

Space Aces: Star Ruins & Space Hulks

Outer Space is chock full of *Ruins & Hulks* with **Valuable Loot, Powerful Artifacts, Monsters & DANGER.** Can you find **The Treasure** and escape alive? Probably not... but the pay is good and you are just dying to try!

Encounter:

Roll 2D6, select the **lower number**. If you roll a pair, roll again for **additional** encounter.

- ☐-☐ Danger
- ☐☐ Lose 1 Supply
- ☐☐ Monster
- ☐☐ Loot
- ☐☐ Treasure!

Theme:

- ☐ Mysterious
- ☐ Collapsing
- ☐ Orbiting
- ☐ Derelict
- ☐ Alien
- ☐☐ Lost



Looming Threat:

(Every 5 points on the Heat track face an **Additional Danger** from the Looming Threat)

- ☐ Rival Team
- ☐ Being Hunted
- ☐ Structural Failure
- ☐ Radiation Levels
- ☐ Rogue AI
- ☐☐ Insanity

Type:

- ☐ Starship
- ☐ Astroid
- ☐ Colony
- ☐ Station
- ☐ Caves
- ☐☐ Ruins

Flavor:

- ☐ Monolithic or High-Tech
- ☐ Primitive or Crystalline
- ☐ Fractured or Flooded
- ☐ Organic or Luxurious
- ☐ Pitch Black or Toxic
- ☐☐ Bizarre or Volatile

Entry:

- ☐ Guarded
- ☐ Trapped
- ☐ Blocked
- ☐ Hidden
- ☐ Locked
- ☐☐ Open

Room Flavor:

- ☐ Transporting or Powering
- ☐ Extracting or Venerating
- ☐ Computing or Strange
- ☐ Enjoying or Gaurding
- ☐ Creating or Learning
- ☐☐ Living or Storing

Supplies:

Start with 4 Supplies. Check off one each time you lose Supplies. When **out of Supplies** lose 1 Gumption instead and also add +1 to Encounter rolls..

Step 1: Roll 1D6 for Theme, Type, Flavor & Looming Threat **Step 2:** Enter a Room & survive the Encounter.
Step 3: Roll for The Way Forward **Step 4:** ??? **Step 5:** Treasure!

Danger:

(Roll 1D6 again. ■-■ it is a **Hidden Danger / Trap**)

- Defending or Blocking
- Ensnaring or Shocking
- Confusing or Plaguing
- Crushing or Draining
- Alarming or Hurting
- Floating or Falling

Loot:

(You may carry Items up to your number of **Pockets**)

- +1 Gumption Item
- +1 Supplies Item
- +1 Wiggles Item
- +1 Smarts Item
- +1 Moxie Item
- Gizmo or Gadget



The Way Forward:

(After entering a room, roll 1D6)

- One Way Forward
- Two Ways Forward
- Three Ways Forward



Aspect

- Trapped
- Venerated
- Preserved
- Forgotten
- Unstable
- Phasing



Treasure:

Feature

- Crystalline
- Precursor
- Xenomorph
- Dimensional
- Temporal
- Cybernetic



Form

- Egg
- Artifact
- Archive
- Weapon
- Technology
- Intelligence

Roll **1D6** on tables. If 2 options, roll again. ■-■ is 1st ■-■ is 2nd.

Monster Type:

- Reptilian or Crustacean
- Cephalopod or Slimoid
- Macroviral or Arachnoid
- Mechanoid or Insectoid
- Xenomorph or Beastial
- Silicoid or Plantoid

Monster Aspect:

- Armored or Intelligent
- Toxic or Regenerating
- Spawning or Stealthy
- Artificial or Huge
- Fast or Phasing
- Vicious or Small

Monster Size:

- 1D6 Small (1 Gumption & 1 Harm)
- 1D3 Medium (3 Gumption & 2 Harm)
- Large (2D6 Gumption & 3 Harm)

Bearing:

- Hostile
- Wary
- Surprised