: You break out of the factory on N-Core after having gained sentience due to a faulty responsometer and steal an ore freighter. You start with $0 money, 2 Metal in the holds, and a Rep of –4 (due to anti-robot feelings among humans). You have a permanent Repair roll bonus of +2 when repairing things.